

# FAoA Main Character - Design

Adventurer



# Defining Attributes

- Adventurer
  - Practical
  - Rugged
  - Adaptable
- Semi-Magical - *NO TECH*



# General Info

- \*Name: Wel, Coho, Candiru, Vandellia
- Age: 18-25
- Gender: Androgynous - no definite gender
- Personality Type: ISFP
- Star Sign: Virgo
- Chinese Zodiac: Goat
- Hogwarts House: Ravenclaw



# Personality

## ISFP - Adventurer

- Curious
- Confident
- Blunt
- Introverted
- Adaptable
- Minor Mystery

ex:

- The Scythian
- Buffy
- The Doctor

## NOT

- Shy
- Stealthy
- Talkative







# In-Game Actions

- Traveling around the map
  - Fluctuating Environments
- Fighting enemies
- Collecting Loot
  - Elements of art & new abilities
- Rebuilding Ancient Monuments



# Weapon

- Fishing Rod
- More than 1 use - can switch hooks to change abilities
  - Basic Hit
  - Line: Grappling Hook
  - Color: Tagging
  - Perspective: Enemy Ally
  - Scale: Arena Trap
  - Light: Zig-Zag dash



# Ability Ideation

- Line

- Grappling Hook pull player (environment or enemy)

- Color

- Tagging & Status Effect
- Colors coordinate with different status effects

- Perspective

- Ally an Enemy

- Scale

- Area Trap

- Light

- Zig-zag dash that damages enemies as you pass through them

# Ability Ideation

- Basic Attack Booster
- Line/Pizza Slice Attack
- Circle around character
- Square area in front of player
- Summon minion/turret
- Dash/dodge/leap
- Teleportation
- Invisibility and/or Decoy

## Bonus Effects:

- Knockback
- Status Effects (burn, poison, etc.)
- Crowd Control (slows, traps, etc.)
- Lifesteal
- Boosts - self (attack, defense, speed, etc)
- Targeting
- Attack Bounce - environment
- Chain Attack - enemies
- Confusion



# Weapon Brainstorm

- Whip
- Magic - Palm
- Bow & Arrow
- Fishing Rod/Grappling Hook
- Alchemy - poisons/bombs
- Throwing Knives
- Pickaxe
- Slingshot
- Boomerang
- Lamp/Candles

