# The Delve Design Doc

Started August 10, 2020

## Characters

There will be no characters, only predefined archetypes. Players will be able to customize their base stat allocation.

## Character Base Archetypes

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | Character |  | Battle Mage |  | Berserker |  | Ranger | | Stats |  |  |  |  |  |  | |  |  |  |  |  |  |  | | Strength |  | 3 |  | 9 |  | 5 | | Dexterity |  | 5 |  | 7 |  | 9 | | Intelligence |  | 8 |  | 3 |  | 5 | | Wisdom |  | 9 |  | 3 |  | 5 | | Vitality |  | 5 |  | 8 |  | 7 | |  |  |  |  |  |  |  | | Total |  | 30 |  | 30 |  | 30 | |  |  |  |  |  |  |

## Leveling

Characters stats will increase by their base stats for each level they gain. They will also gain 5 free stat points that they can allot into any stat they wish.

## Equipment Slots

Head – Helmet  
Shoulders -   
Arms -   
Hands – Gauntlets/Gloves  
Chest -  
Waist – Belt  
Legs – Leggings  
Feet – Boots  
Left Hand – Weapon/Spell/Item/Sheild  
Right Hand – Weapon/Spell/Item

## Weapon and Armour Bases

All Armour bases will use Strength as their main equipping hurdle.

Cloth

Leather

Plate

## Weapon and Armour Modifiers

White  
Item has no modifiers, stat increases, or enchantments

Magic  
Will have a stat increase, and may have an enchantment

Rare  
Will have a range of stat increases, battle modifiers, and enchantments

Unique  
Have defined increases that do not roll.

Legendary  
Amazing increases to stats, modifiers, and enchantments. Legendary items are extremely rare and hard to find/drop.

## Weapon and Armour Drop System

Magic Find chance 1%