**Michael Chae – Game Prototype**

**Title**: Dragon Age: Origins

**Platform:** Board Game

**Turn-Type**: Turn based

**Category:** Tabletop role-playing game

***Introduction***

**Story:**

In one of several countries that make up the mythical continent of Thedas, a Grey Warden is trying to find recruits to fight against the Blight. You are the one of the bravest mercenary, who is trying to save the world against the dark influence of arch demon, and their minion Blights.

Your journey is hard, and dark armies will try to interrupt your journey. To find the arch demon, and stop the dark influence, you should train your skills, buy brand new weapons, and should travel the continent of Thedas to reach to the Ferelden Citadel, where arch demon stays in.

**Character Customization**:

In continent of Thedas, there are three different races, and 3 different classes. Each different races and classes will give advantage to your journey, and different attributes will change the way of defense mechanism.

**Stat Attributes**:

Players will be able to choose the races they want to play. Each races has their own starting stats, however players will be able to choose two stats, and will roll the 6 sided dices to give extra one stat to their attribute. GM won’t be able to see player characters stats.

If the dice shows the even number, player will give one extra stat that is closest to the alphabet order A.

If the dice shows the odd number, player will give one extra stat that is closest to the alphabet order Z.

**Human**: *+1 Str, +1 Dex, +1 Magic, +1 Cuing*

Humans have a predictably versatile spread of racial bonus that gives them an edge over their rivals in most situations. Notably, many of these attributes are tied to skill or equipment requirements, giving humans access to them slightly earlier.

**Elf**: *+2 Dex, +2 Magic*

Elves are clearly the race best suited to be mages, or archers. +2 Dex and Magic grants access to skills earlier than other races while also boosting spell power.

**Dwarf**: *+2 Str, +1 Dex, +1 Resistance*

Dwarves are the sturdiest race and only one with the resistance. A warrior would want all those stats, but they're also very beneficial for rogue's survivability.

**Classes**:

Players will be able to choose their classes before the game starts, and each classes will have their own special abilities to survive, however; once their classes are choose, they won't be able to change their classes once the game start.

*Warrior*: Warriors are the front-line fighters, the backbone of ay party under assault. Warriors are supplemented by powerful special abilities that draw from deep reserve of Strength.

*Mage*: A Mage is able to interact with the forces of magic. In order to qualify to be a mage, one must be an elf or a human. Dwarves cannot be mages, sin they are unable to control the forces of magic.

*Rogue*: Any race can become a rogue. Rogues are crafty combatants who succeed in battle by wide range of abilities to bring their opponents down in unexpected ways. Rogues can pick locks with greater chance, and use the cunning skills to avoid the battle.

**States:**

In the world of Dragon Age: Origins, there are five different stats that each characters can be obtained based on their characters and race. Each stat will give advantage to the players during the combat.

*Strength (Str)*: Affects hitting with melee. It also affects the damage, and types of weapons that players can hold (Ex: Long Sword: Requires 3 Str). "Str = Damage".

*Dexterity(Dex)*: Dexterity is the measure of agility, reflexes, and balance. Dexterity also, affects the hitting with bows and effects on clear the traps. Some of the range weapons will also require this stat.

High Dexterity will determine to first attack chance (Ex: if your dexterity is higher than enemy, you will have chance to roll the dice first).

*Magic (Mc)*: Affects the spell power, and wisdom where you can solve the find the trap ahead of you.

*Cunning (Cu)*: Cuing determines how well a character learns and reasons. Most skills, such as Combat Tactics, require a quick mind to master and observant eye can more easily find weaknesses in enemy armor. It also can be used on the Blights to convince, or trick them.

*Resistance(Rs)*: Resistance determines the magic defense, and will power. Some of the dark magic won't be able to affect on your characters. (Ex: Mind Control)

**Player's Character:**

* Player's full health is 80 HP.
* Player's health can only be healed by giving 5 gold to GM.
* Player's can move 5 tiles per round.

***Monsters***

Throughout the whole entire game time, players will face the dark influenced monster, Blights. In every single round, players will roll the 20 sided dices, and will have to fight against the Blight Wolf, Puppet Ghoul, and Revenant.

For the higher monsters, the GM will place the monsters on the old ruin, or the castles.

Arch demons can be only placed on top of the Ferelden Citadel Tile.

|  |  |  |
| --- | --- | --- |
| **NAME / TYPE** | **Attributes** | **PICTURE** |
| **Blight Wolf** | Gold: 10  Item: None  HP: 10/10  Str: 1, Dex: 3, Mc: 0,  Cu: 0, Rs: 0 | C:\Users\Owner\Desktop\wolf-howl.png |
| **Puppet Ghoul** | Gold: 40  Item: None  HP: 15/15  Str: 3, Dex: 2, Mc: 2,  Cu: 0, Rs: 0 | C:\Users\Owner\Desktop\puppet.png |
| **Revenant** | Gold: 100  Item: Scalep-Mail  HP: 60/60  Str: 10, Dex: 2, Mc: 1,  Cu: 1, Rs: 0 | C:\Users\Owner\Desktop\minotaur.png |
| **Infested Mass** | Gold: 200  Item: Hood  HP: 100/100  Str: 12, Dex: 3, Mc: 4,  Cu: 2, Rs: 3 | C:\Users\Owner\Desktop\infested-mass.png |
| **High Dragon** | Gold: 400  Item: Relic-blade  HP: 180/180  Str: 15, Dex: 3, Mc: 1,  Cu: 5, Rs: 1 | C:\Users\Owner\Desktop\dragon-head.png |
| **Arch Demon** | Final Boss  HP: 250/250  Str: 30, Dex: 4, Mc: 1,  Cu: 5, Rs: 3 | C:\Users\Owner\Desktop\hydra.png |

***ITEMS: Weapons & Armors***

Throughout the whole entire game time, players will face the dark influenced monster, Blights, and will be able to collect the *Gold Cards*. Players can buy the weapons from the GM.

Also, items can be traded with other players but will have to pay 50 gold to GM.

Player can only have one weapon / shield or weapon / armor or two weapons, except Dual Sword, Relic Blade, and Staff.

***WEAPONS***

|  |  |  |
| --- | --- | --- |
| **NAME / TYPE** | **Requirement** | **PICTURE** |
| **Short Sword** | Gold: 20  Damage: +3  None | C:\Users\Owner\Desktop\plain-dagger.png |
| **Long Sword** | Gold: 40  Damage: +15  Str: 1, Dex: 1 | C:\Users\Owner\Desktop\sacrificial-dagger.png |
| **Dual Sword** | Gold: 180  Damage: +25  Str: 2, Dex: 2 | C:\Users\Owner\Desktop\crossed-swords.png |
| **Relic Blade** | Gold: 300  Damage: +40  Str: 3, Dex: 2 | **C:\Users\Owner\Desktop\relic-blade.png** |
| **Short Bow** | Gold: 20  Damage: +1  None | C:\Users\Owner\Desktop\pocket-bow.png |
| **Long Bow** | Gold: 40  Damage: +15  Dex: 2 | C:\Users\Owner\Desktop\double-shot.png |
| **Staff** | Gold: 40  Damage: +20  Mc: 2, | C:\Users\Owner\Desktop\scythe.png |

***ARMORS***

Each armor points will reduce the enemy attacker’s damage.

|  |  |  |
| --- | --- | --- |
| **NAME** | **Requirement** | **PICTURE** |
| **Wooden Shield** | Gold: 20  Armor: 2  None | C:\Users\Owner\Desktop\layered-armor.png |
| **Scale-Mail** | Gold: 60  Armor: +5  Str: 1 or Dex: 1 or Mc: 1 | **C:\Users\Owner\Desktop\scale-mail.png** |
| **Small Plate Armor** | Gold: 80  Armor: +10  Str:2 or Dex 2 | C:\Users\Owner\Desktop\plastron.png |
| **Full Plate Armor** | Gold: 140  Armor: +20  Str:2 or Dex 2 | ***C:\Users\Owner\Desktop\breastplate.png*** |
| **Battle Gear** | Gold: 200  Armor: +20  Damage: +3  Str:3 | C:\Users\Owner\Desktop\battle-gear.png |

***Combat***

During the combat phase, players will be able to role 20 sided diced. If you rolled the dice, and got the number in between 1 - 13, you will get chance to attack enemy opponent.

However, if you got the number in between 14 - 20, your enemy will dodge your attack, and won't get any damage from you in that round.

Hits points can be increased by character stats and weapon.

**Ex**: your original hit number is in between 1- 13 (65%), however; you have sword, and your Strength stat has +2. Within correct weapon and stats, your chance to hit opponent enemy will incased up to 1 - 15 (75%).

More than one player will be able to fight against the single monster, if they are grouped together in one tile.

**Victory Conditions**

The two victory conditions are:

**Players vs. Arch Demon** – Arch demon are the master mind behind the Blight Invasion. Kill the Arch demon from the Ferelden Citadel, and save the world.

**Base Point** – In order to save the world, you need castles to protect people from the Blight's attack. Defeat the High Dragons and save the 5 castles.

***Campaign Notes***

* #1. The Castle has been invaded by an evil force released by an infiltrator, a mage that was paid by King Loghain to poison the Arl. The mage was discovered ad captured, but the evil in the castle is beyond control. Try to convince the mage for the information.

Requirement: Cunning 1, or Magic 2

Reward: 20 gold, and information about the High Dragon.

* #2. The great Dwarves Castle, Ozrammer had been invaded by the corrupted Blight Puppets, and their leader Relevant captured the survivors inside the jail. Try to sneak into the city, and save the survivors or defeat the Relevant.

Requirement: Cunning 1 or Strength 2

Reward: 60 Gold.

* #3. Redcliff Castle has been destroyed by the evil High Dragon. Try to call all your mercenary members, and defeat the High Dragon and his minions.

Requirement: All group members

Reward: Redcliff Castle High Dragon's health -20

***Game Master Rules***

In every single round, GM can place the one Blight Wolf and one Puppet Ghoul on the field. Each monster will be able to move based on their dexterity (Ex: Blight Wolf has Dex 3, so he can move 3 tiles).

In some of the situations inside the Campaign Mission, GM is allowed to create the extra small missions for the players, however; all the missions should have rewards for gold or small items. Also, GM’s should be careful to set requirements in missions, because; GM is not allowed to check opponent player’s character’s stat.