Members Present: Derek, Jordon, Josh, Vance

* Party system
  + Knight
    - Tank
    - Predefined skills
  + Cleric
    - Support / healer
    - Pre-defined skills
  + Assassin
    - Damage
    - Pre-defined skills
  + Engineer
    - Damage/support
    - Pre-defined skills
* Classes
  + Ranger
  + Warrior
  + Mage
* Combat
  + Stationary enemies
    - Walk up interact
    - Line of sight aggro
  + Random encounters
  + Individual member loss/death
    - Gain less xp on win
  + Main player death
    - Next party member is lead
    - FIFO
  + Battle affects
    - Blind – chance to miss – 2 turns
    - Daze – reduced damage – 2 turns
    - Poison – Damage per turn – 2 turns
    - Burn – damage per turn – 2 turns
    - Chill – reduce defenses – 2 turns
    - Stun – blocks all attacks – 1 turn
* Items/Consumables
  + Consumables
    - Health
      * Minor
      * Standard
      * Greater/Superior
    - Resource
      * Minor
      * Standard
      * Greater/Superior
    - Revive
      * Basic
        + 50%
      * Full
        + 100%
    - Antidote
      * Cures all debuffs
* Zone
  + Hostile
    - Possible loss of inventory items/coins on death
  + Safe Zone
    - No loss of items on death
* Enemies
  + Neutral – engage by choice
    - Stationary
    - Harder
      * Better gain
    - % modifier on health/damage
  + Hostile – line of sight
    - Stationary
    - Same difficulty as mobs in zone
* Skills
  + Ranger
    - Basic attack
      * No resource
    - Fire arrow – less base
      * Apply burn % chance
    - Poison arrow – less base
      * Apply poison % chance
    - Spread shot
      * Attacks all enemies
      * 75% base damage to all enemies
* Future additions
  + Professions/crafting
  + Ally inventory
  + Poison – persistent damage