

Three Kingdoms

Core Concept

A turn-based, story-driven RPG set in a medieval world torn between three kingdoms. The player is a neutral diplomat exploring the continent, forging alliances, unraveling conspiracies, and uncovering a cosmic plan involving planetary forces and soulbound fate. The game blends political intrigue, symbolic mysticism, and tactical combat in a style inspired by *Game of Thrones*, *Dark Souls*, and Pokemon tactics.

Class System

Class	Role	Focus	Gear	STR	DEX	CON	INT	WIS	HP	AC
Knight	Defensive tank	Strength	Sword + Shield	7	4	5	2	2	30	5
Rogue	Stealth & speed	Dexterity	Daggers	4	8	3	3	2	24	3
Sorcerer	Pure spellcaster	Intelligence	Staff	2	5	4	7	2	20	2
Cleric	Healing and buffs	Wisdom	Talisman	5	2	5	1	7	26	4
Enchanter	Elementalist + Summoner (Hybrid)	INT + WIS	Orb	2	2	3	7	6	20	2

- Constitution = +2 HP per point
 - +1 to attack rolls per 2 points in primary stat
 - Luck (unlisted) allows for one reroll per encounter
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Weapons & Planetary Gear

Standard Weapon Types

- Sword, Spear, Dagger, Greatsword, Shield (Bronze → Steel → Mithril)
- Staff (Scholars → Gem → Cosmic)
- Talisman (Commoner → Church → Citadel)
- Orb (Unique to Enchanters)

Planetary Weapons (Tied to Bosses)

Each boss drops a unique weapon and unlocks a gate tied to their celestial domain.

Planet	Boss Archetype	Weapon Name	Weapon Type
Mercury	Speed Mage	Quicksilver Shot	Spell
Venus	Battle Queen	Morning Star	Mace
Mars	War Paladin	Olympus's Might	Greatsword
Jupiter	Fate Knight	Storm of Fate	Sword
Saturn	Titan Enforcer	Rings of Saturn	Crescent Blades
Uranus	Trickster Seer	Tilted Sphere	Orb
Neptune	Undead Prophet	Abyssal Trident	Trident
Pluto	Assassin King	Forgotten Brother	Dagger
Moon	Death Cleric	Eclipse	Shield
Sun	Solar Warrior	Solar Flare	Spell

Simplified Symbol System

System	Function	How It Works
Planets	Boss fights + weapons + progression	10 planetary bosses each grant weapon + unlock a new gate/dungeon

Tarot	Soul archetype + ultimate ability path	Pick 1 of 10 Tarot paths for custom skill trees and story outcomes
Zodiac	Regional tower buffs	12 towers tied to exploration that grant passive global stat buffs

🌟 Tarot Soul Paths

Tarot Card	Represents	Class Bias	Possible Ultimate Ability
The Magician	Intelligence, Power	Sorcerer/Enchanter	Duplicate Spell / Mana Surge
The High Priestess	Wisdom, Secrets	Cleric/Enchanter	Divine Barrier / Heal All
The Emperor	Authority, Tactics	Knight	Command Aura / Shield Wall
The Lovers	Duality, Loyalty	Rogue/Cleric	Charm Enemy / Ally Swap
The Chariot	Willpower, Speed	Rogue/Knight	Multi-Strike / Blitz
Strength	Resolve, Endurance	Knight/Cleric	Berserk Guard / Immovable
The Hermit	Stealth, Reflection	Rogue/Sorcerer	Vanish / Shadow Clone
Death	Change, Decay	Sorcerer/Rogue	Rebirth / Poison Bloom
Judgment	Truth, Finality	Knight/Cleric	Last Judgment AoE
The Fool	Chaos, New Beginnings	Any	Random Ultra-Effect

♉ Zodiac Towers (Exploration Buffs)

Sign	Tower Buff
Aries	+2 Strength
Taurus	+2 Constitution
Gemini	+2 Dexterity

Cancer	+10% Healing Bonus
Leo	+Crit Chance on Melee Attacks
Virgo	+Evasion
Libra	+1 to All Stats
Scorpio	+Poison Damage
Sagittarius	+Ranged Attack Power
Capricorn	+2 Armor Class
Aquarius	+Magic Damage
Pisces	+Mana Regeneration

Narrative Setup

- You begin as a neutral diplomat navigating tension between three rival kingdoms.
- A hidden plot by the king involves massive magic runes going off in villages, converting them to the Kings army
- Defeating planetary bosses unlocks powers, gates, and deeper cosmic truths.
- A secret fourth faction exists based on belief rather than territory.
- Tarot defines your inner soul path and ultimate ability.
- Zodiac towers offer world exploration incentives and buffs.
- Endgame is shaped by your alliances, betrayals, and soul archetype.