

Project Crimson Hunters

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Table of Contents

Game Summary	3
Story and Progression.....	4
Playable Characters and Potentially Playable Characters.....	5
Progression Checks.....	11
Links, System Requirements, and Credits	12

Game Summary

Game Name: (Not Yet Decided)

Project Codename: Project Crimson Hunters

Project Date: August 2024 to (Est.) March 2025

High Level Concept

A party-based RPG following Edmond, a young man and descendant of the Crimson Hunters, a fallen secret order of vampire slayers. As a vampire lord rises once more, players embark on a journey to defeat him for good, forging friendships and unraveling the mysteries behind the order's downfall.

Genre: Party-Based Japanese-Style Role-Playing

Target Audience: Players aged 16+ who enjoy narrative-driven RPGs with multiple endings.

Core Gameplay Mechanics

***Note:** some mechanics may not be implemented yet, as the game is still work in progress.*

Random Encounters and Time Progress Wait (TPW) Battle System

- Battles are triggered through random encounters, utilizing a Time Progress Wait system for dynamic, strategic combat.

Class System with Story Integration

- Players can freely swap classes for each party member, although each character (except Edmond) has a set of classes best suited to their role in story canon and background.

Class Progression and Awakening

- Characters can evolve their basic classes into advanced forms through leveling and progression. Additionally, each character unlocks a unique Awakening Class tied to their personal story and background.

Dynamic Difficulty System

- The game features no traditional difficulty settings. Instead, difficulty dynamically adjusts based on player choices during conversations. Additionally, as the story progresses and the party reaches certain levels, the world scales in difficulty to maintain a balanced challenge, preventing over- or under-leveling.

Story and Progression

A long time ago, there was a giant crystal in the centre of the world. We call it Gaia, the Mother Crystal.

Under the blessings of the Mother Crystal, the world was a unified entity. People lived in unison and harmony. People are born to the world with the blessing of health and happiness, and their spirit will return to the Mother Crystal once they pass away.

Although society has a hierarchy, people only think of themselves as the sons and daughters of Gaia. Their positions in society denote only what they are responsible for doing.

However, some are close to the Crystal, from them, those who seek the power of the Mother Crystal for themselves.

One greedy man, Constantine, commits the sin of attacking the Crystal, wanting its power. But Crystal breaks into pieces, granting it power to everyone in the world.

Hence, the origin of magic, and the wars and conflicts around the shards of the Crystal for their magic power.

But the world will have equilibrium, just like life and death.

Hence, for the man who shatters the Crystal, a shard of the Crystal pierces his body and curses him. For the shard loses its magic essence, forcing him to have lust for such essence.

This is the story of Constantine, the first sinner..... Or, more commonly known nowadays as, the Arch Vampire.

For you see, the magic essence is now a part of one's blood.

The wars didn't last long, only because now the Arch Vampire was loose, cursing his victims into vampires as well.

People are now unified again, facing the curse that was brought upon the world by Constantine, by the shattering of the Crystal.

Four families, from four corners of the world, formed an order. They are skilled warriors who braved enough to face the curse. The night of the hunt was terrifying, but the warriors were successful at last. The moon was red, like the blood that runs through the vanes of you and me.....

So, the world was saved and gave birth to the legend of the Order of the Crimson Hunters. The descendants of the four families accepted the name of Crimson Hunters, and continue to fight, for centuries to come.....

Playable Characters and Potentially Playable Characters

Edmond (Playable)

Role: Protagonist, descendent of the Order of the Crimson Hunters.

Age: At the age of 22 in the beginning of the game, just about 24 at the end.

Appearance: Medium-Tall, dark brown hair, and reddish-brown eyes.

Background:

Edmond, or Ed by his sister Jenna, is the eldest child of Lady Rosanne, the late leader of the Crimson Hunters. Trained by his mother from an early age, Edmond was groomed to become a skilled vampire hunter and the rightful successor to the Order. During the war against the forces of the Constantine, the Arch Vampire a decade ago, Edmond and his younger sister, Jenna, were placed under the care of their uncle, a fellow member of the Order and Rosanne's brother.

Edmond's father, though not a member of the Crimson Hunters, chose to accompany his wife to the battlefield and was killed while trying to protect her. Ultimately, Lady Rosanne used the last of her strength to seal away the Arch Vampire, fulfilling her duty but succumbing to her exhaustion and wounds soon after her success.

Honouring Rosanne's dying wish to give her children a peaceful life away from the horrors of vampires, Edmond and Jenna were sent to live with their paternal grandparents by his uncle. Edmond, then twelve, and Jenna, eight, grew up under their care, away from the remnants of the Crimson Hunters, in hopes of a normal life away from their origins.

Dev. Notes: This is the player character; the player will never be able to swap him out at any time. The player will take control over Ed's perspective and make decisions that will impact the game's ending. They are assigned as freelancer in the beginning, capable at doing everything but not good at anything. This is to help the player get a grasp of the game's combat system.

Celica (Playable)

Role: Protagonist, daughter of Vladimir and Elenor.

Age: Appears to be in her early 20s, but we shall never know for real.

Appearance: Medium height, snowy-ashen hair, and dark-crimson eyes.

Background:

Celica grew up in a loving family and had a happy, carefree childhood. Her father, Vladimir, was the younger brother of Constantine, the Arch Vampire. He defied his vampiric nature caused by the Curse of the Crystal, betrayed his brother, and successfully got accepted back to the human race. Her mother, Elenor, a kind-hearted member of the Crimson Hunters, deeply admired Vladimir's courage and dreamed of giving Celica a chance to live a normal, peaceful life.

That dream was shattered due the war ten years ago, which claimed Elenor's life. Stricken with grief and consumed by bitterness, Vladimir began to resent humanity's fragility, blaming it for his beloved wife's death. Determined to overcome what he saw as a curse of weakness, he delved into his old origins, studying Lady Rosanne's seal and the Curse of the Crystal. In time, he chose to embrace his dark heritage, declaring himself the new Vampire Lord. He sought to transform every living soul into vampires, convinced this would free them from the vulnerabilities that had cost him everything.

Unable to accept her father's descent into darkness, Celica left her home, embarking on a journey to find a way—or someone—who could help her stop him. Carrying her mother's memory close to her heart, she vowed to honor Elenor's wish for her to live a life of purpose and hope, free from her father's destructive ambitions.

Dev. Notes: She defaults to a healer role to teach the player about health management in a scripted boss fight when she joins the party. In terms of design, originally our dear Celica was to be a royalty, then it was trashed because of its similarities to RPG conventions. Then I decided to add a twist of her being the daughter of the Vampire Lord to add some drama, depth, and inspire some moral thinkings in the story. The option for the player to romance her and “wife her up” is a reference to the classic JRPG troupe of romanceable heroine.

Lucian (Playable)

Role: Deuteragonist, renowned Professor at the Central Magic Academy

Age: In his early to mid 50s.

Appearance: Tall, frosted dark hair, and blue eyes similar to the ocean.

Background:

Not much is known about Professor Lucian's past, but his expertise in the study of vampirism and the Curse of the Crystal is unparalleled. Despite his vast knowledge, Lucian has a playful and irreverent demeanor. He's quick with a joke and goes out of his way to lighten the mood, though those who know him understand that his carefree attitude hides a dangerous seriousness. It was said among his students and colleagues: "when Lucian truly becomes serious, it's best to stay out of his way."

He often downplays his brilliance, referring to himself as an "old fool," and insists that everyone call him by his childhood nickname, Luke, rather than his proper titles. Addressing him properly as "Master Lucian" or "Professor Lucian" is sure to earn a sharp rebuke—or worse, a long-winded lecture from our "old fool" about why titles are overrated.

Oh, and he loves cooking, particularly passionate about baking biscuits.

Dev. Notes: I think all JRPGs need a successful spell caster in the roster. I designed Luke and make him into a professor with a default magic role is to accommodate players who are used to a more tradition JRPG party combo: swordsman, healer, magicians, and knight. However, since the player are free to switch classes, the final decision of Luke's role is on them.

Rachel (Playable)

Role: Deuteragonist, graduates from the Central Military Academy

Age: At the age of 26 in the beginning of the game, 27 at the end.

Appearance: Tall, dark hair, and greenish-blue eyes similar to the shallow waters.

Background:

Rachel is the daughter of Professor Lucian, a scholar with a deep passion for academia. However, unlike her father, Rachel gravitated toward the combat arts from an early age. Despite her parents' reservations and her father's high hopes of seeing her follow in his scholarly footsteps, Rachel remained steadfast in her desire to pursue her own path. She enrolled in the military academy to study war strategies. Supposedly, she will become a junior commander in the infantry after graduation, yet she was assigned to work alongside her father, investigating the recent resurgence of the Curse.

Rachel's ultimate ambition is to join the Central Court, an international body established in the wake of the vampire attacks and the formation of the Four Nations. She aspires to serve as an Observer for the Court, an agency created after the fall of the Order of the Crimson Hunters, with a mission to resolve conflicts, sometimes by force, and maintain peace across the nations.

She loves reading in her free time. And, sadly she also has some family disagreements to deal with, especially with her father.

Dev. Notes: Upon Rachel and Luke joins the party, we will see a scripted battle that has both her and her father on their default roles. Rachel's role will be the knight, who can protect the party and serves the preservation role. This is to make the player aware of party's class composition and also aims to teach the player about synergy and strategies about selecting roles for the party and how to approach combat more effectively.

Jenna (Potentially Playable)

Role: Edmond's sister, may have main roles for secret post game contents (TBD)

Age: 18 to 20 years old for the main game, maybe 22 if she is playable post game

Appearance: Medium height, blonde hair, and dark-green eyes.

Background:

Jenna, or often referred as Jen by her older brother Edmond, is also supposed to be a descendent of the Crimson Hunters. She was four when her parents left for war and eight when they are pronounced dead after the war. Thus, she has no idea how to fight, nothing at all. Her brother Ed adores her innocent presence and never taught her how to fight for the past ten years after the war. As her brother determined to find out the past stories about their mother, Jenna took on herself to take care and look after her brother's daily life.

Dev. Notes: Jenna's existence was for a story reason more than anything else. Her main role was the slice of life Ed gets to enjoy before the main quest truly kicks off and as an anchor or the flag for "return to usual" after the end of the main quest.

Rinnko (Potentially Playable)

Role: "Shrine Maiden of the South East Continent"

Age: We don't know, but she is at least here for the past decade.

Appearance: Tall, pink hair similar to cherry blossoms, and purple eyes.

Background:

Unlike our dear Lucian, nothing was known about her for real. Only that she is a shrine maiden in a shrine at the East coast of the South East Continent.

Dev. Notes: She was set to be a mysterious guide when Ed journeyed to the South East Continent. She is also planned to have fetch quests for Ed to take care of her shrine. Afterwards she will be recruitable by Ed and will be kind of overpowered in combat; in the same level as the party will be close to the end of the game. This recruitment functions as the "easy mode" or "assist mode" for the game.

Portraits of the Casts

Playable Characters



Figure 1: Edmond, Celica, Rachel, and Lucian

Potentially Playable Characters



Figure 2: Jenna and Rinnko

Progression Checks

1. Stage 1: Introduction
 - a. The player/Edmond will be guided to the main city of the NW continent.
 - i. Encounters Celica, fight the tutorial mini-boss.
 - b. Head to the town at the North of the SW continent.
 - i. Meets Rachel and Luke, solve local problems.
2. Stage 2: Exploration
 - a. Main Quest defeat the Vampire Lord
 - i. Optional, find the three mini-boss on the SW, NE, SE continent.
 1. Doing so will make the Vampire Lord weaker.
 2. Or the player can ignore mini-bosses and take the Vampire Lord right away (it will be very hard).
 - b. Party Member Side Quests
 - i. A quest where the player learns more about Celica and develop a (sort of) romantic relationship. (SQ1)
 - ii. A quest where the player learns about the struggles of Rachel and Luke in their father-daughter relationship. (SQ2)
3. Stage 3: Final Battle
 - a. After the final battle, Celica reveals her vampire origin, if
 - i. SQ2 was not done, Luke dies while protecting Rachel.
 - ii. SQ1 was not done, player chooses;
 1. Let Edmond fights Celica and got killed (Bad Ending)
 2. Let Celica go away and never shows up again (Normal Ending)
 - iii. SQ1 was done, player chooses;
 1. Let Celica go away and never shows up again (Normal Ending)
 - a. Celica will send Edmond a confession letter in the end.
 2. Let Edmond resign as the Crimson Hunter (Good Ending)
 - a. If Luke not died, he shows up with Rachel at their wedding
 - b. Edmond marries Celica, living together in his family home.

Links, System Requirements, and Credits

Project GitHub Release Link: <https://github.com/StarryDust-02/ProjectCH-Public>

Platform: Windows

Processor: Intel Core i3-4340 or better

Memory: 8 GB RAM

Graphics: Compatible OpenGL / VRAM 1GB or better

Storage: Please reference the file size on GitHub

Additional Notes: Recommend 1920x1080 or better Display

If you would like to inspect my original unpackaged source code and files, please get in touch via my application email or the email on my GitHub page: starrydust.02@icloud.com

Credits

The project uses default assets from RPGMaker MZ v.1.1.x and its DLC.

The project utilizes the character generator from RPGMaker MZ v.1.1.x.

The project utilizes various plugins by various creators in the VisuMZ team.