Weapons have a “family” and a “class”

Class is either:

Normal - Average type, can be wielded alone for bonus damage (str scaling) or with a shield for block (dex scaling)

Light - Lower damage, better family property, can be wielded alone for parry and bonus dodge, or with a shield for block (dex scaling)

Heavy - Higher damage, has parry (str scaling)

Weapons of the same “family” share perks

PERKS go from generalist to more specific. A weight system would be cool (Some are rarer, perhaps more likely to appear based on your stats) but not necessary  
  
Generalist perks (are starter perks for some classes. IF weighted, should be common at lower levels)  
  
Skills and spells are cast in combat and have a chance to be done at a higher level depending on your corresponding Spell rating or skill rating  
  
Rituals are cast while resting, and you can CHOOSE to cast at any level, but your odds of succeeding are based on your rating. Since you can control the risk, they should have “mishaps” (penalties for shooting to high, high risk/reward ratio that changes as you gain faith/rating)  
  
Abilities scale mostly linearly and gain extra properties at 3. Can't go past level 5.  
  
This is intended to reward hyper specialization, removing versatility in exchange for higher raw power  
  
AFFLICTION QUICK REFERENCE  
BLEED deals dot based on original damage  
BURN deals mid damage short duration dot  
POISON deals high damage long duration dot  
CHILL halves initiative  
BLIND reduces accuracy and dodge  
PARALYZE causes limb to “die” temporarily  
CURSE reduces damage dealt  
NEUTRALIZE prevents crits from happening  
OVERCHARGE causes damage when using spells or skills  
DISARM disables that weapon for the remainder of combat  
STUN skips next turn

(Family names are for illustration purposes only)

General weapon skills (can be used with any weapon)  
  
Quick attack:  
Lvl1: Deals 70% of damage with +10% accuracy  
Lvl2: Deals 75% of damage with +12% accuracy  
Lvl3: Deals 80% of damage with +14% accuracy, 5% chance of attacking again  
Lvl4: Deals 85% of damage with +16% accuracy, 7.5% chance of attacking again  
Lvl5: Deals 90% of damage with +18% accuracy, 10% chance of attacking again  
  
Strong attack:  
Lvl1: Deals 120% of damage  
Lvl2: Deals 130% of damage  
Lvl3: Deals 140% of damage and increases minimum damage by 1  
Lvl4: Deals 150% of damage and increases minimum damage by 2  
Lvl5: Deals 160% of damage and increases minimum damage by 3  
  
Dual attack:  
Lvl1: Attacks twice for 60% of damage  
Lvl2: Attacks twice for 65% of damage  
Lvl3: Attacks twice for 70% of damage, if first attack misses second one has +5% accuracy  
Lvl4: Attacks twice for 75% of damage, if first attack misses second one has +7.5% accuracy  
Lvl5: Attacks twice for 80% of damage, if first attack misses second one has +10% accuracy

PERKS go from generalist to more specific. A weight system would be cool (Some are rarer, perhaps more likely to appear based on your stats) but not necessary  
  
Generalist weapon perks (are starter perks for some classes. IF weighted, should be common at lower levels)  
  
Savagery: +1 to maximum damage  
Trained Technique: +5% accuracy  
Exploit vulnerability: 1% crit chance, +5% crit damage  
  
Family weapon perks

### Ax-family: Has more max dmg (for better avg dmg)

### Hatchet, War Ax, Poleax

AXES represent PURE POWER, intended for MAXIMUM damage and BRUTALITY  
  
  
RELATED SKILLS:  
  
Execute:   
Lvl1: Deals 120% +5% damage per every 10% of Endurance the target is missing  
Lvl2: Deals 120%+7.5% damage per every 10% of Endurance the target is missing  
Lvl3: Deals 120%+10% damage per every 8% of Endurance the target is missing  
Lvl4: Deals 120%+12.5% damage per every 8% of Endurance the target is missing  
Lvl5: Deals 120%+15% damage per every 8% of Endurance the target is missing  
  
Amputate:  
Lvl1: Deals 125% of damage against limbs  
Lvl2: Deals 140% of damage against limbs

Lvl3: Deals 155% of damage and +10% crit damage against limbs

Lvl4: Deals 160% of damage and +15% crit damage against limbs

Lvl5: Deals 175% of damage and +20% crit damage against limbs

Cleave:  
Lvl1: Attacks again another random body part for 35% of damage

Lvl2: Attacks again another random body part for 42% of damage  
Lvl3: Attacks again another random body part for 50% of damage. If the original target was DESTROYED, also deal 50% of overkill damage  
Lvl4: Attacks again another random body part for 57% of damage. If the original target was DESTROYED, also deal 55% of overkill damage  
Lvl5: Attacks again another random body part for 65% of damage. If the original target was DESTROYED, also deal 60% of overkill damage  
  
  
PERKS:  
  
Decapitate: Your attacks with hatchets, war axes and poleaxes deal +15% damage against targets below 50% Endurance and +33% against targets below 25% Endurance  
  
Disembowel: Your attacks with hatchets, war axes and poleaxes deal +20% damage against wounded body parts  
  
Berserking: While wielding a hatchet, war ax or poleax, you deal +20% damage and take +10% damage

### Blade-family: Has bonus accuracy Dagger, sword, longsword

BLADES represent SKILLFUL COMBAT and STRATEGY  
  
Related skills:  
  
Drawn cut:  
Lvl1: Causes the target to bleed for 10% of damage per round, for 3 rounds  
Lvl2: Causes the target to bleed for 15% of damage per round, for 3 rounds  
Lvl3: Causes the target to bleed for 20% of damage per round, for 4 rounds  
Lvl4: Causes the target to bleed for 25% of damage per round, for 4 rounds  
Lvl5: Causes the target to bleed for 30% of damage per round, for 4 rounds  
  
Riposte:  
Lvl1: You PARRY the next coming attack, and retaliate towards that limb dealing 120% of damage  
Lvl2: You PARRY the next coming attack, and retaliate towards that limb dealing 130% of damage  
Lvl3: You PARRY the next coming attack, and retaliate towards that limb dealing 140% of damage with +5% accuracy  
Lvl4: You PARRY the next coming attack, and retaliate towards that limb dealing 150% of damage with +7.5% accuracy  
Lvl5: You PARRY the next coming attack, and retaliate towards that limb dealing 160% of damage with +10% accuracy  
  
Precise strike:   
Lvl1: Deal 40% damage plus damage based on your accuracy  
Lvl2: Deal 50% damage plus damage based on your accuracy  
Lvl3: Deal 60% damage plus damage based on your accuracy, with bonus crit chance equal to 10% of your accuracy  
Lvl4: Deal 70% damage plus damage based on your accuracy, with bonus crit chance equal to 15% of your accuracy  
Lvl5: Deal 80% damage plus damage based on your accuracy, with bonus crit chance equal to 20% of your accuracy  
  
PERKS:  
  
Opening Flourish: While wielding a dagger, sword or longsword you have +10% damage and accuracy during your first turn in combat  
  
Press the Advantage: While wielding a dagger, sword or longsword you have +5% accuracy and block/parry chance against enemies with lower initiative than you  
  
Study your Foe: Your next attack with a dagger, sword or longsword after dodging, blocking or parrying deals +30% damage

### Tip-family: Has bonus crit dmg

### Stiletto, Rapier, Estoc

TIP weapons focus ON ABUSING CRITS TO DEADLY EFFECT  
  
Straight to the Heart:   
Lvl1: Attack with +8% crit chance  
Lvl1: Attack with +9% crit chance  
Lvl1: Attack with +10% crit chance and +10% crit damage  
Lvl1: Attack with +11% crit chance and +15% crit damage  
Lvl1: Attack with +12% crit chance and +20% crit damage  
  
Expose Vulnerability:  
Lvl1: Deal 60% damage and cause next attack to have +15% crit chance  
Lvl2: Deal 65% damage and cause next attack to have +17.5% crit chance  
Lvl3: Deal 70% damage and cause next attack to have +20% crit chance  
Lvl4: Deal 75% damage and cause next attack to have +25% crit chance  
Lvl5: Deal 80% damage and cause next attack to have +30% crit chance  
  
Master Strike:  
Lvl1: Deal 90% of damage. Always crits.  
Lvl2: Deal 95% of damage. Always crits.  
Lvl3: Deal 100% of damage. Always crits with +10% crit damage  
Lvl4: Deal 105% of damage. Always crits with +15% crit damage  
Lvl5: Deal 110% of damage. Always crits with +20% crit damage  
  
RELATED PERKS:  
  
Mail Breaker: Your crits with Stilettos, rapiers or estocs penetrate 2 armor  
  
Learned Fighter: While wielding a stiletto, rapier or estoc, after attacking and not landing a crit, your crit chance increases by 5% (up to 15%). Resets after critting.  
  
Vanquisher: Successive crits with stilettos, rapiers or estocs have +10% crit damage (up to +30%)

### Long-family: Bonus armor pen

### Claw, Spear, Pike

Long weapons FOCUS on DEFEATING SLOW and HEAVILY ARMORED enemies  
  
Trip attack:  
Lvl1: Deals 25% of damage and has a 30% chance of stunning the enemy  
Lvl2: Deals 30% of damage and has a 33% chance of stunning the enemy  
Lvl3: Deals 35% of damage and has a 35% chance of stunning the enemy, doubled if you have higher initiative  
Lvl4: Deals 45% of damage and has a 37.5% chance of stunning the enemy, doubled if you have higher initiative  
Lvl5: Deals 50% of damage and has a 40% chance of stunning the enemy, doubled if you have higher initiative  
  
Ramming attack:  
Lvl1: Deals 110% damage and penetrates 1 armor  
Lvl1: Deals 120% damage and penetrates 1 armor  
Lvl1: Deals 130% damage and penetrates 2 armor  
Lvl1: Deals 140% damage and penetrates 2 armor  
Lvl1: Deals 150% damage and penetrates 2 armor  
  
Assault:  
Lvl1: Deals 120% damage plus 5% damage per every 5 initiative more than your enemy  
Lvl2: Deals 130% damage plus 6% damage per every 5 initiative more than your enemy  
Lvl3: Deals 140% damage plus 8% damage per every 4 initiative more than your enemy  
Lvl4: Deals 150% damage plus 9% damage per every 4 initiative more than your enemy  
Lvl5: Deals 160% damage plus 10% damage per every 4 initiative more than your enemy  
  
PERKS:  
  
Battle-ready: While wielding a claw, spear or pike, you have +20 initiative. This bonus decays by 5 every round (down to 0)  
  
Impaler: Hits with claws, spears or pikes that penetrate all armor deal +20% damage  
  
Skullpiercer: Critical hits with claws, spears or pikes always penetrate all armor

### Bludgeon-family: Ignores some block/parry effect

### Club, mace, maul

Bludgeon weapons ARE INTENDED TO BE HARD TO DEFEND AGAINST  
  
Wall Breaker:  
Lvl1: Cannot be blocked or parried. If it would have been blocked or parried, deal +60% damage  
Lvl2: Cannot be blocked or parried. If it would have been blocked or parried, deal +70% damage  
Lvl3: Cannot be blocked or parried. If it would have been blocked or parried, deal +80% damage. Enemies have +5% chance to block or parry this attack  
Lvl4: Cannot be blocked or parried. If it would have been blocked or parried, deal +90% damage. Enemies have +6% chance to block or parry this attack  
Lvl5: Cannot be blocked or parried. If it would have been blocked or parried, deal +100% damage. Enemies have +7% chance to block or parry this attack

Wild Swing:  
Lvl1: Deals 110% damage. If dodged, blocked or parried, attack again for 50% damage  
Lvl2: Deals 120% damage. If dodged, blocked or parried, attack again for 50% damage  
Lvl3: Deals 130% damage. If dodged, blocked or parried, attack again for 60% damage  
Lvl4: Deals 140% damage. If dodged, blocked or parried, attack again for 70% damage  
Lvl5: Deals 150% damage. If dodged, blocked or parried, attack again for 80% damage

Bone Crusher:  
Lvl1: Deals 75% damage and has a 10% chance to paralyze for 1 turn  
Lvl2: Deals 80% damage and has a 12.5% chance to paralyze for 1 turn  
Lvl3: Deals 85% damage and has a 15% chance to paralyze for 2 turns  
Lvl4: Deals 90% damage and has a 17.5% chance to paralyze for 2 turns  
Lvl5: Deals 95% damage and has a 20% chance to paralyze for 2 turns  
  
PERKS

Blunt Force Trauma: Hits with clubs, maces and mauls against heads have a 25% chance to blind and against torsos have a 25% chance to neutralize

Kinetic Shock: Blocked or parryied attacks with clubs, maces or mauls penetrate 2 armor

Weapon Breaker: Enemies that parry your club, mace or maul attacks are disarmed

### Defense-family: Adds a tiny bit of armor

### Lathi, quarterstaff, warstaff

DEFENSE weapons are intended to TRADE OFFENSIVE POWER FOR SAFETY  
  
Wallop:  
Lvl1: Deals 60% damage and has a 50% chance to blind  
Lvl2: Deals 70% damage and has a 50% chance to blind  
Lvl3: Deals 80% damage and has a 65% chance to blind  
Lvl4: Deals 90% damage and has a 65% chance to blind  
Lvl5: Deals 100% damage and has a 65% chance to blind  
  
Armlock:  
Lvl1: Deals 25% damage and has a 30% chance to disarm. If the disarm fails, this skill repeats next turn (Unless the target has no weapon)  
Lvl2: Deals 35% damage and has a 30% chance to disarm. If the disarm fails, this skill repeats next turn. (Unless the target has no weapon)  
Lvl3: Deals 45% damage and has a 40% chance to disarm. If the disarm fails, this skill repeats next turn. (Unless the target has no weapon)  
Lvl4: Deals 55% damage and has a 40% chance to disarm. If the disarm fails, this skill repeats next turn. (Unless the target has no weapon)  
Lvl5: Deals 65% damage and has a 40% chance to disarm. If the disarm fails, this skill repeats next turn. (Unless the target has no weapon)  
  
Measured Strike:  
Lvl1: Deals 100% damage and grants you a +10% chance to block and parry for 1 turn  
Lvl2: Deals 110% damage and grants you a +12% chance to block and parry for 1 turn  
Lvl3: Deals 120% damage and grants you a +15% chance to block and parry, and a +3% chance to dodge for 1 turn  
Lvl4: Deals 130% damage and grants you a +17% chance to block and parry, and a +4% chance to dodge for 1 turn  
Lvl5: Deals 140% damage and grants you a +20% chance to block and parry, and a +5% chance to dodge for 1 turn  
  
RELATED PERKS:  
  
Patient Defense: While wielding a lathi, staff or warstaff, you have a +10% chance to parry and block against enemies with higher initiative  
  
Safeguard: While wielding a lathi, staff or warstaff, you have +10% affliction and crit avoidance  
  
Versatile combatant: While wielding a lathi, you have a +10% chance to dodge. While wielding a staff, you have a +15% chance to block. While wielding a warstaff, you have a +25% chance to parry

# SPELLS and RITUALS

Spells and Rituals share a “school” and an “archetype”

Archetypes are arcane, druidic, divine, infernal, eldritch

Spells have their own base dmg (scaled per level of spell and character level)

Much like skills, spells and rituals per level and gain extra properties

Generic perks:  
  
Arcanist: +2 to spell and ritual rating for arcane spells  
Dominie: +2 to spell and ritual rating for divine spells  
Shaman: +2 to spell and ritual rating for nature spells  
Occultist: +2 to spell and ritual rating for eldritch spells  
Demonologist: +2 to spell and ritual rating for eldritch spells  
Destructor: 10% increased spell damage  
Spiritual Emanations: +1 to minimum level of aura rituals. -4 to ritual rating.  
Anima Expander: Can have up to 3 auras active at a time. You take 8% increased damage for each active aura.  
Arcane Smith: +1 to minimum level of glyph rituals. -4 to ritual rating.  
Push the limits: Can have up to 3 glyphs active on a weapon. At your next rest, each weapon has a 10% to be destroyed per active glyph.  
Magical Guardian: +1 to minimum level of aegis spells. -4 to ritual rating.  
Spelldancer: If you have no light, medium or heavy armour equipped, you can have up to 3 active Aegis rituals.  
Shapeshifter: +1 to minimum level of form spells. -4 to ritual rating.

### FIRE

Spells:

Fireball (*Arcane*):

Lvl1: Deals X fire damage

Lvl2: Deals X fire damage

Lvl3: Deals X fire damage, 30% chance to deal 10% of damage to all other body parts

Lvl4: Deals X fire damage, 40% chance to deal 10% of damage to all other body parts

Lvl5: Deals X fire damage, 50% chance to deal 10% of damage to all other body parts

Fissure (*Nature):*

Lvl1: Deal X fire damage to all body parts

Lvl2: Deal X fire damage to all body parts

Lvl3: Deal X fire damage to all body parts, 20% chance to burn

Lvl4: Deal X fire damage to all body parts, 30% chance to burn

Lvl5: Deal X fire damage to all body parts, 40% chance to burn

Holy fire *(divine)*:

Lvl1: Deal X fire damage, removes afflictions, dealing 10% extra for each one

Lvl2: Deal X fire damage, removes afflictions, dealing 12% extra for each one

Lvl3: Deal X fire damage, removes afflictions, dealing 15% extra for each one

Lvl4: Deal X fire damage, removes afflictions, dealing 18% extra for each one

Lvl5: Deal X fire damage, removes afflictions, dealing 20% extra for each one

Boil Blood (*demonic)*

Lvl1: Deal X fire damage, 10% extra for each wounded body part on target

Lvl2: Deal X fire damage, 10% extra for each wounded body part on target

Lvl3: Deal X fire damage, 15% extra for each wounded body part on target

Lvl4: Deal X fire damage, 20% extra for each wounded body part on target

Lvl5: Deal X fire damage, 25% extra for each wounded body part on target

Blackfire (*Eldritch)*

Lvl1: Deal X fire damage, has a 30% to chill

Lvl2: Deal X fire damage, has a 40% to chill

Lvl3: Deal X fire damage, has a 50% to chill and a 10% to curse

Lvl4: Deal X fire damage, has a 50% to chill and a 20% to curse

Lvl5: Deal X fire damage, has a 50% to chill and a 30% to curse

Rituals:  
  
Create Bonfire (*nature)*:  
Lvl1: Create a bonfire that lasts for 4 hours. Mishap: Take fire damage  
Lvl2: Create a bonfire that lasts for 6 hours. Mishap: Take fire damage  
Lvl3: Create a bonfire that lasts for 8 hours. Cooking rotten food removes the rot. Mishap: Take fire damage  
Lvl4: Create a bonfire that lasts for 10 hours. Cooking rotten food removes the rot. Mishap: Take fire damage  
Lvl5: Create a bonfire that lasts for 12 hours. Cooking rotten food removes the rot. Mishap: Take fire damage  
  
Fire Wall (*arcane)*:  
Lvl1: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage during the first round of combat.  
Lvl2: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage during the first round of combat.  
Lvl3: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage and have a 30% chance to be burned during the first round of combat.  
Lvl4: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage and have a 45% chance to be burned during the first round of combat.  
Lvl5: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage and have a 60% chance to be burned during the first round of combat.  
  
Aura of Incineration (*divine)*:  
Lvl1: At the end of your turn, deal X fire damage to enemies. Only one aura can be active at a time. Lasts until next rest.  
Lvl1: At the end of your turn, deal X fire damage to enemies. Only one aura can be active at a time. Lasts until next rest  
Lvl1: At the end of your turn, deal X fire damage to enemies with a 10% chance to burn. Only one aura can be active at a time. Lasts until next rest  
Lvl1: At the end of your turn, deal X fire damage to enemies with a 15% chance to burn. Only one aura can be active at a time. Lasts until next rest  
Lvl1: At the end of your turn, deal X fire damage to enemies with a 20% chance to burn. Only one aura can be active at a time. Lasts until next rest  
  
  
  
Volcanic Glyph (*arcane)*:  
Lvl1: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 10% damage as fire and granting it +1 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest.  
Lvl2: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 15% damage as fire and granting it +1 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest.  
Lvl3: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 20% damage as fire and granting it +2 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest.

Lvl4: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 25% damage as fire and granting it +3 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest.

Lvl5: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 30% damage as fire and granting it +4 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest.

Molten Aegis (*arcane)*:  
Lvl1: Cover yourself with burning coals, reducing all incoming damage by 1 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest.  
Lvl2: Cover yourself with burning coals, reducing all incoming damage by 1 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest.  
Lvl3: Cover yourself with burning coals, reducing all incoming damage by 2 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest.  
Lvl4: Cover yourself with burning coals, reducing all incoming damage by 3 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest.  
Lvl5: Cover yourself with burning coals, reducing all incoming damage by 4 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest.  
  
Archdemon Form *(switches body parts to a new set) (eldritch)*:  
Lvl1: Does nothing.  
Lvl2: Does nothing.  
Lvl3: Transform yourself into an Archdemon. Only one form can be active at a time.  
Lvl4: Transform yourself into an Archdemon. Only one form can be active at a time. 5% of permanent changes.  
Lvl5: Transform yourself into an Archdemon. Only one form can be active at a time. 10% of permanent changes.  
  
  
PERKS:  
Pyromancer: +1 to minimum level of fire spells and rituals. -1 to maximum level of other schools.  
Cremator: Your fire damage has a 15% chance of burning.  
Fan the Flames: Burns you inflict deal 40% extra damage but last 1 turn less.  
Firewalker: You fire damage deals 10% extra and you have 20% fire resistance