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| Element | behaviour | Race affect | Strong against | Neutral | Weak against |
| Fire | Neutral | Fire consumes all, those that have a destructive nature find there’s a beauty in the chaos. | Air  Air-Ice  Air-Lightning  Disbander | Earth  Fire | Water  Fire-Light  Fire-Dark  Water-Life  Water-Poison  Earth-Steel  Earth-Crystal |
| Water | Neutral | Water is passive, it is only when there is danger that they feel threatened enough to unleash a violent wave. | Fire  Fire-Light  Fire-Dark  Disbander | Air  Water | Earth  Air-Ice  Air-Lightning  Earth-Steel  Earth-Crystal  Water-Life  Water-Poison |
| Air | Neutral | Air finds a way to stay at peace and tend to go with the flow. | Earth  Earth-Steel  Earth-Crystal  Disbander | Water  Air | Fire  Fire-Light  Fire-Dark  Water-Life  Water-Poison  Air-Ice  Air-Lightning |
| Earth | Neutral | Earther’s are selfish and only care about personal gain, riches, power or fame. | Water  Water-Life  Water-Poison  Disbander | Fire  Earth | Air  Fire-Light  Fire-Dark  Earth-Steel  Earth-Crystal  Air-Ice  Air-Lightning |
| Disbander | Outcast | Disbander’s have no place in society, they don’t pick a side and because of that they are often caught in the crossfire and unliked by all. | Earth-Crystal  Air-Lightning  Water-Poison  Fire-Dark  Earth-Steel  Air-Ice  Water-Life  Fire-Light | Disbander | Earth  Air  Water  Fire |
| Fire-Light | Good | Light followers feel the need to save people from themselves and control them with half-truths and fear of burning in hell | Air-Lightning  Air  Fire  Earth  Air-Ice | Fire-Light  Fire-Dark  Earth-Crystal | Water  Water-Life  Water-Poison  Earth-Steel  Disbander |
| Water-Life | Good | Life Invites the caring individuals openly but will hide from unwanted guests of their kingdom. | Fire-Dark  Fire  Air  Water  Fire-Light | Water-Life  Water-Poison  Air-Lightning | Earth  Earth-Steel  Earth-Crystal  Air-Ice  Disbander |
| Air-Ice | Good | Ice is strong and proud, they bring opponents chills and these individuals won’t shy away from any enemy. | Earth-Crystal  Earth  Water  Air  Earth-Steel | Air-Ice  Air-Lightning  Water-Poison | Fire-Dark  Fire  Fire-Light  Water-Life  Disbander |
| Earth-Steel | Good | Steel is sturdy and selfless they will protect what needs to be protected, whether they like it or not. | Water-Life  Water  Fire  Earth  Water-Poison | Earth-Steel  Earth-Crystal  Fire-Dark | Air  Air-Ice  Air-Lightning  Fire-Light  Disbander |
| Fire-Dark | Bad | The darkness which is feared by most excites these individuals they are often feared because of that misunderstanding. | Air-Lightning  Air  Fire  Earth  Air-Ice | Fire-Light  Fire-Dark  Earth-Steel | Water  Water-Life  Water-Poison  Earth-Crystal  Disbander |
| Water-Poison | Bad | They find joy in manipulation when they don’t get caught in a lie. | Fire-Dark  Fire  Air  Water  Fire-Light | Water-Life  Water-Poison  Air-Ice | Earth  Earth-Steel  Earth-Crystal  Air-Lightning  Disbander |
| Air-Lightning | Bad | They see bad outcomes before they happen, they know sometimes running away today can allow for a march tomorrow. | Earth-Crystal  Earth  Water  Air  Earth-Steel | Air-Ice  Air-Lightning  Water-Life | Fire-Dark  Fire  Fire-Light  Water-Poison  Disbander |
| Earth-Crystal | Bad | They were once at the deepest darkest depths but light shone down and dark was no more. | Water-Life  Water  Fire  Earth  Water-Poison | Earth-Steel  Earth-Crystal  Fire-Light | Air  Air-Ice  Air-Lightning  Fire-Dark  Disbander |

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| Race | Human | Elf | Dwarf | Orc | Fairy | Lazird |
| Human | Good | Mixed | Good | Hateful | Mixed | Hateful |
| Elf | Mixed | Good | Hateful | Hateful | Good | Mixed |
| Dwarf | Good | Hateful | Good | Mixed | Hateful | Mixed |
| Orc | Hateful | Hateful | Mixed | Good | Mixed | Good |
| Fairy | Mixed | Good | Hateful | Mixed | Good | Hateful |
| Lazird | Hateful | Mixed | Mixed | Good | Hateful | Good |

Relationships

Race and story: (Easy / Medium / Hard)

Human: (Swamp / Mountain /Plain)

Elf: (Swamp / Mountain / Plain)

Orc: (Swamp / Mountain / Plain)

Dwarf: (Swamp / Mountain / Plain)

Larzird: (Swamp / Mountain / Plain)

Fairy: (Swamp/Mountain/ Plain)

Humans/Elves growing up in a swamp, life is hard, you struggle to adapt to the extreme climate(debuff). You are in the minority and racially discriminated against. While not physically adjusted to the climate your mind is strong willed to face those troubles and also others prejudice. You enjoy chopping trees, woodwork, and fishing.

Orcs/Dwarves growing up in a swamp, life has its challenges, you have adapted to the extreme climate(no debuff). Your race are in the minority and racially discriminated against. Your mind is strong willed to face those daily troubles and also others prejudice. You enjoy chopping trees, woodwork, and fishing.

Larzirds/Fairy growing up in a swamp, life is easy, you watch others struggle to adapt to the extreme climate you do not feel(Buff). You are in the majority of your race. You enjoy chopping trees, woodwork, and fishing.

Humans/Elves growing up in a Mountain, life is hard, you struggle to adapt to the extreme climate(debuff). You are in the minority and racially discriminated against. While not physically adjusted to the climate your mind is strong willed to face those troubles and also others prejudice. You enjoy Mining rocks, smelting, and digging up grubs.

Larzirds/Fairy growing up in a Mountain, life has its challenges, you have adapted to the extreme climate(no debuff). Your race are in the minority and racially discriminated against. Your mind is strong willed to face those daily troubles and also others prejudice. You enjoy Mining rocks, smelting, and digging up grubs.

Orcs/Dwarves growing up in a Mountain, life is easy, you watch others struggle to adapt to the extreme climate you do not feel(Buff). You are in the majority of your race. You enjoy Mining rocks, smelting, and digging up grubs.

Orcs/Dwarves growing up in a Plain, life is hard, you struggle to adapt to the extreme climate(debuff). You are in the minority and racially discriminated against. While not physically adjusted to the climate your mind is strong willed to face those troubles and also others prejudice. You enjoy harvesting crops of fibre, fabric making and farming for food.

Larzirds/Fairy growing up in a Plain, life has its challenges, you have adapted to the extreme climate(no debuff). Your race are in the minority and racially discriminated against. Your mind is strong willed to face those daily troubles and also others prejudice. You enjoy harvesting crops of fibre, fabric making and farming for food.

Humans/Elves growing up in a Plain, life is easy, you watch others struggle to adapt to the extreme climate you do not feel(Buff). You enjoy harvesting crops of fibre, fabric making and farming for food.

Swamp environment:

Plain environment:

Mountain environment:

Rules/Ideas:

Element begins on the player after they do a personality test, which fits the best element to their playstyle. However, it is not locked to that, elements also share a religion and can be reselected in game. (maybe make this unlockable after they reach a certain level/main story line)

Lore:

The Elves and Human were at war that lasted over a hundred years, the reaped destructive magic soaked in the land and changed the land they lived on. While some adapted to their environment, others fled to safer biomes.

The Elves were winning the war, there was the Final battle between the Human King and Elven king, the Elves out numbered the Humans 3 to 1. They stood on opposite sides of the land once known as the great plains. The Elves might have cleaned up the Humans with few casualties. The Humans might of struggled and endured a long painful battle. The Elven king had released his strongest ability that harnessed life, he was able to keep his warriors alive after being severely slashed. The Human King harnessed the power of the sun making his soldiers courageous and strong. His magical power was no match, and all the Humans were slaughtered. The Human King was on his knees, The Elven King with sword in hand was ready to slice The Human Kings head off and end the Great War. His strength was drained by magical force and he dropped the sword. The Human King grabbed the sword and plunged it through the Elven King. Without hesitation a soldier had cut off the Human Kings head. The sword was ripped out of the Elven king. The Elven King healed himself almost instantly, he had never seen his own blood before, it looked like the human’s blood he had seen so much of. The Elven King in rule changed the laws over Humans. Humans that didn’t raise a sword were spared and so humans came to adjust being ruled by Elves. Decades later there was peace between humans and elves but the pain resided in a few who lost much because of the Great War.

The land that had been tarnished by the magic of The Great War divided its people, and those people changed. Humans that lived in the swamps ridden with magic evolved into lizard like creatures known as lazirds. Elves became bug like and were know as fairies. Dwarves and Orcs didn’t mutate however, it might have been because they were once cursed with the same magic. Now Elves and Humans had gave themselves the same fate.

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| **Profession** | Description | Occupation |
| Crafting | Allows the character to create new items with collected materials used for crafting. (includes smelting, cloth making, woodwork, smithing) | Blacksmith |
| Wood cutting | Allows the character to chop trees from blocking paths and collecting wood. | Lumberjack |
| Fibre harvesting | Allows the character to clear overgrown grassy areas and collect fibre used for crafting. | Farmer |
| Mining | Allows the character to clear rocks from caves and collect ore used for crafting. | Miner |
| Hunting | Allows the character to collect meat and hide for their village/town/city. | Hunter |
| Gathering | Allows the character to collect berries/mushrooms and sticks for their village/town/city. | Gatherer |
| Transporting | Allows the character to carry given resources from their village/town/city to another village/town/city and back to their village/town/city. Also makes maps between them, increases trade and different resources. | Map navigator |
| Reading | Allows the character to read words/pages/books/maps which can be used to help the player and others. | Librarian, Teacher (requires library/school) |
| Speech | Allows the character to sound more intellectual, logical and influence on others. | Politician, Pope (requires kingdom/church) |
| Entertainment | Allows the character to impress others with their skill of sword swinging, magic displaying or trophies. This increases influence on others. | Entertainer, Knight (requires skill/blessing) |
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| **Combat skills** | Description | Occupation |
| Magic | Allows the character to effectively use spells in combat. (speed/damage/accuracy) | Bounty hunter/Assassin |
| Melee | Allows the character to effectively use melee in combat. (speed/damage/accuracy) | Bounty hunter/Assassin |
| Ranged | Allows the character to effectively use ranged weapons in combat. (speed/damage/accuracy) | Bounty hunter/Assassin |
| Sneak | Allows the character to critical strike unsuspected enemies, steal items and hide. | Thief/Detective |
| Defence stance | Allows the character to take more damage without being knocked over or stumbled by its effects. (Increases with shield/heavy armour) | Royal guard |
| Evasion | Allows the character to dash further or roll further away from taking damage.  (Increases with no helmet/light armour) | Royal archer |
| Mana resourcing | Allows the character to use more magic in a fight with less fatigue.  (increases with jewellery/belt) | Royal mage |
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| **Character effect skills** | Description | Status effect |
| Tiredness | Allows the character to participate longer in activities without feeling tired. | The character trips while walking, fumbles in combat, gives up after failing professions (locking progression in that profession) |
| Appetite | Allows the character to go without feeling hungry. | The character’s tummy grumbles, experience is gained slower growing with extreme hunger. |
| Sun Exposure | Allows the character to participate longer in outdoor activities without feeling dehydrated or getting burnt. | The character’s skin changes appearance, can cause the character to tan, decrease health regeneration rate and profession quality. |
| Disease | Allows the character to participate longer in activities without feeling sick. | The character is feared by healthy people, the disease can progress and worsen if not dealt with. The character coughs/sneezes/vomits, getting too close to healthy people is an act of evil. |
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| **Race attributes** | Description | Condition |
| Human |  | As a human the character |
| Elf |  |  |
| Orc |  |  |
| Dwarf |  |  |
| Fairy |  |  |
| Lizard human |  |  |
|  |  |  |
| **Yearly Character attributes (100, age)(non selectable)** | Description | Effect/racial bonus |
| Intelligence (1-10) | Increases magical damage and duration of status affects | (Elf +1 max) |
| Charisma (1-10) | Increases inspiration on others, crit chance and quest rewards. | (Human +1 max) |
| Strength (1-10) | Increases physical damage and increased physical critical damage. | (Dwarf +1 max) |
| Dexterity (1-10) | Increase speed of physical movement and of attacks. (melee/bow/casting/running/swimming) | (Orc +1 max) |
| Wisdom (1-10) | Increases chances to apply status affects, cure diseases and critically heal. | (Fairy +1 max) |
| Constitution (1-10) | Increases health pool, heal power and health regeneration out of combat | (Lizard people +1 max) |
| Luck (1-10) | Increases gold find, extra resource collection, random events, and small chance for critical strikes to not do critical damage. |  |
| Evil multiplier (1-10) | Increases the influence of evil acts |  |
| Good multiplier (1-10) | Increases the influence of good acts |  |
| Professionalism (1-10) | Increases the rate of exp of professions |  |
|  |  |  |
| Character Reputation | Representation | Effect |
| Evil | Increases ability to take up bad professions, evil magic. | Increases strength of dark, poison, lightning and crystal magic. |
| Neutral | Increases ability to survive without helping others or hurting others. | Increases strength of fire, water, earth, air, and disbanded magic. |
| Good | Increases ability to take up good professions, good magic and for others. | Increases strength of light, life, steel and ice magic. |
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| **Town Level** | Description | Effect: (an occupation requires a home in place) |
| Village | Population of 10 or less | Disease does not occur, only a few occupations. |
| Town | Population of 11-100 | Disease is rare, more occupations available |
| City | Population of 100-1000 | Disease is uncommon, very lively trading, more occupations available |
| Kingdom | 1000+ | Disease and sickness more common, war can occur, you can be anything. |

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**Basic attacks (selectable)**

**Skills**

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**Basic attacks (selectable)**

**Skills**

1

2

3

4

55

**Basic attacks (selectable)**

**Skills**