Character Design

Main - Stats

* Health - This is your overall health in the game.
  + Health = [Race Base Health / (8 - Size)] \* 1000
* Strength - Determines physical damage.
* Defense - This is essentially Damage Reduction.
  + This blocks damage from the other Behemoths, as well as blocks damage from foot soldiers.
    - Damage Blocked by Behemoth = Defense \* 200 per hit
    - For foot soldiers, this defense is essentially a threshold that the attacker will need to overcome
* Size - This affects your overall size in-game, as well as how far your domain expands from each town. It also will add .3 to Strength, Defense, and Magic
* Magic - Determines Magical Damage
* Speed - Determines how fast you move and how quick your attacks are
* Hoard - The hoard is broken into two parts
  + Followers - This determines the amount of people you can bring into battle with you.
  + Wealth - This is the amount of gold you have to spend on yourself to upgrade your behemoth.
* Domain – This is the numerical value of the amount of land your kingdom possesses.

**Move List**

Template

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Magical

* Buff Spells (these spells would probably be available to all Behemoths)
  + Strength Allies
    - All the soldiers around you go up a rank
  + Weaken Enemies
    - All the enemy soldiers around you go down a rank
* AOE
  + Burst around you
    - Damage = 300 \* Level of Skill
  + Ranged AOE
    - Damage = 450 \* Level of Skill

Physical

* Lunge Attack
  + - Damage = 500 \* Level of Skill
* Sweep Attack
  + - Damage = 350 \* Level of Skill
* Combo Attack
  + - Damage = 200 \* Level of Skill + 300 \* Level of Skil l+ 500 \* Level of Skill

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**Minor Units**

**Milita**

Overview

Militia are the baseline units for the races. They are simple, and possess the weakest attacks of the races, but can be upgraded into better units through harrowing combat.

* Attack
  + Attacks a given target with whatever you’ve got in hand

Upgrade Paths

Man-At-Arms

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**Gameplay**

Movement

Attacking

Orders

-To Me

- Attack the Wall

- Kill their Behemoth

**Upgradable Stats**

The player can use hoard to purchase upgrades for their giant creature.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Cost/Level | Strength | Defense | Magic | Speed | Size | Follower |
| 1 | 1000 | 1000 | 1000 | 1000 | 3000 | 1000 |
| 2 | 3000 | 3000 | 3000 | 3000 | 9000 | 3000 |
| 3 | 6000 | 6000 | 6000 | 6000 | 18000 | 6000 |
| 4 | 10000 | 10000 | 10000 | 10000 | 30000 | 10000 |
| 5 | 15000 | 15000 | 15000 | 15000 | 45000 | 15000 |
| 6 | 21000 | 21000 | 21000 | 21000 | 63000 | 21000 |
| 7 | 28000 | 28000 | 28000 | 28000 | 84000 | 28000 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Cost/Level | Strength Allies | Weaken Enemies | AOE Burst | AOE Ranged | Charge | Sweep | Combo |
| 1 | 300 | 300 | 300 | 300 | 300 | 300 | 300 |
| 2 | 900 | 900 | 900 | 900 | 900 | 900 | 900 |
| 3 | 1800 | 1800 | 1800 | 1800 | 1800 | 1800 | 1800 |
| 4 | 3000 | 3000 | 3000 | 3000 | 3000 | 3000 | 3000 |
| 5 | 4500 | 4500 | 4500 | 4500 | 4500 | 4500 | 4500 |
| 6 | 6300 | 6300 | 6300 | 6300 | 6300 | 6300 | 6300 |

Dragon

Soldiers