World of Devarion

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# Game Overview

The game will follow most text based RPG archetypes, while also borrowing heavily from the idea of the modern action RPG game (e.g. Diablo)

Each portion of the adventure is based around various scenarios, where the player will attempt to survive their way to the final confrontation of each scenario.

## Story – Plot

The player is an adventurer in the land of the lost, and embark upon quests given to you from the trusty barkeep, of the Dragon’s Breath Inn. As is the life of every adventurer, the player is looking to gain gold and treasures on their way towards the fame they so seek.

As your time as an adventurer has just started the Dragon’s Breath Inn seems like the best of places to start. Complete some quests for the local townfolk, sounds like the best of plans. Sebastian, the barkeep, seems to have exactly what you’re looking for. He offers you some bounties to save the great city of Dragonsmaw, and you take them without knowing the path Sebastian is sending you towards.

## Feature Set

* Inventory Management System
* Character Creation
* Class System
* Follower System

## Environment

The player will travel through broken down castles, dungeons, deserted villages and forested areas, attempting to battle various creatures.

# Core Gameplay

## Combat

The player will get the opportunity to attack with their weapon, cast a spell, defend against incoming attacks or use an item from their inventory.

If the player has any followers they will take a random action, that is not controlled by the player. As such the player must take care of the followers lest they may die.

After completing any of those actions, the attacking enemy, or enemies will also take an action in a similar regard, either attacking, casting a spell or defending.

## Characters

The player will control the avatar they create through the Character Creation setup.

There Options will include: name, class, and placing extra stats into their base stats.

## Stats

* Strength:
  + Controls base attacks with melee swings / physical based abilities
  + (1 + strength / 100) \* base damage
* Dexterity
  + Controls critical rate with melee attacks, as well as evasion rating
* Intellect
  + Controls spell damage, mana total, as well as ability to learn spells
  + (2+(intellect / 100)) \* spells base damage
* Constitution
  + Controls health and base defense stats
* Faith
  + Controls the use of healing spells, and potency
  + (3 + ( faith/100)) \* base healing spell

Armor reduces damage >> damage \* (1 - armor/100)

At a certain point armor value will be less impactful **UNDECIDED** on new formula for damage reduction.

Evasion is just a flat chance of dodging all damage.

Evasion currently unimplemented

### TIERS BASED ON STATS

**Strength**

10— +2 Base Damage

20— +4 Base Damage

30— +6 Base Damage

40— +10 Base Damage

**Dexterity**

10– 10% EVASION + CRIT

20– 15% EVASION + CRIT

30– 20% EVASION + CRIT

40– 25% EVASION + CRIT *-- Cap from dexterity*

**Intellect**

15— Unlocks Ability for Single Spell

25—Extra 100 Mana

35—Unlocks Ability for Second Spell

50—Unlocks Ability for Third Spell, Extra 200 Mana

**Constitution**

10— +10 Max Health + 1 Armor

25— +25 Max Health

40— +50 Max Health + 3 Armor

**Faith**

15 – Unlocks First Spell

25 – Adds 2 to all stats (excluding Faith)

40 – Unlocks Second Spell

55 – Adds 5 to all stats(excluding Faith)

## Classes

* Paladin
  + Crusader of the Holy Arts, fearsome warrior as well as a partial healer, leads to this class being the most well-rounded stat-wise.
  + Can Equip: ~~Mace, Shield, Heavy Armor, Medium Armor, Sword~~
* Wizard
  + Master of the Arcane, and Conjurer of Elements. The wizard holds nothing back when their back is against the wall. With rather low stats, the Wizard’s spells may pack a punch, but he can’t seem to take one very well.
  + Can Equip~~: Staff, Wand, Robe~~
* Rogue
  + Stealthy, and not very trustworthy are those who have taken to learning the arts of the shadows and darkness. They will dish out heavy amounts of physical damage, and even throw in some specific spells or two, but they are not ones to take fights head on.
  + Can Equip: ~~Dagger, Sword, Medium Armor~~
* Barbarian
  + Unwieldy, and Destructive. When on a warpath the barbarian cannot be stopped. The Barbarian hits hard with their attacks, but has no intelligence or dexterity to back it up. When it comes down to it, they have the strength and the constitution to back up their threats.
  + Can Equip: ~~Axe, Sword, Mace, Heavy Armor, Medium Armor~~

#### NPCs/Enemies

Enemies have been boiled down to basic… Mage/Warrior/Archer, with various differences. And given a race.

Beasts

Wolves – high critical chance

~~Bats – attacks heal them~~

Werewolves – high damage / bleeding attacks

Undead

Skeletons -- Low HP >> Archers / Mage / Warrior

~~Gargoyles – Skill to heal~~

~~Abominations – High HP, poisonous attacks~~

~~Vampires – Attacks heal them~~

Creatures

~~Goblins – Low HP >> Archers / Mage / Warriors~~

Ogres – High HP low damage.

Orc – High stats all around, Warrior / Mage

Trolls – High HP, High Damage – Mini Boss

Humanoids

Cultists – high critical chance + Mage types

Alchemists – Poison attacks

Main Boss – Blue Dragon

Trusty Barkeep – Sebastian Delouvre

Sebastian is one of the main NPCs, he’ll control a lot of the selling and buying items, as well as giving the quests to the player. He is not a fair individual as all the options he’ll give will lead to him getting the better of the situation, however that is the life of a simple barkeep.

## Spells

Passives only effect the player, and will not affect followers.

Passives

* ~~Herbalism – Consuming potions and herbs has a chance of cleansing status effects.~~
* Expert Cooking – Eating food has a chance of cleansing status effects.
* Melee Expertise – Critical Chance (2%)
* Mentalism – Increased Intelligence(+2)
* Iron Heart – Base Armor increased by 5

Intellect Spells

* Fireball – flat damage spell
* Arcane Explosion – flat damage Area of Effect spell
* Ice Nova – Freeze Enemies
* Chain Lightning – Semi Area of Effect (hits 3 targets)
* ~~Mana Shield – 1 turn takes damage out of mana~~
* ~~Enchant Weapon – Buffs teammate/self-damage for 1 attack.~~

Faith Spells

* Cure – remove poison currently this skill heals as poison isn’t implemented
* Bastion of Light – Single Target Heal
* ~~Smite – Holy based damage spell~~
* Defiant to the End – Team heal
* Devotion Aura – Passive buff to team (Armor?)

Strength/Dexterity Based Skills

* ~~Cleave(s) – Area of Effect Attack~~
* ~~Backstab(d) – Bleed based attack~~
* ~~Bash(s) – Single Target (maybe stun?)~~
* ~~Impale(d) – Single Target attack~~

## Items

Most items potentially can come with stats attached to them. At most seeing bonus of +5 to base stats, like Dexterity, Strength, etc…

Suffixes are implemented – stats are not.

### Weapons

Weapons will have base damage based off of material it is made out of.

~~Stone (5) <~~ Iron (7) < Silver (9) < Gold (12) < Platinum (15)

* Mace
* Sword
* Axe
* Dagger
* Staff
* Wand

### Armor

With the exception of Robes which won’t gain any bonus from upgrades, armors follow a similar pattern like weapons.

~~Cloth (1) < Leather (3) <~~ Iron (5) < Silver (6) < Gold (7)

* Heavy Armor
* Medium Armor
* Robe

### Consumables

* Potions
  + Mana Potion
  + Healing Potion
  + ~~Antidote~~
* ~~Herbs~~
  + ~~Red Herb~~
  + ~~Green Herb~~
* Food
* ~~Campfire~~
  + ~~Can only be used once per mission. It helps restore health to the player, as well as any followers they may have.~~

### Currency

Currently only Gold exists, room for addition of currency for rarer wares.

Gold is used to purchase equipment and consumables from the barkeep, Sebastian.