# KINGDAWN

## ANKA GAME STUDIOS

# GAME DESIGN DOCUMENT - Version 1.1

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# CHAPTER 1 - INTRODUCTION

Kingdawn is a next generation Massively Multiplayer Online Roleplaying Game (MMORPG), that innovates upon the multiplayer RPG genre by introducing new and exciting gameplay scenarios and dynamics.

Gameplay in Kingdawn revolves around huge ancient cities that exist in a

magical time of the Earth's history, before the birth of Adam and Eve in Eden. The purpose of the game is for the players to conquer these cities, defend them from attackers, but also from dangers that lurk within the cities themselves.

Kingdawn is primarily a multiplayer 3rd Person Action Role Playing Game that will feature fast paced and magical combat, a character development system, city management, castle sieges and raid adventures in a mixture of Player Vs Environment (PvE), and Player Versus Player (PvP) gameplay.

# CHAPTER 1 - PART 1 : THE CITIES OF KINGDAWN

At initial game launch, four cities of the ancient world will be included, with the potential of

more cities to be added in future game expansions. These four cities are:

**BABYLON** – located in the Middle East of the ancient Earth.

**PERGAMON** – located in ancient Greece.

**VINLAND** – located in Scandinavia, the land of Norse mythology.

**MONTEZUMA** – located in the Aztec jungles of South America.

The cities are the primary location of the game's Player Vs Environment (PvE), and Player Versus Player (PvP) gameplay, but each city also has surrounding lands where the players may engage in both PvE and PvP gameplay.

The cities themselves are the primary hubs of civilisation in Kingdawn, where trade, social interaction and a culture of NPC Characters go about their daily lives. But at the heart of every city is a secret dungeon that is the true source of that city's mystical power and influence in the world. And each dungeon has a ruler (raid boss), that must be defeated by the players in order for them to gain ownership of the city. The dungeon and the raid boss form the high level PvE content in Kingdawn.

The lands around the cities are open areas, where players may engage in both PvE and PvP content – fighting against wandering monsters or engaging other players in combat.

However, the focus of PvP in Kingdawn is the challenge of the players to conquer and gain mastery of the cities. This PvP may only occur within the city walls during city sieges, or within the city dungeon – but usually not within the main city itself, because this forms a safe area for players to trade, rest, and for the NPCs to live their lives.

Please see the section **THE CITIES IN DETAIL** for full descriptions of each city, it's culture, dungeon and raid boss.

## DUNGEONS

Within the heart of every city is a sprawling and dangerous dungeon. At the end of this dungeon the raid boss and the *Throne of the King* rune are located. Also within this dungeon is the additional rune, the *Name of the King* rune, that is required for a *Coup De'Tat.*

The Raid Boss will only spawn occasionally, however, the dungeons will always be active because monsters will constantly spawn and respawn in the dungeons, even in between Raid Boss timers. In this respect, the players may always venture into the dungeons to slay monsters, gain XP and loot.

## WILDERNESS

Because the cities will usually be owned by a King and he or she can decide who may enter the city, there will be times when many players are excluded from the cities – left to fend for themselves outside the walls, in the wild lands beyond.

The wilderness area gives the opportunity for players to engage freely in PvP and PvE gameplay, to gain power, level up, and prepare their plans for the next siege or coup.

The wilderness is populated with various enemy monsters, small towns and small dungeons, where players may trade, purchase equipment, adventure and gain loot. However these wilderness areas are dangerous and lack the protection and resources provided by the cities.

## CITY CAPTURE

At the very start of the game, all cities are owned by the Raid Boss, who lives deep beneath the city in it's dungeon. The players start the game with basic equipment, and are guided straight to the dungeon to begin PvE adventure and combat. Eventually after a few attempts, maybe after dying a few times and coming back for more, they will eventually reach the Raid Boss of the city. There they must fight and defeat the Raid Boss. When the Raid Boss is defeated a magic rune appears in the centre of the boss

arena. This magic rune is called *The Throne of The King.*

Any player in the arena, may then interact with the magic rune, and stay focused on it for 1 – 3 minutes without taking any damage. If the player takes damage, their focus is interrupted and they must start again. Players may compete to interact – but while interacting can take no other action – so some players may race to use the rune, or attack other players to stop them. In this way, players will naturally form teams and tactical strategies to assist their friends or allies to activate the rune.

When the magic rune is successfully activated, the player who activates it becomes **KING OF THAT CITY** and gains additional power in city management. Please see the section The Role of the King for further details of the powers the player character gains when they becomes King.

However, their kingship does not last forever. On a period of every 3-7 days (This duration can be balanced during play testing), the Raid Boss will respawn and if the Raid Boss is not defeated within a short period of time, then the Kingship will be lost. Players may then compete again to defeat the boss and regain Kingship. In this way it is likely that Kingship will constantly change among the server population, and players will compete and team up with their friends to win Kingship for their friends or guild mates.

When a player becomes King, he or she becomes invulnerable to all attacks from players while inside his or her city – (he can still be damaged by enemy monsters in the dungeon) – however there are certain situations where his or her Kingship can be challenged in between Raid Boss spawns using the *Coup De'Tat* and *City Siege* systems. Please see the next sections for further information.

# COUP DE'TAT

During a period of kingship, the player who holds the role of King is invulnerable from player attacks while inside his or her city walls. However, a second magic rune is located in a different part of the dungeon. This second rune is called *The Name of the King.*

This second Rune may be defended and captured in the same way as the first rune, except it has no boss associated with it. When a player activates this rune they have learned the *Name of the King* and may initiate a *Coup De-Tat.*

A *Coup De'Tat* allows a party of up to 5 players to challenge the King and fight him anywhere in the city. If the King is defeated, the player that lands the killing blow becomes King and the *Coup De'Tat* is ended.

The *Coup De'Tat* lasts for only 1 hour.

# CITY SIEGE

During the period of kingship, the city gates are closed to outsiders – players who are not allied with the king – and the city guards will actively attack any player attempting to enter the city, unless the player has *Trader Status, Diplomatic Status,* or is disguised.

If a player or group of players wish to enter the city during kingship, they may use espionage or stealth to trick the city guard or avoid detection and enter covertly, to gain access to the dungeon.

Alternatively, a player or group of players may blatantly attack the city from outside and attempt to gain access using Siege Equipment to break down doors and scale the city walls. Inside each city is a gatehouse which contains a magic rune – this magic rune is called *The Castle of The King.* When this rune is activated a *City Siege* becomes active. While a *City Siege* is active. PvP is allowed anywhere in the city, and the King becomes vulnerable to attack. If the King is slain, then the player who lands the killing blow becomes King, and the *City Siege* is ended.

*City Sieges* last for 3 hours – but may only be activated once every 3 hours.

# TRADE AND DIPLOMACY

Some players may not wish to engage in PvP very often, and instead wish to live safe lives of trade and social status. To achieve this, any player may apply for *Trade Status* or *Diplomatic Status* by talking to an NPC within a city or town. Each application for *Trade Status* or *Diplomatic Status* may be revoked by the King or one of his chosen officials. However if a player gains *Trade Status* or *Diplomatic Status* from any city administration, it works for all cities.

*Trade Status* or *Diplomatic Status* essentially makes a single player “Neutral” to all other players for PvP purposes, and means that city guards will allow them to freely pass in and out of cities. When a character has this status, they may not attack or be attacked within city walls, even during City Sieges. However if they attack in PvP they may lose their neutral status.

Traders and diplomats are generally seen to be beneficial for the cities, and so if a King revokes too many *Trade Status* or *Diplomatic Status* from players, it may have a bad effect on the King's reputation and renown with the NPC population.

# ESPIONAGE AND DISGUISE

As mentioned above, any player who is not allied with the King may be attacked by the city guard when attempting to enter a city. In order to overcome this, players may sneak into the city using stealth, or additionally, they may adopt a *Disguise.*

Only some classes (Assassin or Necromancer), gain *Disguise* abilities naturally, but other classes may gain *Disguise* through magic items, or special class options. Please see **CHARACTER DEVELOPMENT IN DETAIL.**

A *Disguise* will allow a player to pretend to be an NPC, Trader or Diplomat, allowing them to pass easily past the city guard.

One of the reasons players may wish to enter a city unnoticed is to engage in *Espionage.* This is essentially spying on the city, and learning it's secrets. The primary purpose of *Espionage* is to discover the time and day of the next Raid Boss spawn.

Normally only the King of the city, and his / her, chosen Lords, will know the exact time and day of the next Raid Boss spawn. But located within each city is a fourth rune – *The Mind of The King.* This rune, when activated will give the exact time and day of the next Raid Boss spawn. If an enemy team discovers this day and time, they may use this information to plan and coordinate their next *Coup De'Tat* or *City Siege,* to coincide with the Raid Boss spawn, thereby attacking the city when it is at its weakest – when much of the King's defences are occupied trying to take down the boss.

Additional *Espionage* options may be available to learn other secrets about each city.

# NON PLAYER CHARACTERS

The world of Kingdawn will contain a wide variety of Non Player Characters (NPCs), within

the cities, in the wilderness and also in the dungeons. All NPCs will fit into these basic categories:

**VENDORS** – NPC characters that perform a trade or diplomatic function.

**GUARDS** – The city guard that defend the city. Also mercenaries in the wilderness.

**CIVILIANS** – NPC characters that perform no function, except to populate

areas.

**TRADERS** – NPC characters that travel between cities to engage in trade.

**ACTORS** – NPC characters that play active roles, gives quests, or are named enemies.

**MONSTERS** – A.I. controlled enemy units that patrol the dungeons and wilderness.

**BOSSES** – Raid Bosses, but also Mini-Bosses in the dungeons or wilderness.

All NPCs have a moral alignment, either good or evil. Good NPCs will react well to chivalrous player characters, and evil NPCs will react well to depraved player characters – and vice versa in both cases. Some NPCs, such as raid bosses, are universally hostile and ignore Renown. Please see the section, **THE RENOWN SYSTEM** for more information.

# CHAPTER 1 - PART 2 : THE PLAYER CHARACTER

In the ancient world, before the Garden of Eden, magical races, powerful gods and strange monsters lived upon the Earth. In Kingdawn, the player may play as these magical races, strive to ascend to godhood, or descend into depravity to become a monster.

At initial game launch seven races will be available for the player to choose. These are:

**HUMAN** – The children of the Earth, evolved from animals. The ancestors of Adam and Eve.

**UMBRA (DARK SPIRIT)** – The first being on earth that has been created for melting the ice all over the world with their fire.

**STERIA**- Nature* and Order* Children. They were created to protect the Natural Balance.

**ANIMUS** – Corrupted Humans that was made by Dark Spirits in the war of Steria and Umbra.

**GOLEM** – Mechanical humanoids, made of clay or metal, given a soul by the Gods.

**DJINNI (ELEMENTAL)** – Spirits of nature, made of Aether, Fire, Air, Water, or Earth.

**ALIEN** – Beings from another galaxy, who travelled to Earth on magical spacecraft.

Each race will have advantages and disadvantages and a unique appearance, allowing the player to experience the wonder of living an adventure as that magical being.

Once the player has chosen a race for their character, they must then choose a class. At initial game launch seven classes will be available for the player to choose. These seven classes are:

**GUARDIAN** – An armoured knight with a focus on melee combat and battle leadership.

**STRIKER** – A strong and versatile melee or ranged combatant with survival and hunting skills.

**ASSASSIN** – A spy or rogue who deals in stealth, espionage, and infiltration.

**ARTIFICER** – An engineer and inventor who can create machines of magic and war.

**PRIEST** – A holy sage who has devoted his / her life to divine magic and healing.

**WARLOCK** – An arcane magic user with mastery of elemental and mystical powers.

**NECROMANCER** – A master of the magic of death, life, and undeath.

Once the player has chosen a race and a class, they will then be prompted to customise their characters Attributes, Skills, and Abilities as a Level 1 character – or choose a Character Preset (Automatically assigns attributes, skills, and abilities for a simple balanced character build) - From there, they may begin the game.

Please see the section **CHARACTER DEVELOPMENT IN DETAIL** for more information on the Character RPG system in Kingdawn.

# CHARACTER LEVELS

Leveling up in Kingdawn works in the common way of most RPG games. You start the game at level 1, and as you play you gain Experience Points (XP), from performing various activities (killing monsters or players, winning battles, engaging in trade, etc). As more XP is gained, the character level increases, and with each level the character gains more power.

The Level Cap for the initial release of Kingdawn is 50 – and this level cap may increase with further expansions of the game.

# CHAPTER 1 – PART 3 : THE RENOWN SYSTEM

In Kingdawn, players may take what are considered “Good” or “Evil” actions. For example, attacking a Trader or Diplomat in the wilderness is considered an “Evil” action. Or, donating *Shekels* to a poor man in the city is considered a “Good” action. As players take Good or Evil actions, they gain *Renown. Renown* comes in two forms:

**Chivalry**
**Depravity**

The *Renown* system is a points based system where the character gains Chivalry or Depravity points based on the actions they take. The *Renown* rating will affect how NPCs and city people react to the player character during everyday NPC reactions, but also when and if that player becomes King.

Generally speaking, *Chivalry* will cause good NPCs to admire and respond positively to the player, and evil NPCs to hate or attack the player. *Depravity* works in the opposite way.

# GUILDS

Any player of Level 10 and above, or a King at any level, may create a *Guild*. They may name their guild whatever they like (Within naming conventions – no silly swear words please.)

A *Guild,* is a collection of players who share some common benefits.

Like a player, each guild generates renown – which for a guild is called *Guild Renown.*

*Guild Renown* works in a similar way to character renown, but it is affected by the actions of every guild member. Additionally, guilds may earn *Guild Renown,* by performing political or military actions, such as conquering a city or engaging in trade or diplomacy.

# CHAPTER 1 – PART 4 : EQUIPMENT AND MONEY

As the player plays through the game, their character will acquire loot and money, from looting treasure chests found within the city dungeons and also in wilderness areas, or on the bodies of fallen monsters or bandits.

The name for money in Kingdawn is *Shekels,* the ancient babylonian word for silver coins. To keep things simple, *Shekels* are the only currency in Kingdawn. *Shekels* are silver coins.

Character equipment in Kingdawn comes in these forms:

Melee Weapons – Swords, Axes, Hammers, Polearms – both 1 handed and 2 handed.
Ranged Weapons – Bows, Crossbows, Throwing Weapons.
Caster Weapons – Quarterstaff, Scepter, Book, Orb. Shields – Small Shield, Large Shield, Tower Shield.
Armour – Leather Armour, Chainmail, Lamellar, Platemail. Helmets.
Clothing – Robes, Outfits. Belts, Gloves, Boots.
Jewelry – Rings, Necklaces, Gems. Potions – Healing
Potions, Magic Potions, Mana Potions.
Goods – Grain, Fruit, Meat, Fish, Leather, Furs, Silk, Gold, Lapis Lazuli.
Siege Equipment – Battering Rams, Catapults, Ladders, Siege Towers.

Initially, all items in Kingdawn, when the player starts the game, are non magical. All the non magical items in the game may purchased from NPC Vendors inside the cities – but these are just base items. Magic items may only be found in the dungeons or in the wilderness from defeating NPC enemies or raid bosses. Magic items come in two forms:

Named Equipment – Premade “Named” magical items found in chests or on dead enemies.

Gems of Enchantment – Magic gems that may be used to enchant non magical items.

It is important that magic items in Kingdawn are rare and special. Of course, all characters can and will gain magic items as they progress through the game, but finding a Named Item or a Magic Gem should be something that only happens occasionally – and these items should be found in the appropriate places – for example, no looting a legendary artifact from a goblin.

Additionally, most monsters will not drop any equipment, or only basic equipment – and will mostly only drop *Shekels*. And treasure chests will only sometimes contain magic items or gems, mostly they will contain *Shekels*, Goods, and Potions.

We do not want Kingdawn to become an “Inventory Management Game” like so many MMORPGS – that is a big complaint of many players. Instead, looting will be occasional and finding a magic item will be a special and exciting event, because it is rare.

Also, items should have weight, to stop players from carrying 20 suits of plate mail in their inventory.

Please see the section **EQUIPMENT AND LOOT IN DETAIL** for full information on items and money in Kingdawn.

# CHAPTER 1 - PART 5: CONTROLS AND COMBAT

Movement in Kingdawn uses standard 3rd person controls.

WASD for backwards and forwards movement, and strafing left and right.

Character orientation is controlled by Mouselook – that is the character always looks and turns towards the crosshair. (Or invisible crosshair – centre of the screen - if it is toggled off.)

Middle Mouse Button scroll, controls Camera Zoom. Holding Middle Mouse Button enables Camera Freelook – so the player can look behind themselves while running forwards, for example.

General control keys are as follows:

| | |
|---|---|
| **Attack Left** | **Mouse Button** |
| **Block Right** | **Mouse Button** |
| **Jump** | **Spacebar** |
| **Sprint** | **Shift** |
| **Crouch** | **Left Alt** |
| **Dodge / Tumble** | **Double Tap W,A,S, or D** |
| **Sheath / Draw Weapons** | **Z** |
| **Switch Weapon Set** | **+ or -** |
| **Target Object (In crosshair)** | **F** |
| **Interact with Target** | **F** |
| **Use Special Abilities** | **1-6** |
| **Target Party Member** | **FKeys 1 to 12** |

| | |
|---|---|
| **Cycle Enemy Targets** | **Tab** |
| **Toggle Autorun** | **R** |
| **Toggle Walk Mode** | **B** |
| **Toggle Mouse Pointer** | **T** |
| **Inventory I Map** | **M** |
| **Character Sheet** | **C** |

Most or all controls can be remapped in the Options / Settings window. Interacting with the Inventory, Character Sheet, Map, and NPC Dialogue windows is achieved by toggling Mouse Pointer Mode with the T Key. This disables Mouselook, and allows the player to interact in a Windows style.

# SPRINTING AND BLOCKING

Sprinting costs Stamina, when Stamina runs out Sprinting stops. Blocking costs Stamina, when Stamina runs out, Blocking stops. Attacking does not cost Stamina.

Stamina can be increased by attributes, skills, magic items and buffs.

# MELEE COMBAT

Kingdawn is a real time, action packed, combat game. Hitting an opponent with a weapon should be achieved by a Hitbox around the weapon that only deals damage when it hits the opponents body.

Similarly, blocking should only occur when the defenders weapon obstructs the enemy weapon in a swing, or when the shield Hitbox, stops the enemy weapon in a swing. If a player is blocking, and gets hit from behind, the block has no defensive effect.

A directional attack and blocking system – similar to *Mount and Blade: Warband* - would be amazing and can even work with complex special attacks.

Targeting the enemy in your Focus Orb, has no effect on your ability to hit the opponent – the Focus Orb is only to give information about the foe or friend.

# RANGED COMBAT

Ranged combat in Kingdawn should work in a similar way to melee combat – except that it is from range. Targeting the enemy has no effect on the players ability to

hit. In order to hit the enemy with a ranged projectile, the player must aim (using a cross hair that only appears when a
ranged weapon is equipped) and fire a missile at the enemy and the missile must hit the enemy's body to do damage.

Missile weapons: arrows, bolts, throwing knives etc, should be projectiles with Hitboxs that travel through the air at a particular speed. They should not be “instant Hit” or “Line Traced” effects.

Missile weapons can be blocked with a shield or magic shield spell, they can also be hit out of the air by melee weapons – but this is very very hard to do – requiring timing and luck.

# MAGIC

Magic in Kingdawn is both offensive and defensive. Five types of magic effect may be used. These are:

**Aimed Magic Effect** – The player must aim the spell at an opponent, and the spell must hit the opponent or friends body to take effect. For example – A *Firebolt* or a *Healing Bolt*. These types of effect may not be used on one Self, only aimed at Others.

**Aimed Area of Effect Magic** – Similar to Aimed Magic Effect, but is an aimed attack that hits a friend or foe, and triggers an Area of Effect. Example, *Fireball* or *Throw Vial of Holy Water.*

**Area of Effect Magic** – The effect is centred on Self and radiates outward from Self. Can affect Self and Other, or only Other, depending on the spell. For example *Firestorm* effects only enemies in an area. *Aura of Healing,* effects self and friends in an area.

**Targeted Magic Effect** – This type of magic requires the spell caster to target the friend or foe in their Focus Orb and then cast a spell on that target. This type of magic is usually only for buffs or debuffs on friends or foes. It can be used on Self or Other.

**Targeted Area of Effect Magic** – Similar to Targeted Magic Effect, but creates an AoE effect centred on the target. Example, *Burst of Blessed Healing,* or *Cause Mass Sickness.*

Offensive magic effects can often be blocked by a shield. Some magic ranged attacks can be hit out of the air with weapons – similar to ranged missiles.

Resistance to magic is increased by attributes, armour, spells and magic items.

## TEAM DAMAGE AND CHARACTER COLLISION

Many MMORPGs choose to disable Team Damage and Character Collision for two main reasons – it prevents trolling and is simply technically easier to implement. Unfortunately this removes an exciting and enjoyable gameplay dynamic – having to play tactically to avoid damaging your allies.

We all know the Barbarian who charges into combat, swinging his great-axe through enemies and teammates alike, or the Sorcerer who likes to spam *Fireball* right into the melee. And in many games, this is okay. But it is also boring and unintelligent – rewarding players for playing carelessly. Other games like *Mount and Blade: Warband* have enabled Team Damage and Character Collision, and shown that, instead of making combat too hard, it actually makes combat more fun!

Kingdawn will feature Team Damage, and Character Collision, as this makes players play more intelligently, increasing the dynamics of combat and making it more enjoyable. This is especially relevant because Kingdawn is a PvP based game.

Team Damage means that a Guardian swinging his greatsword, a Striker firing arrows into melee, or a Warlock casting *Fireball* will have to play intelligently to avoid damaging their allies.

Character Collision means that players cannot walk through each other, or through enemy monsters. This makes tactical gameplay such as shield walls, a possibility.

# CHAPTER 2 – CHARACTER DEVELOPMENT

One of the most important parts of an MMORPG game is the Player Character. The player character, is the user's avatar in the game world, through which he or she experiences all gameplay. Therefore it is essential that Kingdawn has an enjoyable, exciting, and long lasting character development and customisation system, so that players can create the character they want to play in the game world.

The character RPG system in Kingdawn is made up of 7 components, which are:

### RACE

**CLASS**
**LEVEL**
**ATTRIBUTES**
**SKILLS**
**ABILITIES**
**SPELLS**

The concepts of Race, Class, and Level have already been mentioned in the above section **THE PLAYER CHARACTER**, so in this chapter, we will look in more detail at the character RPG system and cover the concepts of Attributes, Skills, Abilities, and Spells.

# CHAPTER 2: PART 1: ATTRIBUTES

All player characters, right from the beginning of the game possess 4 attributes. These are:

**MIGHT** – Defines the characters pure physical strength. Damage, Hit Points, and Stamina.

**ALACRITY** –Defines the character's movement speed, attack speed, and skill with weapons

**MANA** – Effects the characters magic power. Spell Points and Magic Resistance.

**ARETE** – Effects the characters skill with magic, but also their social and leadership skills.

All Attributes start at 1. At Level 1, during character creation, the player has 2 Attribute points that they may allocate to any attribute as they desire. So for example, a Level 1, character who has assigned his / her attribute points could have 3 Might, 1 Alacrity, 1 Mana, 1 Arete, or 1 Might, 2 Alacrity, 1 Mana, 2 Arete, etc etc.

Every 5 levels (Level 5, 10, 15, 20, etc) , the player gains 1 additional attribute point to spend as they wish. Which means that at level 50, they will have gained 10 more attribute points to allocate. Attributes may only be developed up to a maximum of 7.

Example: At level 50, a character would have a total of 12 extra attribute points and could assign them like this:

Might: 5 (1+4 – 4 points used)
Alacrity: 5 (1+4 – 8 points used)
Mana: 3 (1+2 – 10 points used)
Arete: 3 (1+2 – 12 points used)

Or another example:

Might: 1 (0 points used)
Alacrity: 1 (0 points used)
Mana: 7 (1+6 - 6 points used)
Arete: 7 (1+6 – 12 points used)

The first example is a balanced all round build, for example a Striker class.

The second example is a maxed out caster character, with no physical strengths. Perhaps a Necromancer or Warlock.

Attributes may be temporarily raised above 7 with worn magic items or buffs. Example: *The Crown of Supreme Magic* gives +2 Mana – for a maximum of 9 Mana Attribute

# MIGHT

The Might attribute determines the character's pure physical strength and toughness. Every point in Might provides:

+3% damage with melee weapons.
+3% damage with bows and thrown weapons (Not crossbows).
+3% crossbow reload speed.
+3% hit points.
+3% physical damage resistance.
+3% stamina.

# ALACRITY

The Alacrity attribute determines the character's general attack and movement speed, and their ability to dodge physical and magic attacks. Every point in Alacrity

provides:

+5% character movement speed.
+3% attack speed with melee weapons.
+3% chance to critical hit with all physical attacks.
+3% reload speed with bows, crossbows, and thrown weapons.
+5% dodge cool down speed.
+3% chance to resist critical hit from physical attacks
+3% jump height

## MANA

The Mana attribute determines the character's raw magical power, spell points and damage with offensive spellcasting. Every point in Mana provides:

+5% spell points.
+3% damage with offensive spells and healing spells
+3% resistance to magical damage.
+3% chance to resist mind control and magical debuffs.

## ARETE

The Arete attribute determines the character's skill with magic and their presence on the battlefield and with social interactions. Every point in Arete provides:

+3% cool down with all spells.
+3% chance to critical hit with damage spells.
+3% effectiveness to battlefield buffs.
+3% chance for success in all social interactions and
+3% increase to Leadership Abilities.
+3% chance to resist critical hit from magical attacks.

An additional function of Attributes, is that they govern the development of Skills. Each Skill has an associated attribute, for example *Power Attack,* is governed by Might, and *Power Magic* is governed by the Mana Attribute. Skill development is limited by 2x the score of the relevant Attribute. So for example, if you have only 1 Might, you may

only develop *Power Attack* to 2. But if you have 5 Mana, you may develop *Power Magic* to 10.

# CHAPTER 2: PART 2: SKILLS

Skills in Kingdawn affect almost all areas of gameplay. They are the basis by which the core gameplay mechanics of the character are augmented, and heavily influence the character's fundamental properties, such as Hit Points, Spell Points and Movement Speed, etc. All skills give passive bonuses to various actions.

All Skills start at 0 and may be increased as the character levels up. At Level 1, the player is given 5 Skill points to allocate as they wish. At every level, the character gains one additional Skill Point to spend. Therefore at the Level Cap, Level 50, the player will have a total of 54 (5+49) Skill Points to allocate.

The maximum score of all skills is 10, but they may be increased beyond 10 by magic items and buffs.

All skills are categorised according to their relevant Attribute. The available Skills in Kingdawn are as follows:

## MIGHT SKILLS

**POWER ATTACK** – Grants +5% damage on all melee attacks.

**POWER DRAW** - Grants +5% damage on all ranged attacks, except crossbows.

**TOUGHNESS** - Grants +5% maximum Hit Points.

**ENDURANCE** - Grants +5% maximum Stamina.

**RAPID RELOAD** - Grants +5% crossbow reload speed.

## ALACRITY SKILLS

**ATHLETICS** – Grants +5% character movement speed.

**WEAPON MASTER** – Grants +5% attack speed with melee weapons.

**SWIFT DRAW** – Grants +5% reload speed with ranged weapons (not crossbows).

**DODGE** – Grants +5% cool down on the dodge ability.

**JUMPING** – Grants +5% increase to jump height.

## MANA SKILLS

**POWER MAGIC** – Grants +5% damage with all offensive and healing spells.

**MAGIC ESSENCE** – Grants +5% maximum spell points.

**MAGIC SHIELD** – Grants +3% resistance against magical damage and physical damage.

## ARETE SKILLS

**FAST CASTING** – Grants +5% casting speed with all spells. (increased animation speed).

**SPELL FOCUS** - Grants +10% chance to resist spell casting interrupt from taking damage

Additionally grants +5% chance to resist rune activation interrupt.

**MAGICAL AID** - Grants +5% effectiveness to all spell buffs and +5% duration.

**LEADERSHIP** - Grants +5% effectiveness to battlefield morale Abilities.

Additionally grants +5% chance to succeed with social interactions.

# CHAPTER 2: PART 3: ABILITIES

Abilities, unlike Skills (Which are passive) are actions that the player character can take in the game. Also unlike Skills, Abilities are Class specific and are granted to each character based on their Class and Level. Each Class is granted access to Ability Trees that are appropriate to their gameplay role. Some Ability Trees are non-class specific and may be developed by any class.

One Ability is granted at Level 1 and every 4 Levels after (4,8,12,16 etc). At these levels, the Character may choose an Ability or a Spell for their character, but not both.

Every Ability may be dragged from the Character Sheet abilities list and placed on the Hot Bar User Interface to be activated during gameplay.

All Abilities have a cool down associated with them, meaning they may only be used occasionally. The exact cool down of each ability varies according to that ability. Also each Ability has a Stamina cost. When Stamina reaches 0, players will not be able to use Abilities.

A full list of all available Ability Trees will be included in the section **ABILITY TREES** later in this document. Every class will have more than one Ability Tree available to them, giving them a variety of tactical play styles to choose from. Here are a few examples of Abilities.

Guardian Ability: **SHIELD BASH** – The guardian bashes with his shield, dealing bludgeoning damage and knocking the opponent back 3 meters. Cool down, 6 seconds. Stamina cost: 10

Striker Ability: **MULTISHOT** – The Striker fires 2 arrows in a single shot instead of one. Taking this ability more than once, increases the number of arrows fired. A Striker that takes the Multishot Ability 3 times, may fire 4 arrows in a single attack. Cooldown, 6 seconds. Stamina cost: 15.

# CHAPTER 2: PART 4: SPELLS

Spells are granted in a similar way to Abilities, but are available only to magic using classes, Priest, Warlock, Necromancer, Artificer (The Artificer is a hybrid magic user – that may choose Abilities or Spells at relevant levels.)

Spells, like Abilities are actions that may be placed on the hot bar and activated occasionally. However, in addition to having a cool down, spells also cost Spell Points. When the magic using character has no Spell Points, they cannot cast their spells.

Spells are granted at Level 1 and every 4 levels after (4,8,12,16 etc), and the available Spells are determined by the Character Class. Each Class will have more than one spell to choose from at the relevant levels, so that a variety of different spell casting character builds may be created. Some Spells may be available to more than one Class.

A full list of all available Spell Books and Spells will be included in the section **SPELL BOOKS**, and the Spell Books that each magic using class may choose from is detailed in Class description section. A few example spells are:

**FIREBALL** - Warlock Only Spell: **Aimed Area of Effect Magic.** The caster fires forth a bolt of intense flame from their outstretched hand that flies forward at high speed. The bolt explodes on impact, dealing fire damage to everything in a 5 meter radius. This spell is affected by Mana and power Magic bonuses. Cool down, 12 seconds. Spell Point cost: 30.

**JUMP** - Any magic using Class, except Priest: **Targeted Magic Effect. Buff** The caster must target a friend or self in the Focus Orb. Once cast the target gains a +100% increase to jump height. This spell is affected by Arete and Magic Aid bonuses. Duration 10 minutes. Cool down, 6 seconds. Spell Point Cost, 10.

# CHAPTER 2: PART 5: MULTICLASSING

In order to add greater variety, customisation and depth to the Character Development system and gameplay dynamics in Kingdawn it is possible for characters to advance as a combination of multiple classes.

There are 50 Character Levels, from 1-50, and the player may choose to divide those 50 Levels among a maximum of 3 different classes. For example, a character could play from level 1- 15 as a Guardian, 16-30 as a Priest, and 31-50 as a Striker. However each class is only counted from Level 1 for Ability and Spell development purposes. So a character with this Multiclass split would have the powers of a Level 15 Guardian, Level 15 Priest, and Level 20 Striker.

Or for example, the character could advance in only two classes: Level 1-30 as a Warlock, and level 31-50 as an Artificer. So at level 50, the character would be a 30$^{th}$ Level Warlock and 20$^{th}$ Level Artificer.

This Multiclass system allows the players to create unique and original character builds, and to discover and invent new play styles. The advantage is to make a very versatile or unique character, but the disadvantage is to lose access to the most powerful class abilities. So for example the Level 30 Warlock / 20 Artificer, would only have access to Level 28 Warlock Spells, and Level 20 Artificer Spells / Abilities. Where as a pure Level 50 Warlock would have access to Level 48 Warlock spells – which by their nature are more powerful.

Because of the modular and statistical nature of the Character Development system in Kingdawn this would be easy to implement / program from a technical standpoint – but adds a huge amount of customisation and re-playability to the game.

# BOOKS OF LEARNING

In order to simplify and streamline the Multiclassing process, and to make Multiclassing a deliberate and organised process, the Player Character must acquire and activate a *Book of Learning* in order to Multiclass their character.

*Books of Learning* may be purchased from the NPC Alchemist Vendors in any

city, for a medium amount of *Shekels.* A *Book of Learning* is available for each Class. For example: *Book of Learning: Priest,* etc.

The process is as following:

The character starts the game at level 1 as any of the seven Classes. For example Striker.

The character gains enough XP to Level Up.

The character purchases a *Book of Learning: Priest* from the Vendor.

The character activates the *Book of Learning: Priest* in their inventory.

Now, when they enter the Character Sheet, their next Level Up, will be as a Priest.

This Class Switching process may be done as many times as the player wishes, but to a maximum of 3 Classes. Example: Level 1-5 as Priest, Level 6-10, as Guardian, Level 11-20 as Striker, Level 21-30 as Priest, Level 31-40 as Guardian, and Level 41 to 50 as Priest.

Additionally, a full Character Re-Spec system will be implemented to allow players to re- build their Characters, if they make a mistake, or want to change their Class or Class split. Please see the sections **JEWEL OF METAMORPHOSIS** and **JEWEL OF REINCARNATION** for more information.

# CHAPTER 2: PART 6: CHARACTER STATISTICS

All the factors of the Character build accumulate to produce final calculated statistics.

These final statistics are the numerical values that are used to determine gameplay effects and dynamics. Each Character Statistic has a specific name, for example: *Spell Damage Multiplier.*

The *Spell Damage Multiplier* is the final numerical value that is used to determine how much damage the character does with damage spells. *Spell Damage Multiplier,* for example is calculated from the following factors:

Racial Bonuses.

Mana Attribute Bonuses.
Power Magic Skill Bonuses.
Equipment Bonuses.
Buff Bonuses.

A practical example of the outcome of this calculation could be:

Race: Djinni of Fire - +20% to fire damage spells.
Mana: 5 - +15% to all damage spells.
Power Magic: 10 - +50% to all damage spells.
Ring of Arcane Might: +40% to all damage spells.
Potion of Flame: +10% to fire damage spells.

The percentage bonus is calculated linearly with the total number effecting, in this example, the damage of fire spells. In this case the total bonus to fire damage spells would be +135%. So a *Fireball* cast by this character would be [Base Damage] +135%.

If the *Fireballs* Base Damage is 100 Fire Damage, then the Fireball would do 235 Fire Damage.

The Character Statistics are listed on the Character Sheet, as final calculated outputs. The full list of Character Statistics is as follows:

Hit Points: Determined by Race, Class, Might, Toughness, Equipment, Buffs.
Spell Points: Determined by Race, Class, Mana, Magic Essence, Equipment, Buffs.
Stamina: Determined by Race, Class, Might, Endurance, Equipment, Buffs.
Renown: Determined by Race, Character actions.

Movement Speed: Determined by Race, Alacrity, Athletics, Equipment, Buffs.
Jump Height: Determined by Race, Alacrity, Jumping, Equipment, Buffs.

Melee Damage Multiplier: Determined by Race, Might, Power Attack, Equipment, Buffs.
Ranged Damage Multiplier: Determined by Race, Might, Power Draw, Equipment, Buffs. (does not affect crossbows)
Melee Attack Speed: Determined by Alacrity, Weapon Master, Equipment, Buffs.
Ranged Attack Speed: Determined by Alacrity, Swift Draw, Equipment, Buffs. Crossbow

Reload Multiplier: Determined by Class, Might, Alacrity, Rapid Reload, Equipment, Buffs.

Physical Critical Hit Chance: Determined by Alacity, Equipment, Buffs.

Magical Critical Hit Chance: Determined by Arete, Equipment, Buffs.

Physical Damage Resistance: Determined by Race, Might, Magic Shield, Equipment, Buffs.

Magical Damage Resistance: Determined by Race, Mana, Magic Shield, Equipment, Buffs.

Physical Critical Hit Resistance: Determined by Race, Alacrity, Equipment, Buffs.

Magical Critical Hit Resistance: Determined by Race, Arete, Equipment, Buffs.

Chance to Resist Debuff: Determined by Race, Mana, Equipment, Buffs.

Dodge cool down: Determined by: Alacrity, Dodge, Equipment, Buffs.

Magic Buff Effectiveness: Determined by: Race, Arete, Magic Aid, Equipment.
Leadership Buff Effectiveness: Determined by Race, Arete, Leadership. Equipment.
Social Success Chance: Determined by Race, Arete, Leadership, Renown.

# CHAPTER 2: PART 7: CHARACTER SHEET

The Character Sheet is the location where the player can view and manage all aspects of their character, from checking statistics, to Leveling up and more.

Because of the relative complexity of the Character Development system in Kingdawn, the Character Sheet is split into four tabs – these are:

## CHARACTER

Contains the following: Name, Title, Race, Class, Level, Experience Points, Renown, Hit Points, Spell Points, Stamina, Attributes, Skills.

## CHARACTER STATISTICS

Contains all the Character Statistics listed in the last section – with additional information on specific damage type resistances, (Slash, Pierce, Bludgeon / Ether, Fire,

Air, Water, Earth, Life, Nether.).

## ABILITY TREE

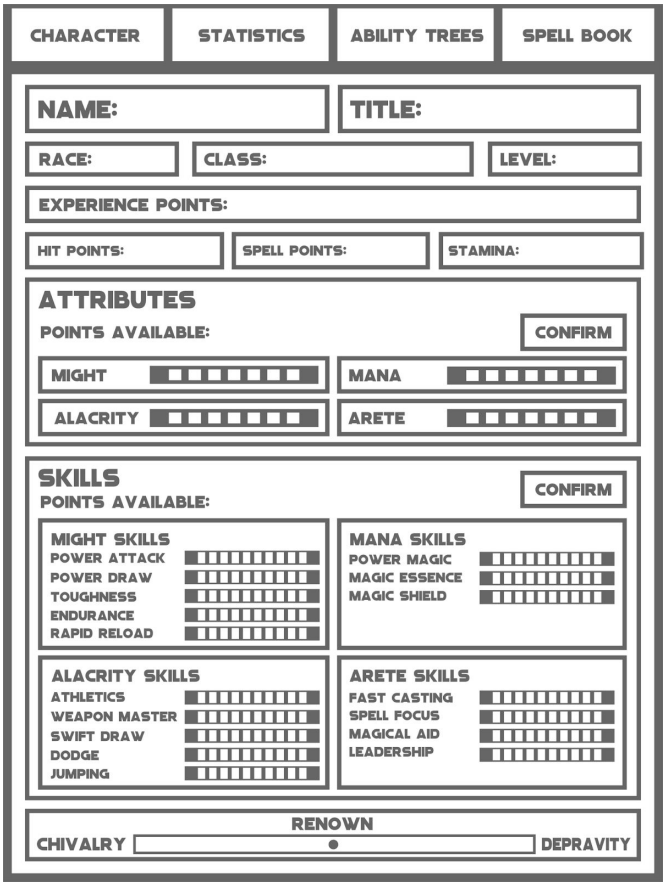
Contains all currently trained Abilities and access to available Ability Trees.

## SPELL BOOK

Contains all currently trained Spells and access to available Spell Books.

In this design, the Character Sheet and Character Inventory have been separated for ease of use, and to facilitate additional complexity.

Please see the next page for a basic example of the Character Sheet layout. Of course, if this layout is to be used, then a UI Designer / Graphic Designer will need to “Pretty it Up”.



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