Kingdom Of Souls – Character Specs

# Character Attributes

## SOULS

* Primary resource and most important resource in game
* Souls can be harvested from:
  + Dead humans
  + Dead animals
  + Dying demons – Before banishment
  + Barganing demons – A demon can surrender and offer a stash of souls in return for safe retreat
  + Demon essence
  + Soul chalices
  + Soul caches
* Used for
  + Replenishing all life force bars (health, magic power, stamina)
  + Nutrition manipulation – raise / lower
  + Empowering spells
  + Upgrading spells
  + Empowering invocations
  + Upgrading invocations
  + Empowering companions / allies
  + Leveling up
  + Increasing attributes on leveling up
    - The more souls used, depleted, stored, empowered, the more attributes are upgraded on leveling up
  + Increasing magic power bar PERMANENTLY
  + Empowering own attributes temporarily
  + Empowering certain bars temporarily – fortification
  + TBC

## Character Life Force

* Character life bars
  + Health
    - Primary bar
    - When depleted MC suffers a final death
    - Can be replenished using **spells**, **potions, elixirs, food,** and **SOULS**
    - Less health affects MCs stance (looks worse and holds body parts with low health)
  + Magic Power
    - Essentially = mana bar
    - Used for casting **spells**
    - Can be replenished using **potions, elixirs,** and **SOULS** and automatically regenerates based on other attributes
    - Less mana affects MCs muscle mass
  + Stamina
    - Affects how many and how long MC can perform physical feats:
      * Jumping
      * Sprinting
      * Being hit while blocking
      * Being hit with spells while warded
      * Sliding
      * Throwing objects
      * Hauling objects
      * Physically fighting (punching, kicking, power attacks)
      * TBE
    - Replenished using **potions, elixirs, SOULS,** automatically regenerates based on other attributes
    - Can be replenished using **food,** but player must rest or wait until it kicks in, running while **full** will deplete more stamina
* Secondary Bars
  + Nutrition
    - Affects health regeneration/depletion (if starving), stamina regeneration/depletion (if full)
    - Adds effects based on consumed items (onions reduce charisma ... TBE)

# Character Controls

## Movement and Navigation

### Navigation

* Mouse used to look
* Mouse turns player automatically

### Movement

* W(h) = Move Forward
* S(h) = Move Backward
* A(h) = Strafe Left
* D(h) = Strafe Right
* Space(tap) = Short Jump – Hop
* Space(long press) = Jump/Leap
* C(toggle/h) = Crouch – “Sneaky”
* Ctrl(toggle/h) = Get On Ground/Crawl - “Sneaky”
* Shift(toggle/h) = Walk/Run (Based on default setting – default could be walk, so shift would be run)
* Alt(toggle/h) = Sprint
* Tap space **WHILE** strafing = dodge (as in *darktide*)

### Movement States

* default
  + User is not pressing any buttons – movement is based on default settings eg. default could be Running, so if player moves the character will run/strafe in direction
* Sprint
  + Depletes stamina
  + Stops sprinting automatically when stamina depleted
  + Stopping movement in sprint makes character move a little more (momentum before stopping)
  + Strafing disabled, character on only strafe stops sprinting and staggers in direction (with momentum penalty)
  + Moving backwards when sprinting lowers momentum penalty but blocks all other movement modifiers
  + Jumping leap distance increased
  + Jump landing “staggers” (\*define)
* Walk
  + Increase stamina regeneration
  + All movement 50%+ slower
  + Produces less noise
  + Produces less hostility
  + Formal (\*define)
* Sneak
  + Decreases visibility
  + Enables <reticle> - Shows if any NPC or other device with vision can see MC
  + Sneak can be simply used for crouching or crawling
  + Not seen as shifty or suspicious, can be used freely

## Combat

### Combat States

MC can be in one of **4** combat states: **Unarmed and Passive**; **Using physical weapon**; **Using magical powers**; **Mixed**: Using a smaller physical weapon in combination with lesser magical powers and invocations

* Unarmed and Passive
  + Character has no melee/ranged weapon, shield (other blocking item), or magical power or invocation equpped or primed
  + Character has lowest threat level
  + Character can use nutrition items
  + TBE
* Using physical weapon
  + Character has a melee/ranged weapon equpped, in combination with shield or free hand
  + Two handed weapons require free hand
  + One handed weapons are ‘stronger’ (increased stats when handling) with free hand
  + One handed weapons can be used with blocking item (shield, buckler)
  + Melee weapon equpped:
    - Melee weapons block on right click
    - Left click and drag mouse defines direction of attack
      * Up = Overhead swing
      * Left = Slash from left (backhand since MC is right handed)
      * Right = Slash from right (forehand since MC is right handed)
      * Down = Stab forward
      * Predefined combinations can be made using these weapons (combinations can be unlocked by leveling up skills, spending souls etc..)
      * Combinations have various effects based on opponent
    - Shields block on right click
  + Ranged weapon equpped:
    - Tapping left click fires a fast shot
    - Holding left click primes projectile and lifts weapon (take aim)
    - Right click ‘zooms’ and steadies aim
    - Zoom determined by skill
    - Focus and steady determined by skill
* Using magical powers
  + Powers are always primed before use and always ready to fire if not a charged power
  + Charged powers can be fired at once or hold fire for charged shot for different effect
  + Left and right hand can have different power primed
  + Left mouse fires left hand power
  + Right mouse fires right hand power
  + Middle mouse click used for ‘zoom’
  + Tilda ‘`’ key used as QuickSelectWheel (QSW) for primed powers for each hand
  + QSW appears as two wheels with power icons on the rings, with descriptions in the middle
  + Once QSW appears, the mouse is used to drag cursor into power that will be primed to selected hand based on selected wheel (if power selected in right wheel, right hand primes power)
  + Buffs can be customized to use multiple buffs in one power activation (should also be possible to macro this into multiple layers, multiple buttons for multiple buff combinations)
  + Custom slots for both hand configurations as bars above wheels (each bar has combination of powers for both hands, or for only one based on parameters)
  + TBE
* Mixed:
  + Right hand used for melee one handed weapon
  + Left hand used for lesser magical power or invocation
  + Block achieved by holding middle mouse and then holding right click
  + Left hand follows rules for magical powers completely
  + Right hand follows rules for one hand combat

# Glossary

* (h) = HOLD / as in hold key
* (tap) = Tap a key fast
* (long press) = Regular press / long press / hold but not really
* (toggle) = Press to enter state
* (toggle/h) = Could be switched in settings to either be toggleable or to need to hold key
* (\*define) = Needs to be defined later
* MC = Main Character
* TBE = To Be Extended