*AP (Action points) “How many activities can a unit perform within 1 turn during battle. A combination of initiative, Stamina, Skill and motivation. Has correlation to the Speed of the unit. Is required and consumed when committing standard and special attacks.”*

Since it is a combination of so many stats players should not have visibility on how it is calculated… or do you see it more as something players can optimize? Then we need to find a very clear way to describe it and this could mean reducing its “ingredients”.

What is critical Block? Did you decide yet? Is it just like lucky moment in which you reduce more damage than usual? Can armors increase this rate?

Do players see MAD? If yes where?

Aren’t’ Damage (Value) and HPP redundant? Can’t we get rid of HPP?

Proposals for combat move (as it risks being confusing since it is not just movements)

* Combat maneuvers
* Action
* Combat Action

The 100% then 50% values are an innovative design idea, interesting. What is your rationale? You want avoid players doing something? Or push them to do something (e.g. move less or double attack less?).

I kind of feel like it could be better balanced like this:

In each of the two action slots, you can either move or attack, if you repeat the same action twice the second time will be at 50% value (half movement or half damage).

This would avoid for instance some not very well motivated strategy outcomes (because we will push players to always try to attack first for instance and this would reduce tactical variation). So I like the idea but with this addition but let me know what you think.

Ah!!! Just noticed the “exception” part now! Well we basically though the same but the way I wrote it is cleaner right?

*A unit can spend APs only once per combat round.*

What do you mean? Isn’t it at least twice? (eg attack and movement)

For which reason must special attacks (the one action one, not double action) be used in the first half and not the second?

Just as a reminder, we do not want bows to be the killer solution that nullifies the need for other distance weapons. A trick to avoid this is making the blunt and slash bonus of other weapons quite relevant (boomerang, sling etc.)

Initiative based on Experience and not dexterity or some skill/merit is interesting and easy to sort out, so for me we can leave it like this for now .

I like the healing system and we can easily balance it by altering the percentages (if for instance we perceive that it slows down players too much).

Starvation is hard-core but I like it LOL. We can always lower the damage later on if we want to make it less punishing. It will depend from how many players really enjoy the food and cooking mechanics. On my ultima online server, for instance, we introduced hunger and it sort of worked out but we had to lower the “digestive period” because in the beginning the feeding had to be so frequent that many felt it interrupted the game flow. In the end, it is just a balancing but I think players would like it as there will be the gather options etc. and it fits well.