

## **Theme: Medieval - sword, bows, armor**

### **Upgrades without Cap:**

- Health Points upgrade - gives you a flat amount of HP
- Melee Weapon Handling - gives a % increase to your melee weapons damage
- Ranged Weapon Handling - gives a % increase to your ranged weapons damage
- Health Regeneration - gives a flat HP reg
- Quiver Size - Increase number of ammunition you can carry
- Better Looting - gives a to increase number of coins

### **Upgrades with Cap:**

- Movement speed - gives a % increase to your flat movement speed
- Jump Power - gives a % increase to your jumping height

### **One time purchases/upgrades:**

- Every type of ranged weapon such as:
  - Bow - Mediocre damage, mediocre reload time
  - Crossbow - High damage, long reload time
  - Shortbow - Low damage, short reload time'
- Every type of melee weapon such as:
  - Swords - Medium range, Medium damage, Medium CD
  - Spear - Long range, Long CD, High Damage
  - Dagger - Short range, Increased Critical hit chance, Low Damage, Low CD
  - Maces - Medium range, Ignore part of armor, Medium damage, Long CD
  - Axes - Medium range, High Damage, Long CD
- Every type of armor such as:
  - Light armor - Lower CD, Lower Protection, Higher Movement SP
  - Medium Armor - No changes in CD or Speed and Medium protection
  - Heavy Armor - Increased Protection, Higher CD, Lower Movement
- Upgrades
  - Extra Air Jump "Talaria - Hermes Sandals"
  - "Dash" - dash forward past enemies ignoring damage for the duration, long cooldown