Level Progression: all characters start off at Lvl 1, and 5 skill points to distribute. You gain 1 skill point per level up. Each floor should provide enough exp for leveling up around once or twice, with more leveling up on early levels and less on later ones.

Floors: There are in total 16 floors, with big boss fights on floors 4, 8, 12, 16, the 16th being only a floor of the boss. Each floor has around 10-15 rooms.

Each floor starts at the camp room, where the player can choose to rest only once at that specific camp room, as there are only enough supplies there to rest for one night?

When the player rests the party, the party is healed completely. The player is also given the option to reset all the skills of party members.

Monster Drops: All monsters in the game drop loot. Monsters will always drop 1 piece of loot, but has rates for different drops. Rogues and Hunters can attempt to get more than 1 piece of loot per monster.

Loot: The loot found can be used at the camp in three ways:

1. Combine them with each other. Any two loot items when combined will form a new item. The item can be a better piece of loot, a consumable, or a weapon stone.
2. Combine a piece of loot with your weapon. If combined with a weapon, that weapon will gain a certain amount of property or stats. The increase can be in the weapon’s attack; it’s accuracy, or other properties, such as critical strike chance, status inflicting, elemental damage, etc. Weapon stones are loot that tells you exactly what properties it gives the weapon, and are usually of better values than normal loot.
3. Combine a piece of loot with your armor. If combined with a piece of armor, that armor will gain certain amount of properties, just like weapons. The increase can be in its defense value, or in resistances against elements or statuses.

There is no limit to how much you can combine with your weapon and armors, and it is the only way your weapon and armor can improve.

Rooms other than the camp room can be of several kinds, a single room can be more than one type of room as well:

Boss Room: The room containing the floor boss. Must be beaten in order to continue to next floor.

Empty Room: An empty room.

Monster Room: A room containing monsters. Players must defeat monster to progress.

Puzzle Room: A room containing some sort of puzzle. Solving the puzzle results in rewards. Not mandatory. Hints are unlocked based on Int. Some puzzles are impossible to be solved without having known the hint.

Challenge Room: A room containing some sort of challenge. Beating challenge is mandatory to progress. Failing challenge results in harm.

Trap Room: A room containing some sort of trap. If undetected by party, causes party harm. Detection is based on party’s AGI/DEX.

Secret Room: A room containing some secret reward, if undetected by party, nothing happens. Detection is based on Party’s Int/DEX.

HP: Determines how much health you have.

Str: Determines the amount of damage you do.

Vit: Determines the amount of physical damage you take.

Int: Determines the amount of magic damage you do and take.

DEX: Determines the chance of attacks and skills landing.

AGI: Determines the chance of dodging attacks.

Act: The amount of ACT taken for normal attacks, and determines position order.

Cast: Determines the number of times you can use skills or cast spells.

Formulas:

\*Multipliers can be anything from effectiveness of type of attack, to buffs, to passive bonuses.

Physical Damage:

[(Attack of Character\*) – (Target Armor)] x [Str / Target Vit] x [Multipliers\*]

\*Attack of Character = Attack values of equipment + Str

Magical Damage:

[(Int x 3) – (Target Armor/2)] x [Int / Target Int] x [Multipliers\*]

Accuracy:

[Accuracy of Weapon] x [DEX / Target AGI] x [Multipliers\*]

Random Aggression:

Different enemies can potentially have different agro formulas, but the basic formula should be a RNG of 100.

75 go to front row units. 25 go to back row units.

Between a row, it’d be split up according to who is weaker.

Turn Order:

The character’s ACT that reaches 0 first determines turn order. If two characters both reach 0 first, priority is given randomly.

For example, you have a party of three, with ACT of A(5), B(5), and C(7). There are 2 enemies with ACT of D(5), and E(6).

The turn order will then start off with a random arrangement of A, B, and D, followed by E, and C, for could possibly look like:

A(0)->D(0)->B(0)->E(1)->C(2)->

After wards, the acting character or enemy’s action determines how much ACT they take. So for example, if character A uses an action of ACT 5, the order now becomes:

D(0)->B(0)->E(1)->C(2)->A(5)->

If D takes an action of ACT 4 however, then the order now becomes:

B(0)->E(1)->C(2)->D(4)->A(5)->

Taking Turns:

When it is a character’s turn, he has 6 options: Attack, Defend, Skills, Items, Check, or Run.

The Check command makes the characters check the enemies for weaknesses, as well as the area for traps and treasures.

The character then reports either success or failure at the start of his next turn. If you find a trap mid battle, the trap will be triggered against the enemies. If you find weaknesses, the character will simply report those weaknesses (and strengths). If you find a treasure mid fight, the treasure will come with a bonus.

Skills:

The way skills will work is that all characters will have a set list of skills. Each skill takes a certain amount of skill points in order to learn or level up if already learned. Each level will give a character a number of skill points equal to his level.

The Defender Class has the best defense, passive skills that allow them to draw agro, and active skills that allow them the keep the party alive by soaking damage.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Defender | HP: A | STR: C | VIT: A | INT: C | DEX: B | AGI: D | Total | ACT: C | CAST: C |
| LVL 1 |  | 6 | 11 | 5 | 8 | 4 | 34 | 8 | 2/0/0/0 |
| LVL 5 |  |  |  |  |  |  |  | 8 | 3/0/0/0 |
| LVL 10 |  |  |  |  |  |  |  | 8 | 4/1/0/0 |
| LVL 20 |  |  |  |  |  |  |  | 8 | 5/2/0/0 |
| LVL 30 |  | 37 | 61 | 34 | 45 | 31 | 208 | 8 | 6/2/1/0 |

Weapon: Spear [Atk: 6][90%] Armor: Heavy [Def: 13]

Acc: Shield [Def: 8]

The Knight Class has the most well rounded skills and stats. They have active skills to draw agro and raise moral, passive skills that help with offence or defense, and offensive skills.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Knight | HP: B | STR: B | VIT: B | INT: B | DEX: B | AGI: C | Total | ACT: C | CAST: C |
| LVL 1 |  | 7 | 8 | 5 | 8 | 5 | 33 | 8 | 2/0/0/0 |
| LVL 5 |  |  |  |  |  |  |  | 8 | 3/0/0/0 |
| LVL 10 |  |  |  |  |  |  |  | 8 | 4/1/0/0 |
| LVL 20 |  |  |  |  |  |  |  | 8 | 5/3/0/0 |
| LVL 30 |  | 44 | 48 | 38 | 41 | 35 | 206 | 8 | 6/3/1/0 |

Weapon: Sword [Atk: 8][95%] Armor: Chain[Def: 11]

Acc: Shield [Def: 8]

The Berserker class has the best attack in the game. They have passive skills that increase damage, and active skills that does single target damage. They also have active skills that can debuff enemies.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Berserker | HP: B | STR: A | VIT: C | INT: D | DEX: C | AGI: B | Total | ACT: C | CAST: D |
| LVL 1 |  | 12 | 6 | 2 | 6 | 8 | 33 | 7 | 2/0/0/0 |
| LVL 5 |  |  |  |  |  |  |  | 7 | 3/0/0/0 |
| LVL 10 |  |  |  |  |  |  |  | 7 | 5/1/0/0 |
| LVL 20 |  |  |  |  |  |  |  | 7 | 5/2/1/0 |
| LVL 30 |  | 61 | 40 | 26 | 38 | 43 | 208 | 7 | 5/3/2/0 |

Weapon: Axe [Atk: 14][75%] Armor: Leather[Def: 8]

The Rouge class has the best AGI, and therefore evasion, in the game. They have active skills that can steal additional loot from monsters, as well as debuff enemies. They have passive skills that help in evasion and trap and treasure detection.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rogue | HP: C | STR: C | VIT: D | INT: B | DEX: B | AGI: A | Total | ACT: B | CAST: C |
| LVL 1 |  | 5 | 4 | 4 | 9 | 12 | 34 | 6 | 3/0/0/0 |
| LVL 5 |  |  |  |  |  |  |  | 6 | 4/1/0/0 |
| LVL 10 |  |  |  |  |  |  |  | 6 | 5/2/0/0 |
| LVL 20 |  |  |  |  |  |  |  | 5 | 7/3/0/0 |
| LVL 30 |  | 34 | 30 | 37 | 48 | 61 | 210 | 5 | 7/5/0/0 |

Weapon: Dagger [Atk: 7][100%] Armor: Cloth[Def: 6]

Acc: Boots[Dodge: 15%]

The Duelist class has great attack and speed, but sub par defenses. They have passive skills that help them locate weaknesses, and active skills that can do both single target and multi target damage.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Duelist | HP: B | STR: A | VIT: C | INT: C | DEX: B | AGI: A | Total | ACT: B | CAST: C |
| LVL 1 |  | 9 | 5 | 3 | 8 | 10 | 35 | 6 | 2/0/0/0 |
| LVL 5 |  |  |  |  |  |  |  | 6 | 3/0/0/0 |
| LVL 10 |  |  |  |  |  |  |  | 6 | 4/1/0/0 |
| LVL 20 |  |  |  |  |  |  |  | 5 | 5/2/0/0 |
| LVL 30 |  | 46 | 35 | 29 | 44 | 56 | 210 | 5 | 5/3/1/0 |

Weapon: Saber [Atk: 12][95%] Armor: Guard[Def: 9]

The Mage can cast spells easily without heavy costs, but learn higher level spells very slowly. Has passive skills that increase spell count.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Mage | HP: C | STR: D | VIT: D | INT: A | DEX: B | AGI: B | Total | ACT: C | CAST: C |
| LVL 1 |  | 2 | 4 | 10 | 9 | 7 | 32 | 7 | 3/0/0/0 |
| LVL 5 |  |  |  |  |  |  |  | 7 | 5/1/0/0 |
| LVL 10 |  |  |  |  |  |  |  | 7 | 7/1/0/0 |
| LVL 20 |  |  |  |  |  |  |  | 7 | 7/3/1/0 |
| LVL 30 |  | 22 | 27 | 58 | 48 | 42 | 197 | 7 | 7/5/2/0 |

Weapon: Rod [Atk: 5][85%] Armor: Robe[Def: 5]

The Sorcerer can not cast as many spells per day, but has stronger spells. Has passive skills that increase magic damage.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sorcerer | HP: C | STR: D | VIT: D | INT: A | DEX: B | AGI: B | Total | ACT: C | CAST: C |
| LVL 1 |  | 2 | 4 | 11 | 9 | 6 | 32 | 8 | 1/1/0/0 |
| LVL 5 |  |  |  |  |  |  |  | 8 | 2/1/0/0 |
| LVL 10 |  |  |  |  |  |  |  | 8 | 2/2/1/0 |
| LVL 20 |  |  |  |  |  |  |  | 8 | 3/3/2/1 |
| LVL 30 |  | 22 | 27 | 60 | 47 | 41 | 197 | 8 | 4/3/3/2 |

Weapon: Book [Atk: 4][80%] Armor: Robe[Def: 5]

The Hunter suffers no back line penalties in damage, and there fore does the best ranged damage in the game. Has passive skills that help detect weaknesses and traps. Has active skills that do damage.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Hunter | HP: C | STR: A | VIT: D | INT: C | DEX: A | AGI: B | Total | ACT: C | CAST: C |
| LVL 1 |  | 9 | 4 | 5 | 11 | 6 | 33 | 7 | 2/0/0/0 |
| LVL 5 |  |  |  |  |  |  |  | 7 | 3/0/0/0 |
| LVL 10 |  |  |  |  |  |  |  | 7 | 4/1/0/0 |
| LVL 20 |  |  |  |  |  |  |  | 7 | 5/2/0/0 |
| LVL 30 |  | 47 | 28 | 32 | 56 | 44 | 207 | 7 | 5/3/1/0 |

Weapon: Bow [Atk: 11][90%] Armor: Cloth[Def: 6]

The Bard is weak physically, but can sing songs that boosts the entire party’s stats while he’s singing. They can heal the party, increase defense or offence, and even lower the enemy’s resistances.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Bard | HP: C | STR: D | VIT: C | INT: A | DEX: B | AGI: B | Total | ACT: B | CAST: C |
| LVL 1 |  | 5 | 6 | 8 | 8 | 6 | 34 | 5 | 4/0/0/0 |
| LVL 5 |  |  |  |  |  |  |  | 5 | 4/1/0/0 |
| LVL 10 |  |  |  |  |  |  |  | 5 | 5/2/0/0 |
| LVL 20 |  |  |  |  |  |  |  | 5 | 6/4/0/0 |
| LVL 30 |  | 35 | 32 | 52 | 47 | 41 | 207 | 5 | 6/4/2/0 |

Weapon: Guitar[Atk: 5][100%] Armor: Cloth[Def: 6]

Acc: Harmonica[Lose Agro: 15%]

\*The Bard has fast ACT, because all of his skills have High ACTs, and the buffs last for twice the value of the ACT of the buffs.

The Priest is the dedicated healer class, but also has decent attack and defense. Has passive skills that help drop agro and do other priest stuff.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Priest | HP: C | STR: B | VIT: C | INT: B | DEX: C | AGI: C | Total | ACT: B | CAST: C |
| LVL 1 |  | 7 | 6 | 8 | 7 | 6 | 34 | 8 | 3/0/0/0 |
| LVL 5 |  |  |  |  |  |  |  | 8 | 4/0/0/0 |
| LVL 10 |  |  |  |  |  |  |  | 8 | 5/1/0/0 |
| LVL 20 |  |  |  |  |  |  |  | 8 | 5/3/1/0 |
| LVL 30 |  | 42 | 38 | 47 | 42 | 37 | 206 | 8 | 5/3/2/1 |

Weapon: Mace[Atk: 10][80%] Armor: Robe[Def: 5]

Acc: Cross[Lose Agro: 15%]

The Alchemist suffers no back line damage reduction. The alchemist can cast tier 2 spells to summon homunculi in order to do battle for them. They have passive skills that help in crafting better items. They have active skills that can inflict statuses.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Alchemist | HP: C | STR: C | VIT: D | INT: A | DEX: C | AGI: C | Total | ACT: B | CAST: C |
| LVL 1 |  | 6 | 5 | 11 | 7 | 5 | 34 | 8 | 2/0/0/0 |
| LVL 5 |  |  |  |  |  |  |  | 8 | 3/1/0/0 |
| LVL 10 |  |  |  |  |  |  |  | 8 | 5/1/0/0 |
| LVL 20 |  |  |  |  |  |  |  | 8 | 5/3/1/0 |
| LVL 30 |  | 39 | 27 | 57 | 50 | 37 | 210 | 8 | 5/3/2/1 |

Weapon: Bomb[Atk: 9][75%] Armor: Cloth[Def: 6]

The Illusionist suffers to back line damage reduction. The illusionist can cast tier 2 spells that create dummy clones of their allies that attract agro and explode when destroyed. The illusionist has active skills that can guide enemy agro and expose weaknesses to be more effective. They have passive skills that help detect treasures.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Illusionist | HP: C | STR: D | VIT: D | INT: B | DEX: B | AGI: C | Total | ACT: B | CAST: C |
| LVL 1 |  | 4 | 5 | 9 | 10 | 7 | 35 | 7 | 3/0/0/0 |
| LVL 5 |  |  |  |  |  |  |  | 7 | 4/1/0/0 |
| LVL 10 |  |  |  |  |  |  |  | 7 | 4/3/0/0 |
| LVL 20 |  |  |  |  |  |  |  | 7 | 4/4/1/0 |
| LVL 30 |  | 32 | 25 | 55 | 56 | 39 | 207 | 7 | 5/4/2/0 |

Weapon: Cards[Atk: 6][75%] Armor: Cloth[Def:6]

Acc: Crystal Ball[Detect Traps/Treasure 25%]