Members Present: Derek, Jordon, Josh, Vance, Matt

* Party system
  + You can only take two party members out with you
* Classes
  + Ranger
    - Damage
  + Warrior
    - Damage
  + Mage
    - Damage
  + Knight
    - Tank
  + Cleric
    - healer
  + Assassin
    - Damage
  + Engineer
    - Support/Damage
* 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
    - Bleed – damage per turn – 2 turns
* 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 damage
      * Apply burn % chance
      * Last 2 turns
    - Poison arrow – less base damage
      * Apply poison % chance
      * Last 2 turns
    - Spread shot
      * Attacks all enemies
      * 75% base damage to all enemies
    - Charged shot
      * Charges for one round
      * 2x-5x damage
    - Stun arrow – no initial damage
      * % chance to stun
      * Lasts one round
  + Warrior
    - Basic attack
      * No resource
    - Cleave
      * Attacks all enemies
      * 75% base damage to all enemies
    - Lunge
      * Single Target
      * % chance to stun
    - Execute
      * Full depletion of resource
      * % of damage based on how much resource is used
    - Rend – No initial damage
      * % chance to apply bleed
      * Lasts 2 rounds
    - War cry
      * Increases party members damage
      * Lasts 4 turns
      * Costs half total stamina
  + Mage
    - Basic attack
      * No resource
    - Fire bolt
      * % chance to apply burn
    - Frost bolt
      * % chance to apply chill
    - Lightning bolt
      * % chance to stun
    - Meteor
      * Attacks all enemies
      * Charges for one round
      * Cost substantial mana
    - Mana Barrier
      * No mana cost
      * Hit depletes mana instead of health
      * Toggle ability
  + Knight
    - Basic attack
      * No resource
    - Shield Slam
      * % chance to stun
    - Taunt
      * Taunts one enemy for one round
    - Defensive stance
      * Increase defenses
      * Lasts 4 rounds
    - Battle Cry
      * Increase base vitality of all party members
      * Lasts 4 rounds
    - Retaliate
      * Returns % of damage dealt to him
        + capped
      * Lasts one turn
      * Cool downs for 3 turns
  + Cleric
    - Basic attack
      * No resource
    - Heal/life syphon
      * On party pick
        + Heals a single party member
      * On Enemy pick
        + Deals base damage
        + Half Damage dealt is converted to health
    - Revive
      * Picks up a fallen party member
    - Healing Chant
      * Takes one round to cast
      * Heals entire party
      * Cost substantial mana
    - Empower
      * 5% boost to all primary stats to whole party
      * Cost substantial mana
      * Last 4 rounds
    - Mend
      * Applies a heal over time to a party member
  + Assassin
    - Basic attack
      * No resource
    - Eye gouge
      * % chance to blind
    - Throat cut
      * % chance to bleed
    - Backstab
      * Takes one round
      * % chance to deal double
    - Stealth
      * Un-targetable for one round
    - Disembowel
      * Full depletion of resource
      * % of damage based on how much resource is used
  + Engineer
    - Basic attack
      * No resource
    - Smoke bomb – No damage
      * % chance to apply blind to all enemies
    - Flash bomb – No damage
      * % chance to apply daze to all enemies
    - Incendiary bomb
      * % chance to apply fire to all enemies
    - Shrapnel bomb
      * Damages all enemies
      * % chance to apply bleed to all enemies
    - The Motherload
      * Takes 3 rounds to detonate
      * Does massive damage
      * Full resource consumption
* Base Stats
  + Dexterity
    - Increase damage
      * Ranger only
    - Physical Critical strike chance
  + Vitality
    - Increases base Health
  + Intelligence
    - Increase spell damage
    - Spell critical strike chance
  + Strength
    - Increases damage
* Class Resources
  + Regenerate resources by x amount per turn
  + Ranger
    - Energy
      * On critical hit gains x amount of energy for next turn
  + Warrior
    - Stamina
  + Mage
    - Mana
  + Knight
    - Stamina
  + Cleric
    - Mana
  + Assassin
    - Energy
  + Engineer
    - Stamina
* Future additions
  + Professions/crafting
  + Ally inventory
  + Poison – persistent damage