

Chain Legion Litepaper

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1 Introduction

Chain Legion is an RPG project on the Binance Smart Chain which aims to provide an immersive role-playing experience through the use of ERC721-compliant tokens, more commonly known as *NFTs*. The nature of ERC721 tokens provides compatibility for the most fundamental aspect of every RPG game in existence - unique character identity. No two characters are the same, as no two players are the same.

Chain Legion features a limited set of mintable NFTs (in further text - *legionnaires*) which represent playable in-game characters. Each legionnaire starts off with a blank slate, and it is up to the player to customize it as they see fit. Owning a legionnaire allows players to interact with the world on-chain.

2 Worldbuilding

Lore represents one of the main pillars upon which Chain Legion has been built. Every action that a player can take in-game is directly correlated to some part of the storyline which underlies the whole ecosystem. The team will establish a base storyline which will serve as a core story for the universe. This base will be colloquially referred to as the *initial lore*. Every story addition which is introduced down the road will have direct ties to the initial lore. Story proposals will be open at all times, and anyone with a passion for writing or creating in-depth geopolitical or historical events will be able to propose official additions to the Chain Legion canon universe. As the storyline expands, so will the universe and the characters living inside of it. Therefore the amount of content available to the player will increase over time.

3 Leveling and attributes

Every legionnaire comes into existence as a level 0 character. Initialization is required to setup base variables for the character across multiple contracts. Upon initialization, a legionnaire becomes playable and has its level set to 1. With this, comes a clean slate of attribute slots.

These slots can be populated with attribute points to create a combat build. Each attribute directly correlates to a certain combat skill of a legionnaire. There are no rules to point distribution. Players can max out a single category, or create a balanced build, depending on what kind of a character they want to play.

Each legionnaire is able to complete a designated number of combat training sessions (in further text - *trainings*), all of which grant a certain amount of experience points. By acquiring these points, they gain levels, which in turn grant more attribute points to contribute to their builds. Trainings do not carry a risk of failure.

4 PvP

Players can face each other off in 1v1 battles in the battle arena. Two cornerstones of every PvP battle are:

- Attribute points
- On-chain dice rolls

Battles have a turn-based structure, but are contained within a single on-chain transaction. Each legionnaire attribute directly correlates to a certain aspect of the fight. However, in order to produce lifelike encounters, a factor of uncertainty must be taken into consideration. Chain Legion contracts rely on ChainLink VRF oracles to provide verifiable on-chain randomness. During each turn, a random range-bound number (in further text - X) is assigned to the attacker, akin to a die throw. Value of X determines the performance of the attacker for that turn. Equation which takes attribute points and X into account determines how effective the player is during that turn. On the given value range spectrum of X , lower values have a negative connotation, while the higher ones have a positive one. Middle values act as neutrals, or close-to neutrals. For example, under the assumption that the range of X is $[1, 20]$, rolling a 5 would yield a debuff, while rolling a 15 would yield a buff.

Depending on their attribute point distribution, players will perform differently in a battle. Maximizing out a certain attribute will grant more benefits for traits associated to it, but traits for other attributes will remain weak. Therefore it is up to the player to decide what kind of build they want to achieve.

PvP battle ends when one of the players reaches 0 health points.

Each battle requires a monetary stake from both participants. When a battle is finished, the winning player takes both stakes from the prize pool, therefore netting a profit. Percentage of the total prize pool funds will be subtracted as a fee, to cover for OPEX costs.

5 Conclusion

Chain Legion is bringing its unique vision to the Binance Smart Chain. Packed with a vibrant, expanding, story-driven universe and an engaging RPG experience. The roadmap is rich with features which will be revealed in the near future. Our goal is to bring utility and real value to the NFT space, and allow our players to explore the depths of the Chain Legion metaverse.