

DUNGEONEERS
NEW HERO AND COMBAT SYSTEM
MAY 23, 2018

SUMMARY

This new hero and combat system focuses on making each character more distinct, while adding more tactical considerations and variety to gameplay. Expect subsequent changes and tuning as we gather feedback.

CHANGES

DICE INSTEAD OF MODIFIERS

The heroes will no longer have a class-specific modifier for sword/shield/bow use. Instead, each hero rolls a different kind of dice for each weapon type. The more proficient the hero is with the weapon, the higher the dice. For instance, the dwarf will roll a d12 for the shield and a d6 for the bow. The dice that a hero uses do not change.

FEATS

Your hero will occasionally trigger a feat. A feat is an extra turn for your hero, where there are some significant tactical advantages.

During a Feat:

- You can Move twice OR Move then Attack/Guard/Loot OR just Attack/Guard/Loot.
- You get an attack bonus against each monster determined by generating a random number from 1 to the hero's level. The bonus for each monster is determined independently. Each bonus is capped at +9.

Feats are triggered in these ways:

- "Huge Hit": Your attack total is at least 3 more than the defender's maximum defense total.
- "Perfect Strike": The human rolls a 12 with his sword; the elf rolls a 12 with her bow; or the dwarf rolls a 10 with his sword.

You cannot use scrolls during a feat.

(Feats are locked until you reach a certain fame level.)

WHIFFS

A melee attack roll of "1" is an automatic miss, and the defense roll is skipped. This does not apply to stealth attacks.

SKILLS

Skills are abilities attained when each hero reaches a certain level. Skills are gained at levels 2, 4, 6, 8, and 10. (Only the first three skills for each hero will be initially implemented.)

XP

The XP table for the hero will start the hero at level 1 with 0 experience points. 1000 XP is needed to reach level 2. Each subsequent level requires XP equal to twice what was needed to reach the prior level. (1000, 2000, 4000 ...).

There is currently a level cap of 12.

XP awards:

Weapons: 10 XP per bonus

Caverns Monsters: 5

Mines Monsters: 10

Ruins Monsters: 20

Dragons: 200, 240, 280, 320, 360

And you will now get XP for indirect kills, like if something is taken out by a gas spore explosion or eaten by a purple worm.

FAME

Fame is no longer generated by fame points. Instead, you simply go up a fame level with each career victory. You start at Fame Level 0 and can go up to Fame Level 50.

You gain a 5% XP multiplier each time you go up in Fame. So if you you are Fame Level 2, then you would get an extra 1 XP for every 10 XP earned.

Your starting weapons will continue to improve with fame, but the equation has been changed. The percentage chance for each item improving is now 15 plus half your fame level. (It used to be 10 plus your fame level.)

TOURNEYS

The tourney awards now work as follows:

Each week, the top 50 percentile of players with at least one tourney victory will gain an Tourney XP bonus for the following week, like this:

51-69% = +50% bonus

70-89% = +70% bonus

90-100% = +100% bonus

XP bonuses are additive, not multiplicative. So if you are Fame Level 3 and finished in the top 80% in the prior tourney, then killing a rat would produce: $10 + 1 + 7 = 18XP$

The XP bonus from tourneys is applied to any XP earned, in any mode, during the following week.

FOCUS

Focus will work now as follows:

You gain +1 focus against your target each time you miss it.

You lose all your focus if:

- You hit the target.
- You attack that target with a different weapon.
- You attack something other than that target.
- You loot a chest.
- You leave the room.

(So you can move and use scrolls without breaking focus, as long as your attack form and target do not change.)

OTHER CHANGES:

- All heroes get adrenaline bonus, and the bonus is applied to defense instead of attack.
- Elf no longer can see specters, nor does she attract cavern crawlers. (She is still immune from ghoul stun, though.)
- Dwarf no longer dodges giant-class monsters.
- Basic Guard functionality (+1 defense and sword counter-attack) applies to all heroes. The guard-based skill (see below) is in addition that.

THE NEW HEROES

Note: Only the first three skills for each hero have been implemented. The others will be done later.

HUMAN SWORDSMAN

Sword: d12

Shield: d10

Bow: d8

RACIAL ABILITY:

Punt - Punt small monsters that hit you.

SKILLS:

Full Swing - +1 to sword if your target is the only adjacent monster and you are not on the edge of the room.

Parry – When guarding against melee attacks, use sword bonus to defend if it's higher than shield bonus.

Press - +2 to sword attack if target cannot move away from you.

Shove (LATER) - Shove a small/medium monster backwards and take its place. Shoved monster will be dazed the next round.

Riposte (LATER) – Counter-attack after a 10 defense roll.

ELVEN HUNTRESS

Sword: d8

Shield: d6

Bow: d12

RACIAL TRAIT:

Jump - Move directly over an adjacent tile. □ If in stealth, the chance of being spotted after jumping is twice normal.

(JUMP IS DIFFERENT THAN LEAP: This is different than before in that she only jump to tiles directly across from an adjacent tile, which is only half the tiles that are two away. But jumping no longer automatically gets her spotted.)

SKILLS:

Long Shot: Distance penalty range 3 bow shots is -1 (instead of -3).

Dodge: When guarding, rolling >3 (on a d6) is a dodge. After dodging she counter-attacks with sword or bow.

Flaming Shot: +1 when firing over an adjacent flame.

Evade (LATER): Defense roll of 6 causes any attack to miss. □

Vault (LATER): If jumping over a monster, get a free sword attack against it.

DWARVEN BRAWLER

Sword: d10

Shield: d12

Bow: d6

RACIAL TRAIT:

Charge - Move towards and attack a target 2 away, at +2.

SKILLS:

Uppercut – Sword attacks always hit monsters that roll <4 defense. □

Hunker - When guarding, extra +2 to defense.

Pit Fighting - +1 sword bonus for each pit adjacent to both you and target.

Bash (LATER) – If monster melee attacks with a roll of 1 or 2, dwarf bashes it with its shield and it's dazed till end of next turn.

Yodel (LATER) - Summon the Purple Worm.