Tower of Heroes

Affinity details.

RED: STR Aggression, Dominance, Power

GREEN: VIT Stability, Natural, Rough, Enduring

YELLOW: AGI Reactive, Compulsive, Freedom

BLUE: INT Knowledge, Calm, Collected, Wisdom, Patience

PURPLE: DEX Plotting, Calculating, Care, Caution, Wit

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AFFINITIES AS THEY APPLY TO EQUIPMENT AND CHARACTER STATS

Each piece of loot has stats for their affinity. For example, after defeating a slime, it may drop the item “Gelatin”, which has the stats /3/2/1/2/3/

When applying the item “Gelatin” to a piece of equipment, the player chooses which color they will draw from the piece of loot.

For example, the player chooses red, which had a value of 3, and applies it to his boots. Well, the player now gains +3 to his red affinity, making his affinities now 3/0/0/0/0. His boots now also has an internal count of /3/0/0/0/0/.

Well, say his boots had a threshold at /2/0/0/0/0/, now the boots evolve into power boots. His old boots had the stats [ATK:0][DEF:3], well, now his power boots have the stats [ATK:2][DEF:2], so the player’s ATK and DEF values now change accordingly. So if the player started with ATK:11, DEF:11, he now has ATK:12, DEF:10.

A player’s ATK is always determined by all of the ATK values of his equipment added together, plus his STR.

A player’s DEF is always determined by all of the DEF values of his equipment added together, plus his VIT.

Every 5(?) points of a particular affinity will also give the character stat point in the stat tied with that particular affinity.

So say our character has the stats 5/5/5/5/5, and the affinity now of /3/0/0/0/0/. His ATK is currently 12, and his DEF is currently 10.

If we apply a second “Gelatin” to his boots, then his affinity now becomes /6/0/0/0/0/, and because he has gained more than 5 RED affinity, his stats become /6/5/5/5/5/, and his ATK becomes 13, his DEF does not change.

The internal clock on his boots, which are now “power boots”, is now /6/0/0/0/0, no threshold is met, and the boots do not evolve.

However, if he had put the slime into his helmet, the power boots would remain at /3/0/0/0/0/, but the helmet would also raise to /3/0/0/0/0/.

Say the helmet now hits a threshold, it evolves into “Viking Helm” and goes from [ATK:0][DEF:4] to [ATK:2][DEF:1], AND it gives the player +1 STR, -1 INT, the player’s affinities are still /6/0/0/0/0/, but his stats are now /7/5/4/5/5/, and his ATK is now 16, and DEF now 7, so [ATK:16][DEF:7]

Some other things evolving a new equipment could do is raise the agro a character attracts, the rate of ACT the character uses when he casts skills or attacks, the number of spell casts of a tier of spells a character has, or the max HP of the character.

Keep in mind numbers are not relevant, balancing is bad, and this is simply how the system would mechanically work.

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AFFINITIES AS IT APPLIES TO THE BATTLE SYSTEM

AND THE BATTLE SYSTEM ITSELF!

The battle system will revolve around a battlefield of 10 hexagons. The bottom 4 are where the player’s characters will start on, and the Top 4 are where enemies start on.

Every Hexagon will have a point value for a particular affinity, and only for one affinity.

When a character or enemy is standing on top of a hexagon, if the color is opposite to their dominant affinity, then they will lose power equal to how dominant their most dominant affinity is, and vice versa.

The 5 colors are:

RED: STR

GREEN: VIT

YELLOW: AGI

BLUE: INT

PURPLE: DEX

Strengths and Weaknesses:

BLUE >>>RED>>> YELLOW

PURPLE >>>GREEN>>> BLUE

RED >>>YELLOW>>> PURPLE

GREEN >>>BLUE>>> RED

YELLOW >>>PURPLE>>> GREEN

\*>>> Is strong against

When a character stands on a hexagon that is a color not their own, then every turn they act on that tile, by attacking while on it, or using a skill on it, or even defending or using an item on it, then that tile will change into a color that is one step closer to the character’s affinity.

For example, if my knight, which is of RED affinity, stands on a BLUE Tile, and attacks from that tile, then at the end of his turn, the tile will change to PURPLE, likewise, if the tile was PURPLE, then it would have changed to RED.

When one unit attacks another unit with a basic attack, then their affinities are compared, and the unit with the winning affinity will receive a bonus to either their attack if the unit is attacking, or defense if the unit is defending.

For example, if my knight has a dominant 40% Red Affinity, and the knight attacks a Rabbit Monster with a dominant 60% yellow affinity, then my knight wins because RED beats YELLOW, and my knight will receive a 40% damage increase in his attack, and vice versa if he was being attacked, he would receive a 40% damage resist.

Theres a lot of things that can be done honestly, exploiting weaknesses, changing a unit’s dominant affinity based on the tile they’re standing on, etc etc etc. I can’t figure any of it out right now, but yeah, this is what I have right now.