

Combat Idea:

- Basic m1 strings and blocking with block breaking.
- Each character will have 4-5 skills, mainly based off their coin attacks. Though, due to some characters being “linear” we can get creative and make custom moves for them (within reason). Dashing will be in 4 directions.
- Rather than awakenings, have ‘supers’ which will basically be EGO. The idea is that players will be able to choose the EGO they use for their character. I think this will be good since players can try different ID-ego combos, though we should be careful not to make any one EGO too good that using others would be pointless
- EXPERIMENTAL: Each character has an “evasive” depending on which one they have in game activated by pressing R. All should have long cooldowns (60-90 seconds?). Ideas for them are as follows:
 - o Dodge: I-frame out of a combo. Kind of like a “parry”. Must press R as getting hit. If you do, briefly turn invisible and become invulnerable(?). USABLE MID-COMBO
 - o Counter: Typical counter. Cannot be used mid-combo. Must press R as getting hit. If you do, do some sort of counter attack depending on the character
 - o Block: Maybe have it just be a shield? Able to be used mid-combo, simply gives a temporary “shield” hp bar?

EGO ideas:

- 1. On EGO use, it will be an attack rather than a mode. The attack will of course be powerful, and activate a passive that the player will keep for the rest of the match/life.
- 2. EGO could be a mini-mode. A super short buffed state with maybe 2-3 good skills and a partial heal. This could also be good, but I don’t want it to be like ABA awakenings where pressing G is just a victory button.

Rough character loadout ideas: (WILL FILL OUT LATER) (WORRY ABOUT STATUS EFFECTS LATER)

- Full-Stop Hong Lu (I like his kit and think it would be fun. I’d want some type of move to be a “Heathcliff assist” where he shoots at an opponent from offscreen.)
 - o Standard m1 distance (knife). Skills allow for poke/zoning. Evade
 - o Take The Shot – Three consecutive gun shots. Low damage and blockable. Good for trying to hit players at range or combo extending. If player is detected within melee range, do a short knife combo instead.
 - o Heathcliff Assist – Check if an opponent player is on the mouse cursor. If so, a target briefly appears on said player, and they will take damage if they don’t block by the time the target disappears. Good for combo-extending or combo ending
 - o Beyond The Shadow – Very fast but short slide forwards, hit the first enemy that is detected in front. Block breaks. If no block break, knockback.
 - o Full-stop To Life – Grab(?). Goes through block. Both players become invulnerable to outside damage during the grab. Hong Lu grips onto the opponent, swinging himself

above and shooting a couple times in the head, afterwards doing a knife slash and jumping away

- Don Quixote (Simple kit but we'd need to get creative since it's kinda just a bunch of lunges.)
 - "Rushdown" style. M1s with long range due to the lance being massive. Evade
 - Joust – Block breaking, close range stab. Little more range than an m1? No knockback
 - Galloping Tilt – Gap closer? After a short wind-up, thrust forward and slide forwards. Stun and damage players immediately detected to not be blocking in front of Don.
 - For Justice – Two instantly consecutive lunges, one going forwards and then backwards. Invulnerable during the two lunges. Think that one 3* Wind mantra from Deepwoken. So as to not have this be a second evasive, do a scan before the attack to detect if it would even hit anybody. If the scan detects a player, give invulnerability and do the full attack. If nobody is detected, do only the first lunge and maybe give the player end-lag. BLOCKABLE
 - NO IDEAS FOR SKILL 4 YET
- Heathcliff
 - Standard M1 range? Not a lot of mobility, but dangerous if starts a combo. COUNTER.
 - Bat Bash – Standard "Powerful M1" type attack. Block breaks. If block break, no knock back. If hits normally, knock back. Should mainly be used to either start a combo or end one. The idea is that trying to use it as an extender will fling the enemy away
 - Smack Down – A "1,2" combo extender. One blow to the legs, and one to the head. Not a block breaker, but maybe applies a hard stun if it lands?
 - Upheaveal – A bunch of bat swings, at the very end knocking the enemy back. Strong combo ender.
 - Skill 4... No ideas yet.
- Ishmael (Interesting IMO since she has a somewhat diverse set of moves. Specifically, I think Slide and Shield Bash could be fun moves)
 - My initial ideas for her are kinda similar to Don. Maybe revisit later.