Dungeons by zone:

Theme: Terrain: mountain, forest, desert, temperature (ice mountains, fire volcano giant/dragon), outer planes?

Creature type: Orc caves, kobold warrens, giant villages. Dragon mountains?

Towns:

Starting town, frontier village near starter dungeon.

Discounted basic gear.

Larger cities have more vendors/upgraders.

Mountains cheaper adamantite/mithril?

Wilderness:

Wilderness encounters. One (large?) screen with monsters. Going off an edge exits it.

Merchant caravan, assortment of discounted items.

Vendors:

1. Adventurer materials, wineskins, rations, torches, sunrods, alchemist’s fire, acid flasks, campfire materials.
2. Magic weapons and armor.
3. Magic Clothing (other magic item slots)
4. Magic Consumables (scroll, potion, wand, thrown one-use items)
5. Enchanter(city): enchants and improves gear. Permanency spells?
6. Specialty materials (small city): (mithril, adamantite):
7. Crafter: (small city) Makes weapons/armor/barding/shield from specialty mats.
8. Healer: (restores ability damage, drain, level loss, raise dead(party))

Skills:

1. Diplomacy, Bluff: rank + Cha bonus affect vendor prices
2. Bluff: Feint in combat. (standard, move, swift? Actions)
3. Survival: go without food/water, cold/heat protection. Tracking? How?
4. Perception: Detect hidden creatures, traps, secret doors.
5. Stealth: Reduce detection radius and allow ambush.
6. Intimidate: Frighten enemies. (what action type?)
7. Concentration(pathfinder): defensive casting and cast through damage.
8. Acrobatics: Avoid AoO (tumble).
9. Knowledge Skills: Full info from creature (ancestor memory?)
10. Spellcraft: Identify items. (spells give large bonus) ID spells cast? (last is tough)

Reach:

1. 5’ squares? Reach weapons also attack close in.
2. Polearms 5’ and 10’ reach, so 2 squares. Less damage, better reach.
3. Large size is 5’/10’, or 5’/20’ with polearm.
4. Fast way to attack creature at reach/non-adjacent.
   1. ‘C’ charge. Charge option on look(‘L’)/mouseover?

Charge:

1. Charge action. Click creature to charge. Or look to target, then ‘C’ charge?
2. Dire charge as basic feat at level 5/6. Or level 1? Or automatic?

Movement:

1. 5’ or 10’ squares? 5’ means charge at base is 12 squares.
2. 5’ squares but cut movement in half? Dwarf/small 2 squares per move, medium 3 squares per move. 6-ish squares per charge. Sounds good.
3. Need mouse and “L” look command for charge target.
4. Fast movement stops when in reach. (player or creature) Or charge range? (hard)
5. Out-of-combat: 1 square per minute, auto detect. Can toggle to in combat.
6. In combat: standard 6 second round, move/standard/full

Starting classes:

1. Rogue: Weapon Finesse, TWF, short sword and dagger. Leather Armor. Short Bow.
2. Fighter: Breastplate and polearm. Ok longbow.
   1. Power Attack/Cleave?
3. Barbarian: Chain Shirt and polearm? Javelins.
4. Cleric: Breastplate, Large Shield, Morningstar. Crossbow.
5. Druid: Leather Armor, Large Wooden Shield, Scimitar. Sling.
   1. Animal Companion, Wolf or Dog.
6. Wizard: Robes and Staff. (Mage armor) Familiar? (Non-combat?) Crossbow?
7. Sorcerer: See Wizard.
8. Bard: Chain Shirt, Sword? Shortbow.
9. Paladin: Breastplate and polearm. No ranged?
10. Ranger: Chain Shirt, Good Bow (Composite?), Longsword. TWF/Ranged option?
    1. Animal Companion, same as druid?

Initiative/Surprise:

1. Detected based on Stealth/Perception, which sets combat starting range.
2. If not spotted, player gets surprise round.
3. If spotted, player non-combat movement stops.
   1. Non-combat movement square by square.
   2. Combat movement Standard/Move/Swift/Full-round actions.
4. Initiative if spotted/after surprise round.
5. If player wins initiative, creature loses next turn and is flat-footed.
6. Stealthed creature:
   1. Can trigger combat and get surprise round.
   2. Initiative by creature gives full round after with player flat-footed.
   3. Stealthed creature moves invisibly until it decides surprise combat action.
7. Combat begins state:
   1. Surprise round (if any)
      1. Initiative if necessary, only entity who can go in surprise round.
   2. Initiative: If player wins, player starts turn and as normal.
   3. If player isn’t first, faster have turn, then player begins as normal.
8. Creature entities flagged as “group”? Trigger combat as a group, needs thought.

Starting races (quick play): Rogue: Halfling, Fighter: Human, Barbarian: Half-Orc, Cleric: Dwarf, Druid: Human, Wizard: Elf, Sorcerer: Gnome, Bard: Half-Elf, Paladin: Human, Ranger: Elf.

Healing/resources: In combat, mana (or power points) regens slow. Out of combat, health and ability damage regens slow, mana fast, resources (stunning fist, rage, turn undead) recover slowly. Ability drain or level loss needs spells or town healer. Meditate (R)est for faster resources?

Wandering monsters? Can appear in hallways or empty rooms.

Full rebuild in city? Sorcerer/Bard spell re-selection in town? Druid animal companion pick any town.

All weapons/armor/shield damage scale to use size? Simplest to manage.

Ranged AI (basic roguelike): Throw/shoot unless in AoO range, then melee.

Melee AI (basic roguelike): Throw/shoot if blocked, otherwise pursue and melee.

AoO: (basic roguelike): If in reach attack if stand up/shoot/cast(non-defensive).

Animal Companion: In same square out of combat. Attacks nearby enemies. Can be told to stay, guard, or attack.

Feats:

1. Dictionary? Feat names (String: “Weapon Focus (Dwarven Waraxe)” maps to int. 0 if not known, > 1 if multiples (extra turning, etc)
2. How to handle Weapon Focus and Improved Critical ones that have dozens? Does every creature have hundreds of feats? Yes, import list for dictionary. Add weapon type “Katana”, auto-populates Weapon Focus, Weapon Spec, Improved Critical, etc.
3. Wielded weapons have type “Dwarven Waraxe”, “Bastard Sword”, search for “Improved Critical” + “Bastard Sword” = “Improved Critical (Bastard Sword)” and match string directly? Meaning: “Feat Type (Weapon Type)”? For taken more than once, return NXfeat effect. 3 extra turning, return 3X4 = 12 to max\_turn\_attempts.
4. Find feat (dictionary): Base feat, specific type. Lookup “Base Feat (Specific Type)”, return int value. Null specific type yields “Base Feat”.
5. Known feats. Yield from dictionary feats with value > 0. Improved Initiaitive: 1, Improved Turning: 3, yields “Feats: Improved Initiative, Improved Turning (X3)”
6. Requirements: Level, BAB, saves, skill ranks, other feats. Feat has int num\_taken per entity. When learning, feat has dictionary of requirements. {Weapon Specialization (Katana): {Feats: [“Weapon Focus (Katana)”], BAB: int = 0, Fighter\_level: int = 0, will\_save: int = 0, caster\_level: int = 0, spell\_level\_castable: int = 0, arcane\_spell\_level\_castable: int = 0, divine\_spell\_level\_castable: int = 0, Skill\_ranks: {“Perception”: int = 0, “Spellcraft”: int = 0}, “Dexterity”: int = 0, spontaneous\_caster: bool = False}
7. get\_feat\_reqs: If “BAB” in master\_feat\_list(feat) and player.bab < master\_feat\_list(feat).[“BAB”] return False. If “Feats” in master\_feat\_list: for feat in master\_feat\_list[“Feats”]:

If feat not in player.feats\_known return False.

Toggles: Power Attack, Rage:

1. Displays on screen “P”, “R”, white if off, red if on. Rage/limited use has number remaining.
2. Toggle selection screen, select P or R.

Turn management. Count player actions since start. Roguelike actions version: 6 seconds/ 1 round per square. Hours of duration become 5 minutes/ 1 hour?

Wielded melee and wielded ranged. “X” toggles, costs a move action. (free action with Quick Draw) “F” to fire with ranged equipped. Defaults to tracking same target. Precise shot can’t hit wrong target? How to handle targets in the way.

1. Spells: Each class has separate spell list. Duplicated spells are considered different spells: Sorcerer/Wizard, Cleric, Druid, Paladin, Ranger, Bard. Spell level (0-9), school, SR: Yes or No.