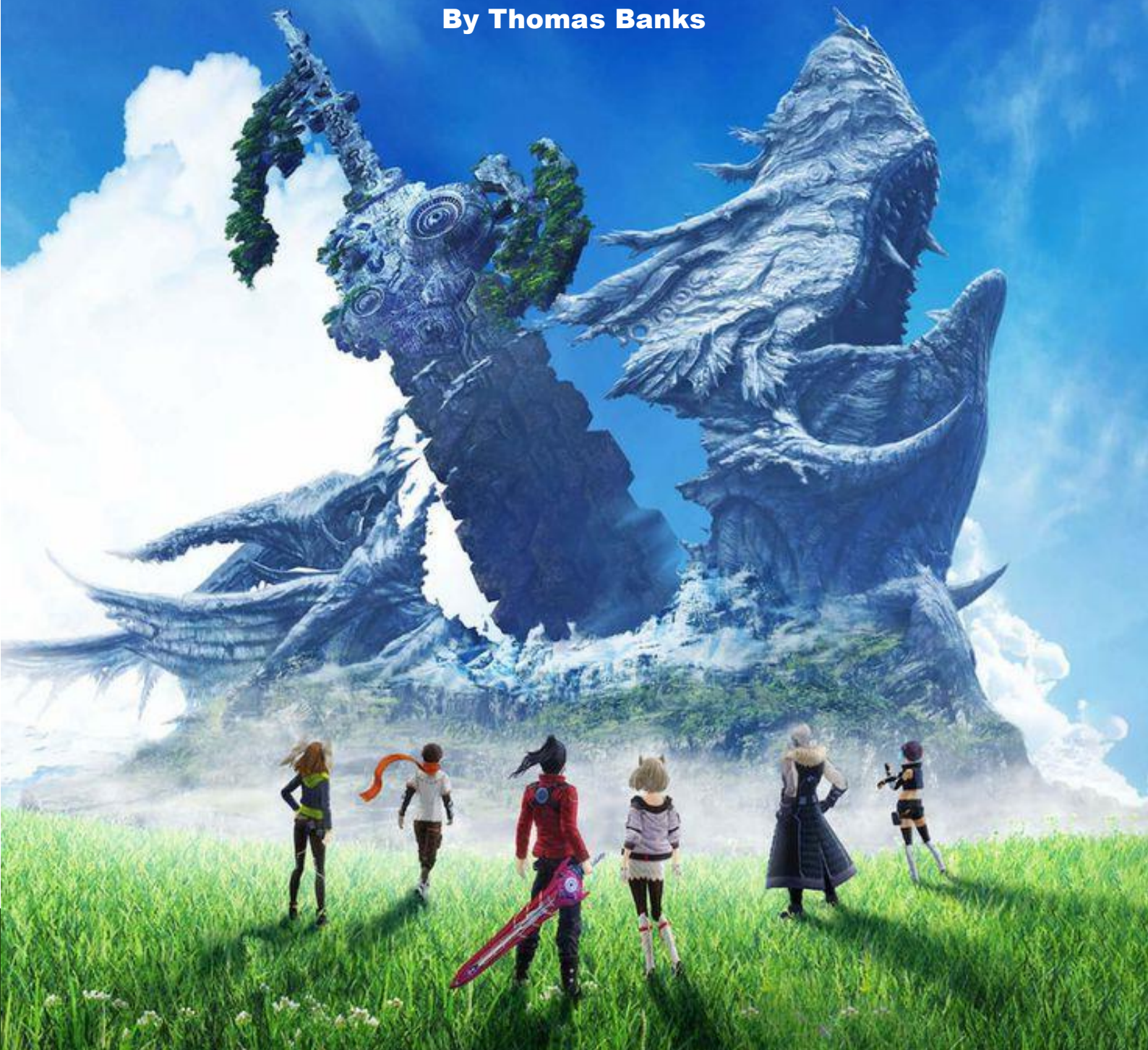


# Xenoblade Chronicles 3

## Core System Design Proposal

By Thomas Banks



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# **Xenoblade Chronicles 3**

## **Xenoblade Chronicles 3 Essence Statement**

Journey through Aionios with your party, battling beasts and monsters by slashing, hitting, shooting, and crushing your foes. Fuse with your party members to become an ouroboros and use your newfound ability to fight back in your own war and change the world.

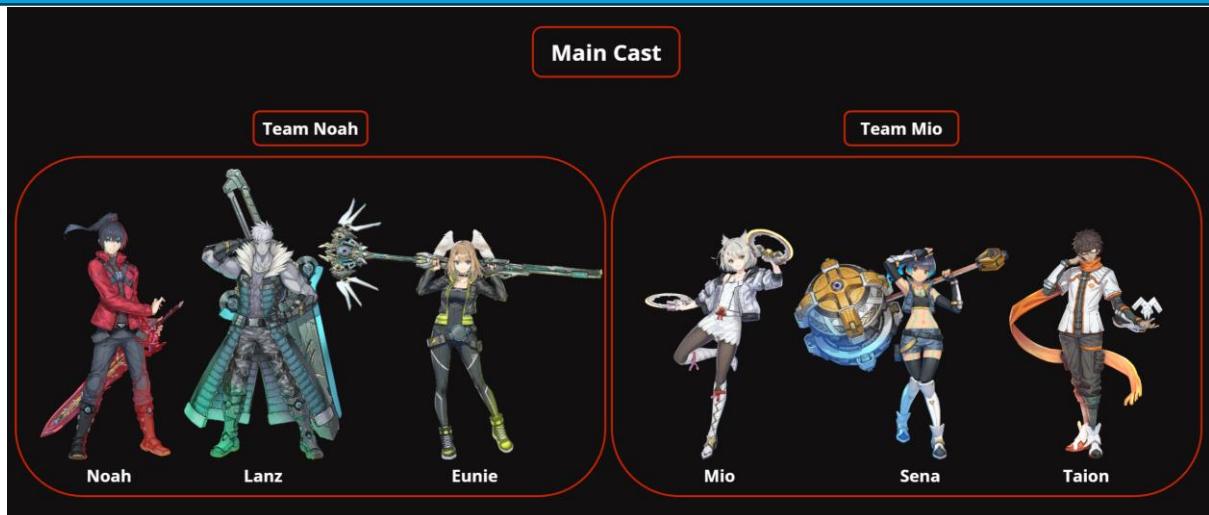
## **Core System Essence Statement**

After reaching Aetia Region, Upper, you discover a mysterious journal left behind by a forgotten warrior. Unlock a new way of defending your allies using the new techniques explained by the book, and block attacks, protect allies, and provide buffs to yourself to keep fighting.

## **Game Analysis**

Xenoblade Chronicles 3 is an action adventure JRPG developed by Monolith Soft that was released in 2022 for the Nintendo Switch. It focuses on six main party members from two different sides of a worldwide war, Keves and Agnus, journeying through the world of Aionios together after a chance encounter that would change their fate forever. They gain a power that lets them fuse together to become Ouroboros and they use this power to set out to find the truth about the war they've dedicated their lives to fighting in. The characters journey through different areas of the world, meeting and helping new characters that can join them in their journey and help them in battles, and fight against those who oppress them.

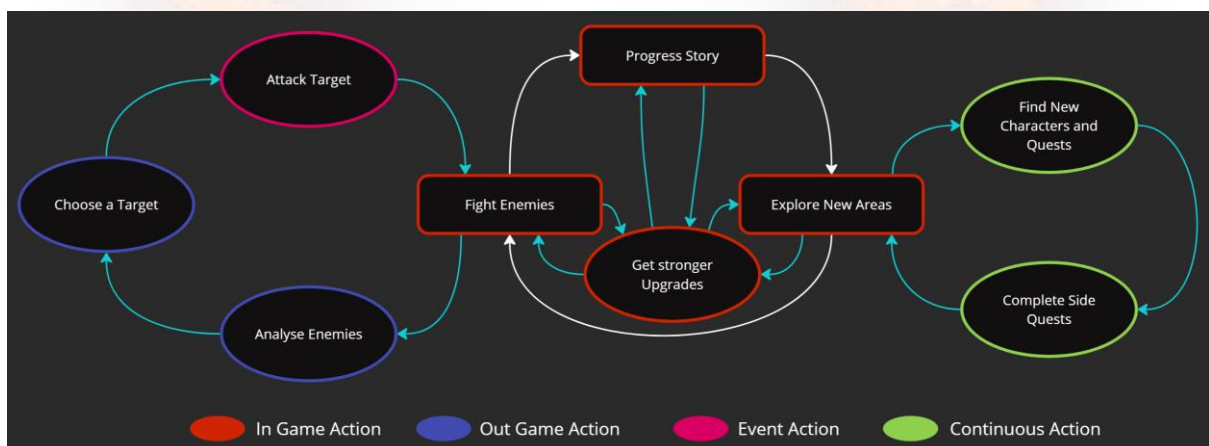




## Combat

Up to seven party members can fight in the party at once, including the main six and one changeable character known as a Hero from the list of them who have decided to join your fight. The players engage in real time combat using their party members, they control one character as the other characters auto battle on their own, and the player can change who they're playing as at any time.

## Core Loop



## **Problem and Core System Proposal**

When looking at the combat system of Xenoblade Chronicles 3, or more specifically the class system, I noticed that there was a much lower amount of Defender classes compared to other classes. I aim to fill a gap in the already existing combat and class system by introducing a new type of Defender class that the player can use.

The new class I'm proposing is called the Forgotten Protector, an Agnus type class that is inherited by Taion that uses dual yo-yos as weapons. This class can increase the range of Defender skills and is a highly defensive class that focuses on taking hits for allies and has relatively low damage in return for its high defensive capabilities.

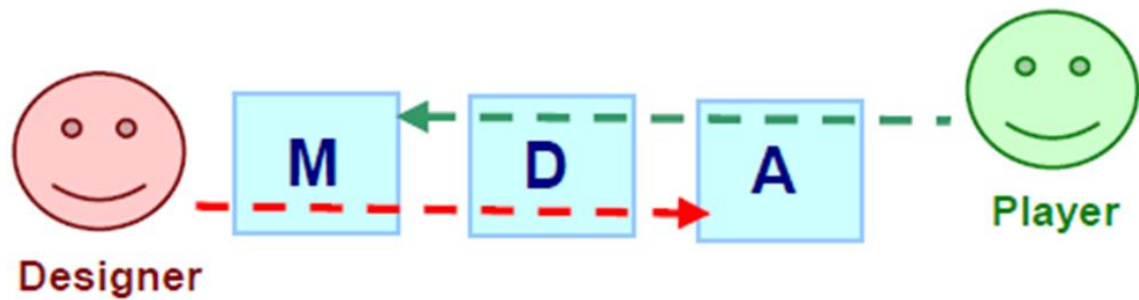
## **Why This System is Needed**

This system aims to fill a gap in the combat of the game, where there are very few Defender Classes compared to Attacker and Healer Classes. It will provide players with a new way of defending exclusive to the class and provide Master Skills and Arts that are useful to other classes.

## **Expected Player Experience**

This system should give players a new option to play as a Defender and offer a new way of Defending their team compared to other classes. They should unlock this class at a point later in the game where they will have the skills and understanding of the games systems to use the class effectively.

## Defender MDA Analysis



### Mechanics

The player equips a character with the chosen Defender class.

### Dynamics

The player plans their movements to help allies on the field and uses their skills and arts in battle to defend themselves and allies against attacks.

### Aesthetics

The player feels rewarded for blocking and preventing enemy attacks and protecting their allies.

## Game Research

### Core System Research

I first looked at the class system of Xenoblade Chronicles 3, there are many different classes that are split into three roles, Attacker, Defender, and Healer. Attackers are usually the big damage dealers of the team and have high attack while Healers focus on making sure their teammates are kept alive by healing and applying buffs and debuffs. Both of these roles quickly draw aggro from enemies towards them making them more likely to be targeted, as these two roles don't have the best defences of health, the role of Defenders is to try and draw enemy aggro to themselves instead as they usually have much

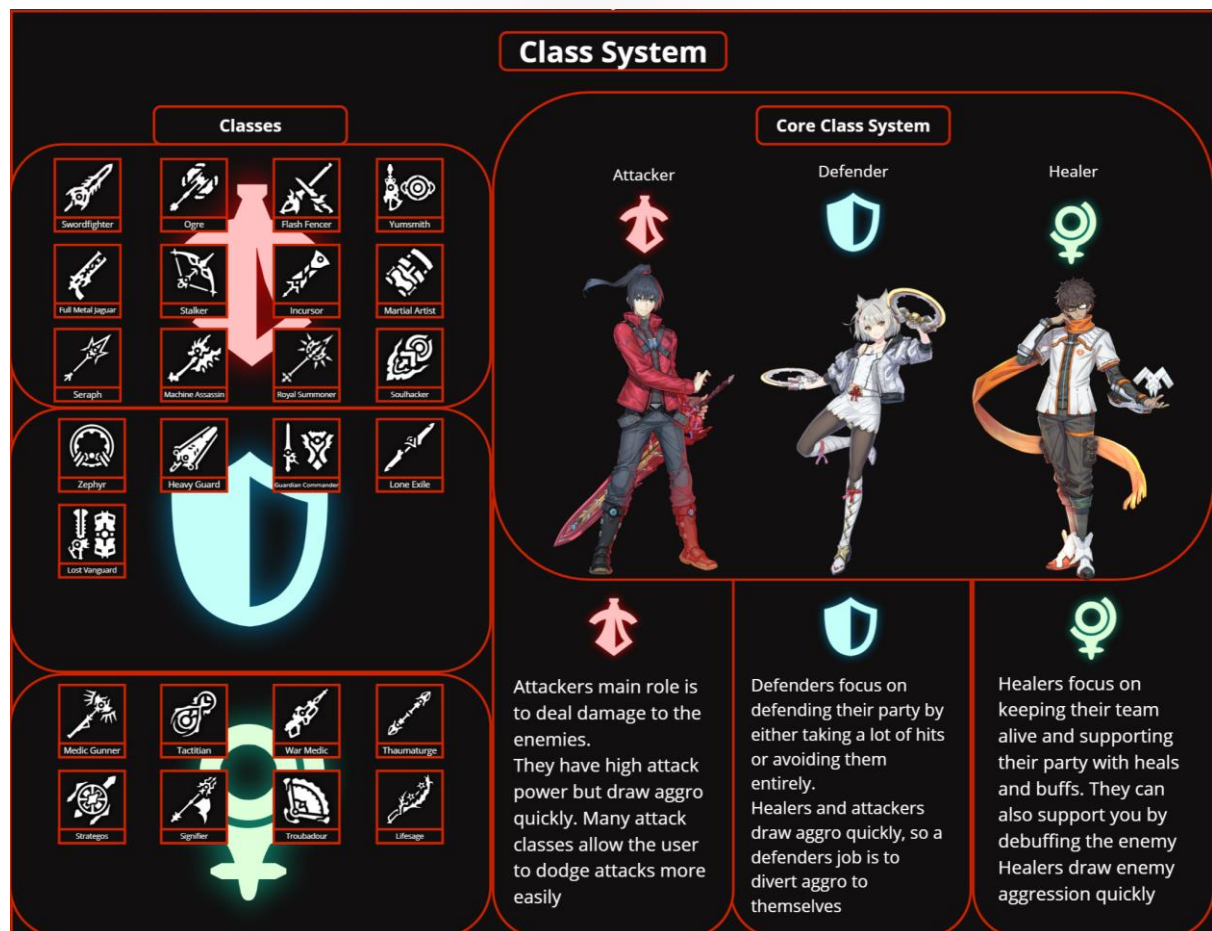


better defences and more health. Defenders' main ways of stopping damage are by either blocking attacks or dodging them entirely.

I used Miro to help Put everything in one location and organise my research and thoughts.

Systems Miro Board:

[https://miro.com/app/board/uXjVLWLuk7A=/?share\\_link\\_id=279029740322](https://miro.com/app/board/uXjVLWLuk7A=/?share_link_id=279029740322)



In the game, the party generally consists of the six main party members, Noah, Lanz, Enuie, Mio, Sena, and Taion, and then one additional character known as a Hero that can be swapped around to other characters that have agreed to help you on your journey. Each of the main six party members can change their class as long as they have unlocked the requirements for it, but the Hero character is locked to their own class.



There is a list of Heroes you can recruit throughout the game that come with their own class, as you progress their story or fulfil certain requirements, their class will be unlocked by other characters in the main party.





## Class Arts and Skills

Arts are different types of actions the player can perform in combat by pressing their corresponding buttons. Each art has different effects and are used by their respective classes. Once used, they their gauge needs to be refilled before they can be used again.

Each class has a different set of class arts that they have access to and can use. When main characters change their class, they can use these arts in combat. Each art has a different effect, and they can be mixed and matched to suit your need. The player can equip up to three arts from their current class and three Master Class Arts.



Talent Arts are special attacks that are more powerful than normal arts. They recharge by doing actions that match the characters' role, for Defenders, this is drawing aggro. Only one can be equipped on a character, and this is usually the Talent Art that comes with their class.





Master Class arts are equipped on the left side of the class art menu, and the player can equip up to three unlocked Master Class Arts at a time. You unlock Master Arts by reaching a certain rank in a class, which means it can then be used while playing another class. You can only equip Master arts that are from a class of a different nation to your current class (Keves or Agnus).



Classes come with their own skills which provide different effects. Like arts, each class has Master Skills that can be carried across to other classes and equipped if the player meets the requirements.



## Recharge Types

Each class has one of two different recharge types, Keves or Agnus, depending on where they originate from. These determine how the user recharges their class arts.

### Keves



### Agnus



Keves classes recharge their arts overtime. Agnus classes recharge their arts by auto attacking and cancelling their attacks into an art which requires more precise timing from the player to input.

## Player Stats

Each character has their own base stats which change depending on their level. These stats can be influenced and changed depending on their class and other bonuses they may have.



Character Base Stats



Noah

| Level | HP    | Attack | Healing Power | Dexterity | Agility |
|-------|-------|--------|---------------|-----------|---------|
| 1     | 350   | 19     | 18            | 31        | 22      |
| 99    | 6,994 | 388    | 368           | 310       | 215     |



Mio

| Level | HP    | Attack | Healing Power | Dexterity | Agility |
|-------|-------|--------|---------------|-----------|---------|
| 1     | 338   | 18     | 17            | 31        | 23      |
| 99    | 6,754 | 361    | 341           | 306       | 234     |



Lanz

| Level | HP    | Attack | Healing Power | Dexterity | Agility |
|-------|-------|--------|---------------|-----------|---------|
| 1     | 388   | 20     | 16            | 30        | 20      |
| 99    | 7,755 | 392    | 329           | 297       | 204     |



Sena

| Level | HP    | Attack | Healing Power | Dexterity | Agility |
|-------|-------|--------|---------------|-----------|---------|
| 1     | 356   | 20     | 17            | 28        | 22      |
| 99    | 7,125 | 398    | 346           | 282       | 216     |



Eunie

| Level | HP    | Attack | Healing Power | Dexterity | Agility |
|-------|-------|--------|---------------|-----------|---------|
| 1     | 318   | 17     | 20            | 30        | 22      |
| 99    | 6,364 | 346    | 409           | 298       | 223     |



Taion

| Level | HP    | Attack | Healing Power | Dexterity | Agility |
|-------|-------|--------|---------------|-----------|---------|
| 1     | 319   | 18     | 19            | 33        | 20      |
| 99    | 6,371 | 368    | 381           | 325       | 197     |

HP – How much health the player has

Attack – Increases the amount of damage dealt to enemies.

Healing Power – Determines how much health you heal when using healing abilities.

Dexterity – Increases accuracy of attacks and increases hit chance.

Agility – Increases chance of avoiding enemy attacks.

## Class and Weapon Stats

Each class has their own class and weapon stats. Each class provides different multipliers to a character's base stats. As characters base stats don't include Ether Defence or Physical Defence, these stats are set by the class itself rather than acting as a multiplier.

Weapon stats provide additional Attack stats and also determine the characters Block Rate and Critical Rate.

Example from Heavy Guard class:

| Class Stats |      |        |               |           |         |                  |               |
|-------------|------|--------|---------------|-----------|---------|------------------|---------------|
| Rank        | HP   | Attack | Healing Power | Dexterity | Agility | Physical Defence | Ether Defence |
| 1           | 120% | 75%    | 20%           | 90%       | 70%     | 40%              | 30%           |
| 10          | 125% | 77%    | 22%           | 95%       | 72%     | 45%              | 32%           |
| 20          | 130% | 80%    | 25%           | 100%      | 75%     | 50%              | 35%           |

| Weapon Stats |        |               |            |
|--------------|--------|---------------|------------|
| Level        | Attack | Critical Rate | Block Rate |
| 1            | 17     | 4%            | 25%        |
| 50           | 196    | 6%            | 30%        |
| 99           | 534    | 8%            | 35%        |

Physical Defence – Decreases damage taken from physical attacks.

Ether Defence – Decreases damage taken from ether attacks.

Critical Rate – Increases chance of dealing a critical hit when attacking. Critical hits increase an attacks damage by 25%.

Block Rate – Determines chance of blocking enemy attacks. Blocking attacks reduces the damage taken by half.

## Other Defenders

I looked at other defender classes to see what they do, what skills they use, and their general stats and strength to make sure any new defender class I make is different enough to have a reason to exist while also not being too strong compared to other classes.

I first made a quick summary to explain each defender class and their general playstyle to give an idea of what their strengths.

## Defender Classes



Zephyr

Zephyrs draw the attention of the enemies around them and focus on being able to dodge incoming attacks rather than blocking them. Their main way of drawing aggro from enemies is by attacking and damaging enemies with their dual moonblades. They can block and nullify attacks on nearby allies.



Heavy Guard

Heavy Guard is a class that focuses on protecting allies by drawing alot aggro with their weapon and arts while focussing on blocking attacks with a big shield-like sword. They can take many hits with their high health and defences.



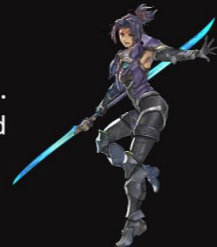
Guardian Commander

The Guardian Commander class uses a sword and shield to protect their allies by blocking attacks. They get stronger the weaker their allies are



Lone Exile

Lone Exiles use twinblades to deal fast attacks to draw foes in. They generate aggro by dealing large amounts of damage and gain attack boosts when low on health. They can also counter attack when a nearby ally has been attacked.



Lost Vanguard

The Lost Vanguard class uses a large shield and different arts to deploy fields to block attacks and protect allies while dealing damage back with their mace while guarding.



I then went into more depth to the specifics of each defender class.







## Zephyr

Originator:  
Mio



Inheritor:  
Noah



Recharge:  
Agnus



### Grades

|          |          |          |            |
|----------|----------|----------|------------|
| <b>B</b> | <b>A</b> | <b>C</b> | <b>B</b>   |
| Offense  | Defence  | Healing  | Difficulty |

### Class Rank Requirement

| Rank                               | Total Required Class Points |
|------------------------------------|-----------------------------|
| 1                                  | 0                           |
| 10                                 | 1,940                       |
| Complete Quest:<br>Side Story: Mio |                             |
| 11                                 | 2,295                       |
| 20                                 | 7,820                       |



| Character | Aptitude | Class Unlock Points    |
|-----------|----------|------------------------|
|           | <b>A</b> | <b>Class Inheritor</b> |
|           | <b>C</b> | 3,150                  |
|           | <b>D</b> | 3,940                  |
|           | <b>S</b> | <b>Starting Class</b>  |
|           | <b>B</b> | 1,575                  |
|           | <b>B</b> | 2,364                  |

### Class Stats

| Rank | HP   | Attack | Healing Power | Dexterity | Agility | Physical Defence | Ether Defence |
|------|------|--------|---------------|-----------|---------|------------------|---------------|
| 1    | 100% | 70%    | 20%           | 100%      | 120%    | 30%              | 40%           |
| 10   | 105% | 72%    | 22%           | 102%      | 125%    | 32%              | 45%           |
| 20   | 110% | 75%    | 25%           | 105%      | 130%    | 35%              | 50%           |

### Weapon Stats

| Level | Attack | Critical Rate | Block Rate |
|-------|--------|---------------|------------|
| 1     | 17     | 15%           | 25%        |
| 50    | 193    | 18%           | 30%        |
| 99    | 524    | 20%           | 35%        |

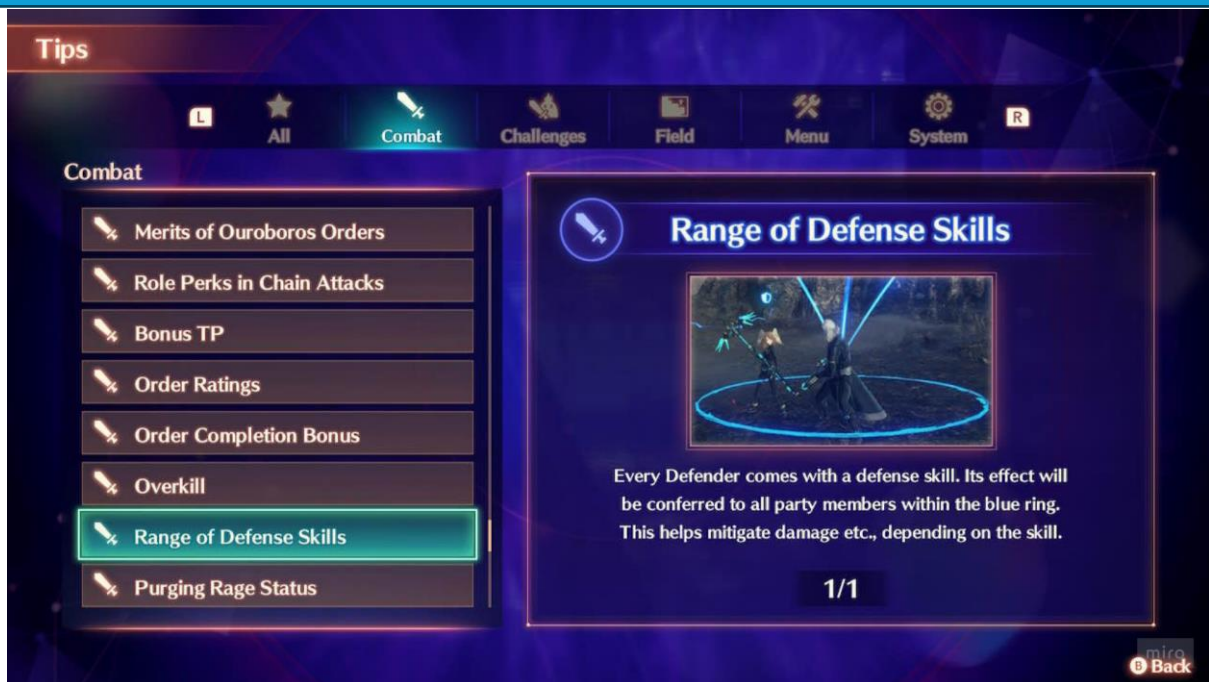
| Class Arts (Max Rank)                                                                                               |                                                                                                                                                 |                |
|---------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| Art Name                                                                                                            | Art Effect                                                                                                                                      | Recharge Time  |
|  <b>Gemini Strike (Talent Art)</b> | A single target physical attack used to evade attacks and boost aggro generated by 100%.                                                        | 3 Role Actions |
|  <b>Butterfly Blade</b>            | A single target physical attack that boosts aggro generated by 100%.                                                                            | 3 Hits         |
|  <b>Air Fang</b>                   | A single target physical attack that boosts damage dealt when attacking enemies that are targeting you by 100%.                                 | 3 Hits         |
|  <b>Wide Slash</b>                 | A single target physical attack that evades enemy attacks while active, but reduces critical rate in return. (Rank 1 Master Art)                | 5 Hits         |
|  <b>Glow Ring</b>                  | A single target physical attack that applies target lock, a debuff that forces target aggro on the user for 10-15 seconds. (Rank 10 Master Art) | 5 hits         |
|  <b>Speed Demon</b>                | An art that increases the users evasion by 30% and reduces damage dealt by 15%.                                                                 | 8 Hits         |
| Class Skills                                                                                                        |                                                                                                                                                 |                |
| Skill Name                                                                                                          | Skill Effect (Max Rank)                                                                                                                         |                |
|  <b>Stormy Gale</b>                | Boosts agility by 30% (Rank 15 Master Skill)                                                                                                    |                |
|  <b>Ether's Sanctuary</b>          | Boosts Ether Defence by 30%                                                                                                                     |                |
|  <b>Split-Second Counter</b>      | Deals 200% of Attack damage when you evade an attack (Rank 5 Master Skill)                                                                      |                |
|  <b>I'll Defend You</b>          | Provides a 16% chance to prevent attacks on allies in a fixed radius                                                                            |                |

Each of these class tables goes over key stats like the grades of the class which covers how well they preform offensively, defensively, healing capabilities, and the difficulty to use.

## Defender Skill Range

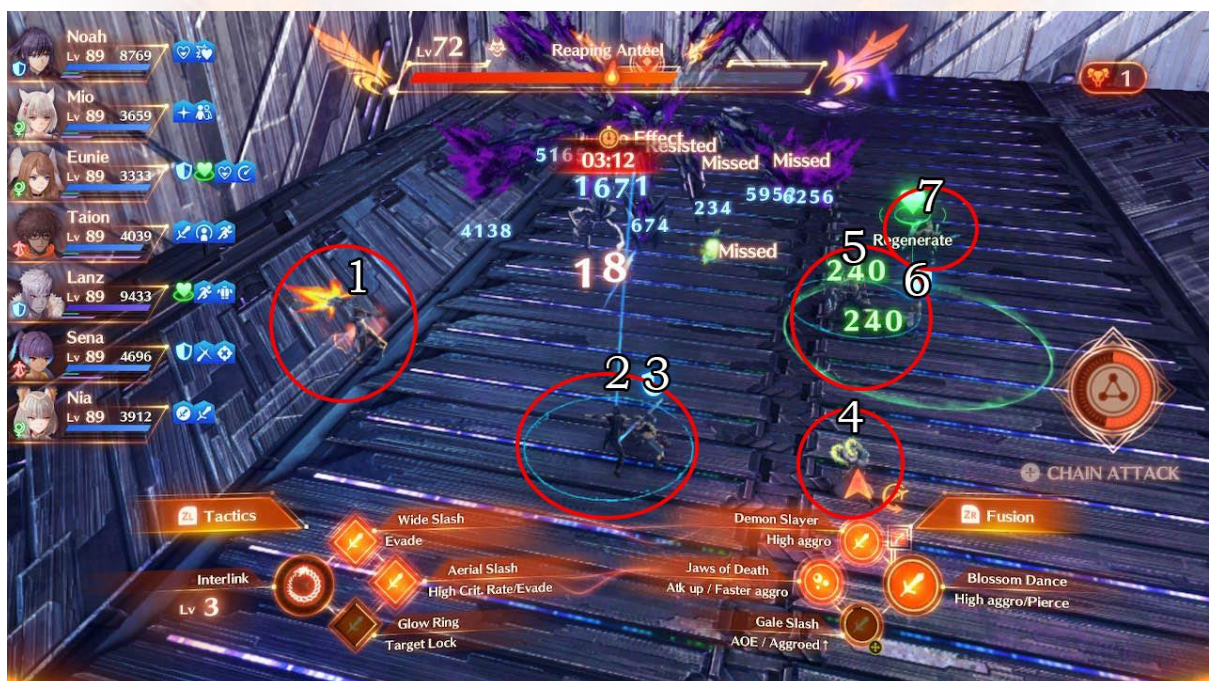
Each Defender class has a small blue circle around them when in combat, and this represents the range of their skills that can be used on party members, an example would be Mio's class skill "I'll Defend You" which gives a 16% chance to prevent attacks on allies within a radius.





Source: Xenoblade Chronicles 3

One of the issues I noticed was that when playing the game, the area of these skills is very small and usually has very little effect. As you have very little control over where your allies move to, you can usually be stuck trying to keep only one ally in this area at a time. Attackers will normally try and get behind the enemy so it can be hard for tanks to protect them there without changing which way the enemy is facing.

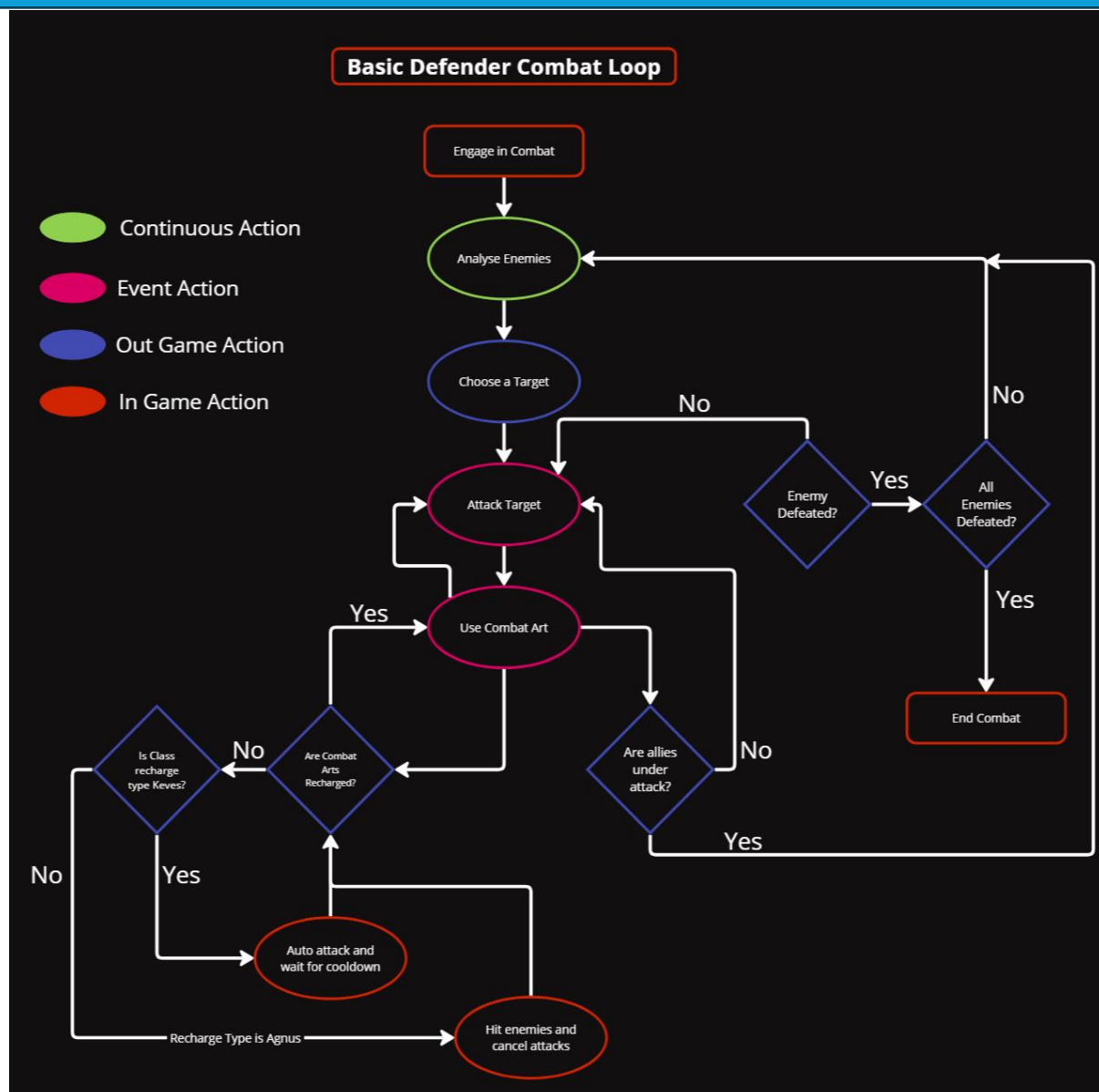


In this example, the defends at positions 2 and 3 are only defending the characters at 3 and 6, leaving 3 other characters somewhat defenceless. I aim to add something to my new class that can increase the range of this to increase defensive abilities.

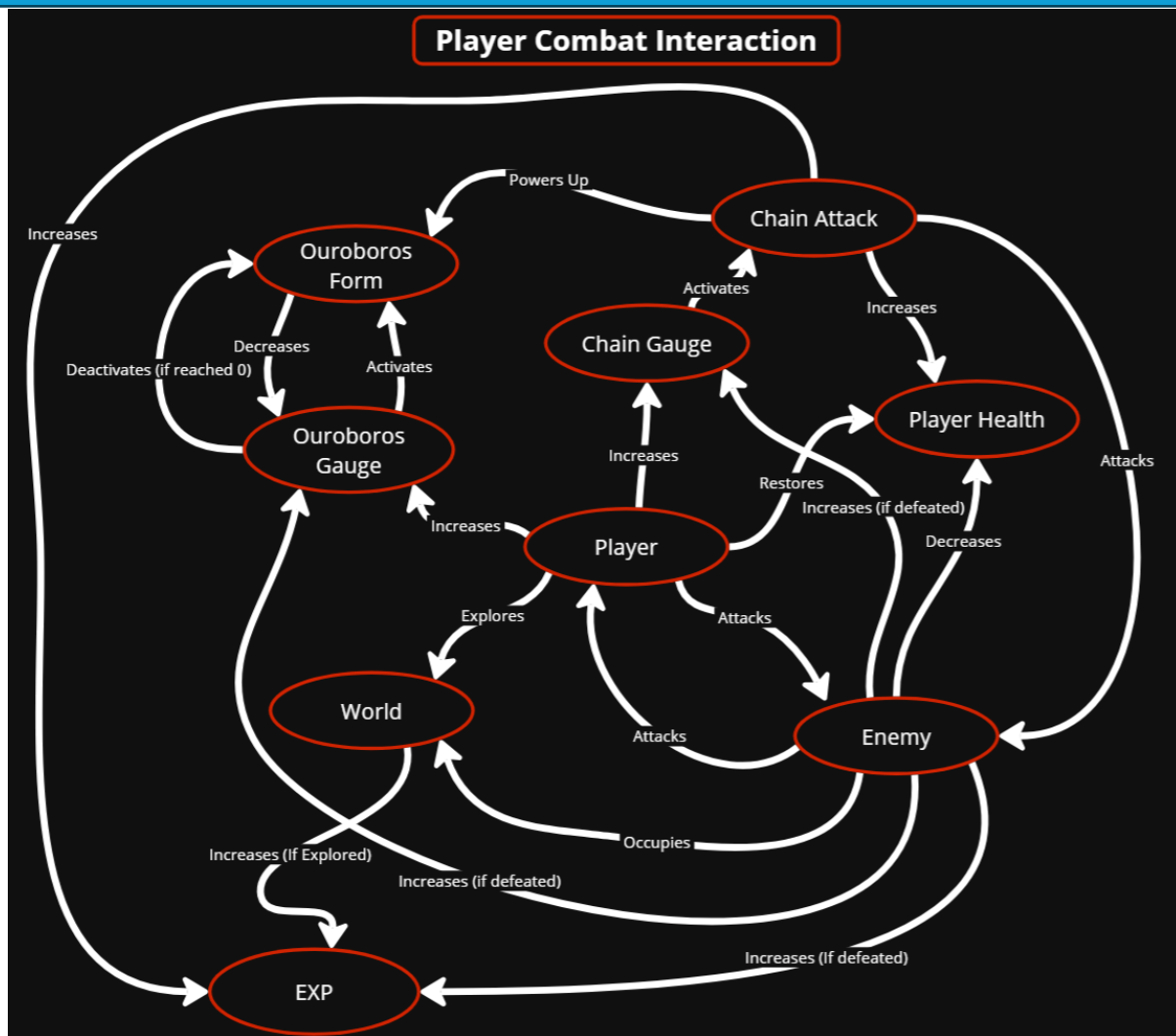
Any character within this area will have a small Defender icon above them to show that they are in range.



## Loops







## Status Effects

Different status effects can be applied to enemies through arts and skills, these provide different effects, and these effects can be chained together.

## Break, Topple, Launch, and Daze

### Break

When triggered, the enemy becomes staggered and interrupts any ongoing attack

### Topple

When triggered, it causes any enemy with the break status to be knocked down, leaving them unable to move or attack for a limited time.

### Launch

When a move inflicting launch is used on a toppled enemy, it launches them upwards spinning in the air, making them helpless and take 150% more damage

### Daze

When a toppled enemy has Daze inflicted on them, they lay helpless on the floor and moves against them are 100% accurate.

### Smash

When applied to a launched enemy, it causes them to smash to the ground, taking a big amount of damage.

### Burst

When an enemy that is launched or dazed has burst applied, they are launched a short distance away and causes them to drop several items.



I also researched and looked at all the available buffs and debuffs in the game to see which ones if any could be used in my class. These

images are from the game and the table can be found on my Miro board.





## More Class Info

### Class Info

#### Recharge Types

##### Keves Symbol



##### Agnus Symbol



Recharge Types are generally split between the two factions in the game, Keves and Agnus. Each class has one recharge type assigned to them.

Keves - Arts gauges fill in over time while in combat. They recharge arts gauges by auto attacking.

Agnus - Using combat arts to cancel auto attacks will boost the recharge arts gauge quicker.

#### Art Gauges



Arts are different types of actions the player can preform in combat by pressing their corresponding buttons. Each art has different effects, and are used by their respective classes.

Once used, they their gauge needs to be refilled before they can be used again.



#### Class Arts



Each class has a different set of class arts that they have access to and can use. When main characters change their class, they can use these arts in combat. Each art has a different effect and they can be mixed and matched to suit your need.

The player can equip up to three arts from their current class and three Master Class Arts.

### Master Class Arts



Master Class arts are equipped on the left side of the class art menu, and the player can equip up to three unlocked Master Class Arts at a time.

You unlock Master Arts by reaching a certain rank in a class, which means it can then be used while playing another class. You can only equip Master arts that are from a class of a different nation to your current class (Keves or Agnus)

### Talent Arts



Talent Arts are special attacks that are more powerful than normal arts. They recharge by doing actions that match the characters role, for Defenders, this is drawing aggro.

Only one can be equipped on a character and this is usually the Talent Art that comes with their class.

### Class Stats

Each class provides different multipliers to a characters base stats. As characters base stats don't include Ether Defence or Physical Defence, these stats are set by the class itself rather than acting as a multiplier.

### Weapon Stats

Weapon stats provide additional Attack stats and also determine the characters Block Rate and Critical Rate

## Design Considerations

When creating my new Defender class, I should consider balancing it around the combat that already exists within the game, and not introduce too many confusing mechanics. It should provide a different way of defending allies compared to other Defender classes and

provide master skills and arts that can be used by other classes in a way that benefits the game without changing the balance too much.

## **First Iteration**

### **A New Class – First Iteration of Ideas**





## Forgotten Protector

Originator:  
???

Recharge:  
Agnus



### Grades

|                     |                     |                     |                        |
|---------------------|---------------------|---------------------|------------------------|
| <b>C</b><br>Offense | <b>S</b><br>Defence | <b>B</b><br>Healing | <b>S</b><br>Difficulty |
|---------------------|---------------------|---------------------|------------------------|

### Class Rank Requirement

| Rank                              | Total Required Class Points |
|-----------------------------------|-----------------------------|
| 1                                 | 0                           |
| 10                                | 3,520                       |
| Complete Quest:<br>The Lost Pages |                             |
| 11                                | 3,920                       |
| 20                                | 9,785                       |

Character Aptitude Class Unlock Points

|  |          |                 |
|--|----------|-----------------|
|  | <b>B</b> | 4,740           |
|  | <b>A</b> | 2,935           |
|  | <b>D</b> | 6,735           |
|  | <b>C</b> | 5,845           |
|  | <b>B</b> | 3,810           |
|  | <b>S</b> | Class Inheritor |

Inheritor:  
Taion



### Class Stats

| Rank | HP   | Attack | Healing Power | Dexterity | Agility | Physical Defence | Ether Defence |
|------|------|--------|---------------|-----------|---------|------------------|---------------|
| 1    | 125% | 60%    | 35%           | 100%      | 55%     | 40%              | 30%           |
| 10   | 130% | 65%    | 37%           | 102%      | 60%     | 45%              | 35%           |
| 20   | 135% | 70%    | 40%           | 105%      | 65%     | 50%              | 40%           |

### Weapon Stats

| Level | Attack | Critical Rate | Block Rate |
|-------|--------|---------------|------------|
| 1     | 18     | 2%            | 35%        |
| 50    | 185    | 4%            | 40%        |
| 99    | 520    | 6%            | 45%        |



| Class Arts (Max Rank)                                                               |                                                                                                                        |                                                                                                                         |                |
|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------|----------------|
| Art Name                                                                            |                                                                                                                        | Art Effect                                                                                                              | Recharge Time  |
|    |  <b>Taunting Trick (Talent Art)</b>   | Blocks attacks for allies in a large AOE around the user, if enough damage is blocked, the user gains Armour Veil       | 3 Role Actions |
|    |  <b>Somersault</b>                    | A single target attack that inflicts Launch and boosts aggro generated by 100%                                          | 3 hits         |
|    |  <b>Power Struggle</b>                | Applies Counter Heal to the user and nearby allies and draws aggro                                                      | 5 hits         |
|    |  <b>Rush Down</b>                     | A frontward AOE attack that guards incoming attacks                                                                     | 3 hits         |
|    |  <b>Come and Get Me!</b>              | Applies Target Lock to enemies in a front forward AOE attack and decreases damage taken by 25% for the effects duration | 6 hits         |
|    |  <b>Stand Your Ground</b>             | The user sets a large AOE that applies Counter Strike to allies within it                                               | 8 hits         |
| Class Skills                                                                        |                                                                                                                        |                                                                                                                         |                |
| Skill Name                                                                          |                                                                                                                        | Skill Effect (Max Rank)                                                                                                 |                |
|    |  <b>Remember, I've Got Your Back!</b> | When an ally in range is under 25% HP, reduces their damage taken by 50%                                                |                |
|   |  <b>Is That All?</b>                 | When under 50% HP, the user gains Defence Up                                                                            |                |
|  |  <b>Gather 'Round</b>               | Increases the size of the users Defence range by 200% (Rank 5 Master Skill)                                             |                |
|  |  <b>Try That Again!</b>             | Grants a 25% chance to absorb 50% of the damage taken by allies within range                                            |                |

## Stat Reasoning

For the grades of the class, I wanted to create one where the focus was on defending allies and taking damage for them, so I made the Defence S class and also put the Difficulty as S class as it would require more focus and experience to use correctly to know when to engage or protect allies depending on how strong or weak the user currently is in battle.

I didn't want the user to become too strong in both offence and defence, so I made the Offense C tier to show that it's not meant to be an attacking class, and the Healing was placed at B tier as they could provide some health benefits to the team while it wasn't a main focus.

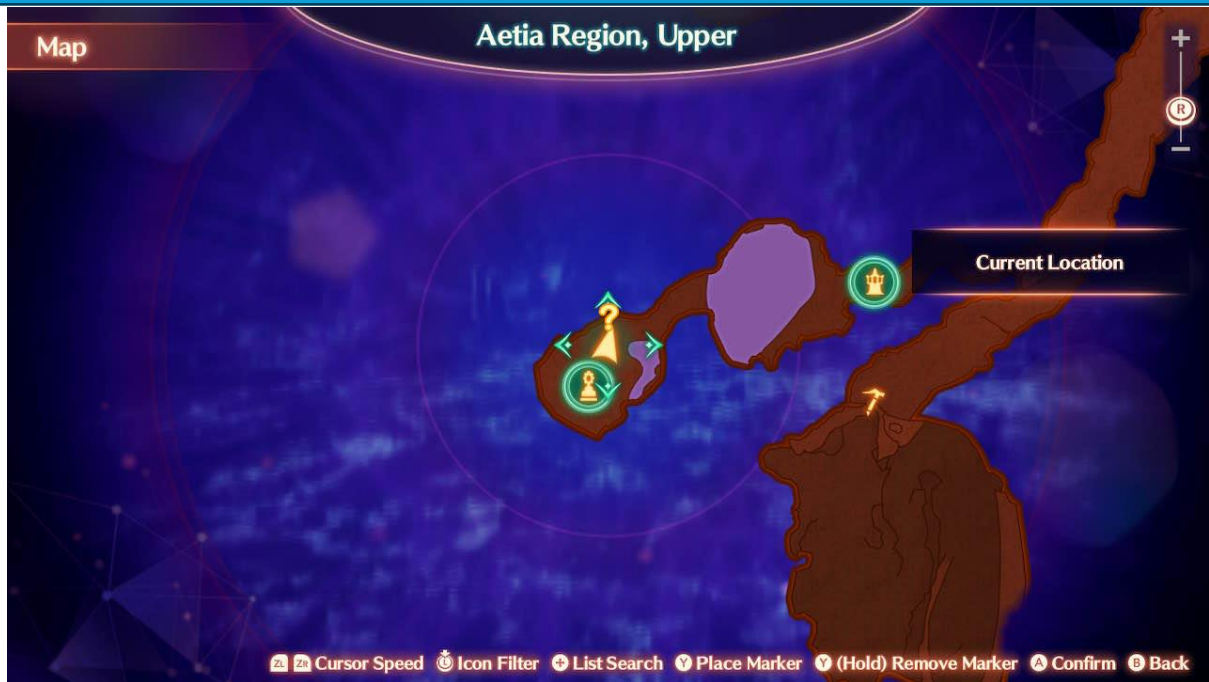
I compared the different Defender class stats and gave my class higher HP and similar or slightly higher defensive stats like Physical and Ether Defence to other classes that focus on defence. I made their offensive stats such as attack, critical rate, dexterity, and agility a bit lower compared to other classes to balance out their high defensive stats.

## Story

The group finds a mysterious book left behind from an unknown warrior in the past. Taion reads its contents and discovers a new way of fighting. When unlocking the class, the party finds that some pages are ripped out so they must find the missing parts of the book in order to understand more ways of fighting using this class. This starts a quest and once the rest of the pages are collected, the class can be upgraded past rank 10.

As the class has a high difficulty to use, I decided that the it would be more suitable to introduce this class in a later area of the game, such as Aetia Region, Upper, so the player will have enough understanding of the game to use the class effectively.





## Class Arts

### Taunting Trick (Talent Art)

Blocks attacks for allies in a large AOE around the user, if enough damage is blocked, the user gain Armour Veil. This talent art is useful for blocking damage in a large area for a short time.

### Somersault

A single target attack that applies Launch and boosts aggro generated by 100%

### Power Struggle

Applies Counter Heal to the user and nearby allies and draws aggro.  
Counter Heal

### Rush Down

A front forward AOE attack that guards incoming attacks.

## **Come and Get Me!**

Applies Target Lock to enemies in a front forward AOE attack and decreases damage taken by 25% for the effects duration.

## **Stand Your Ground**

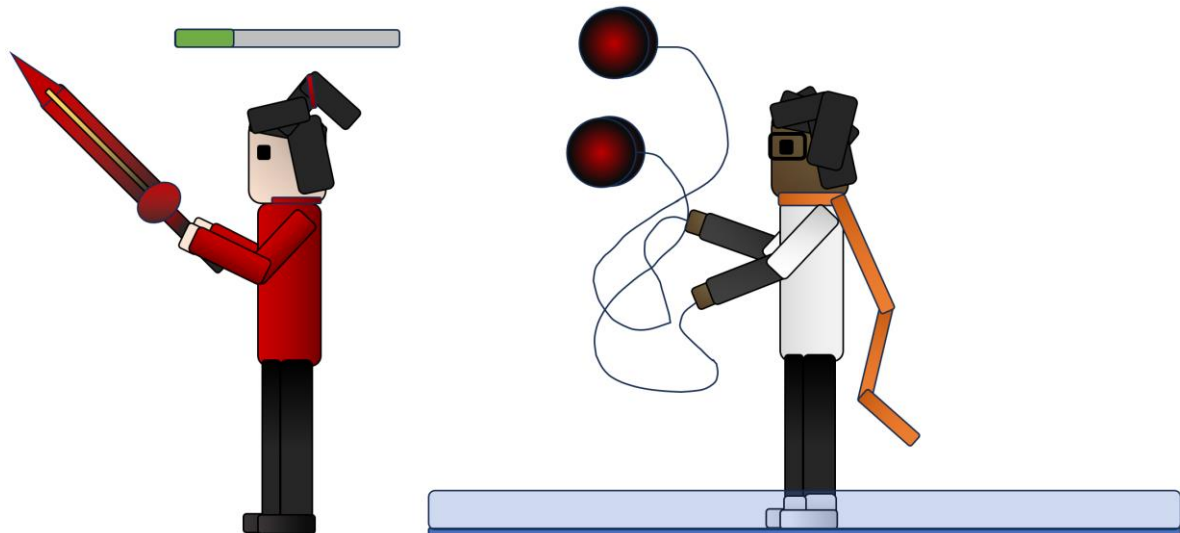
The user sets a large AOE that applies Counter Strike to allies within it.

Counter Strike is a new buff that reflects damage taken back to attackers.

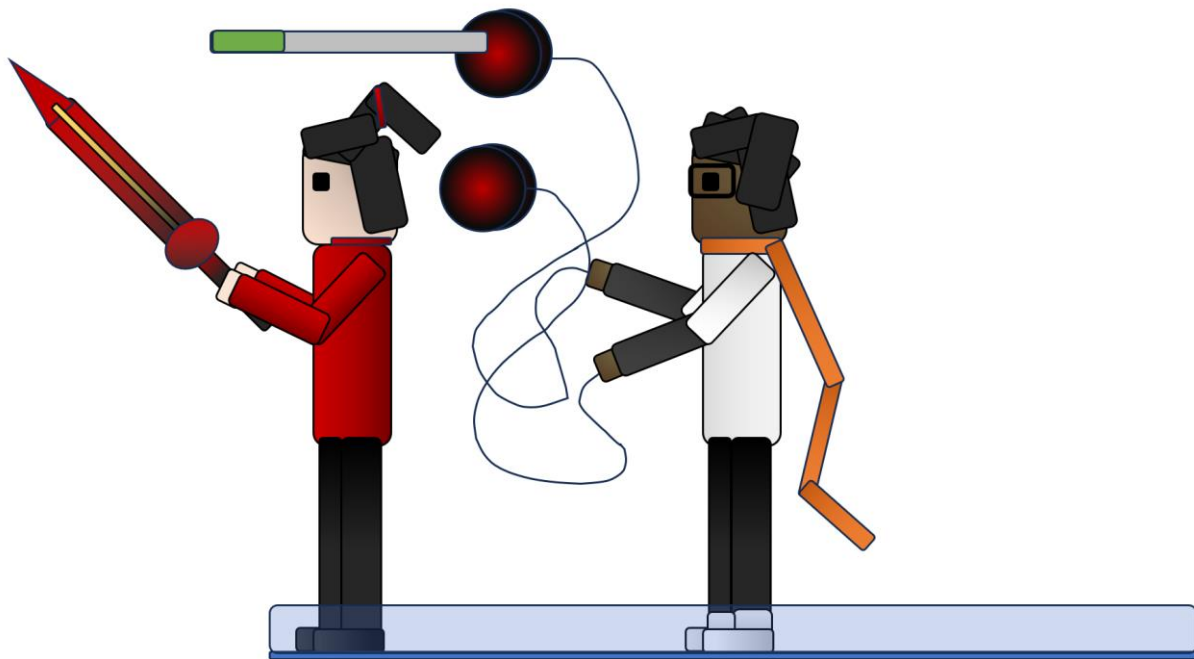
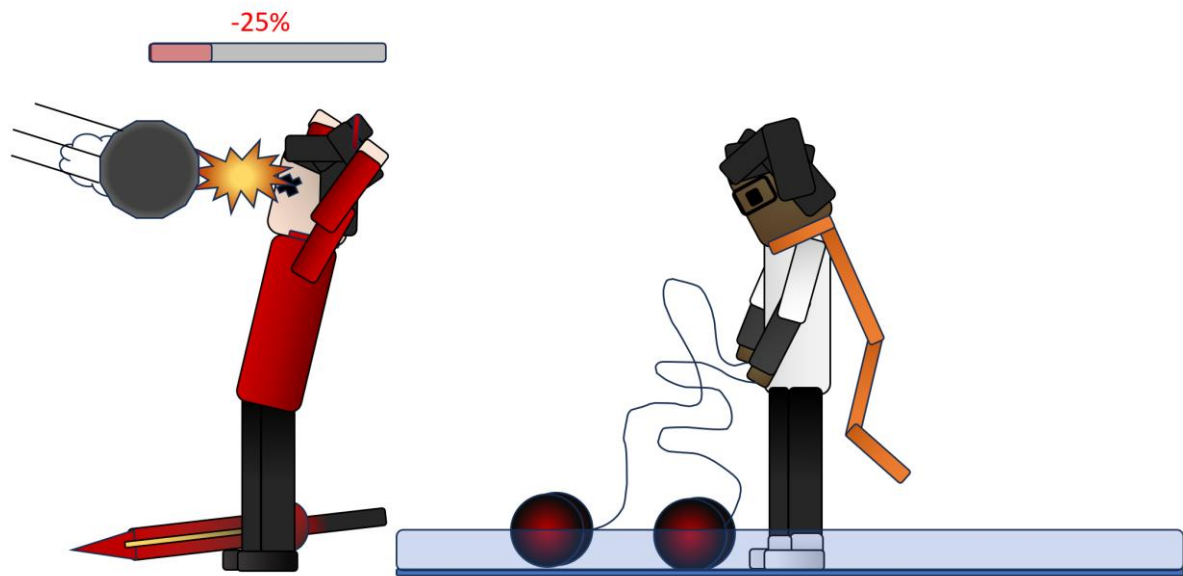
## **Class Skills**

### **Remember, I've Got Your Back!**

This skill reduces the damage taken by allies within the Defenders range by 50% when they are under 25% health. This is meant to pair well with the other class skill, Try That Again!



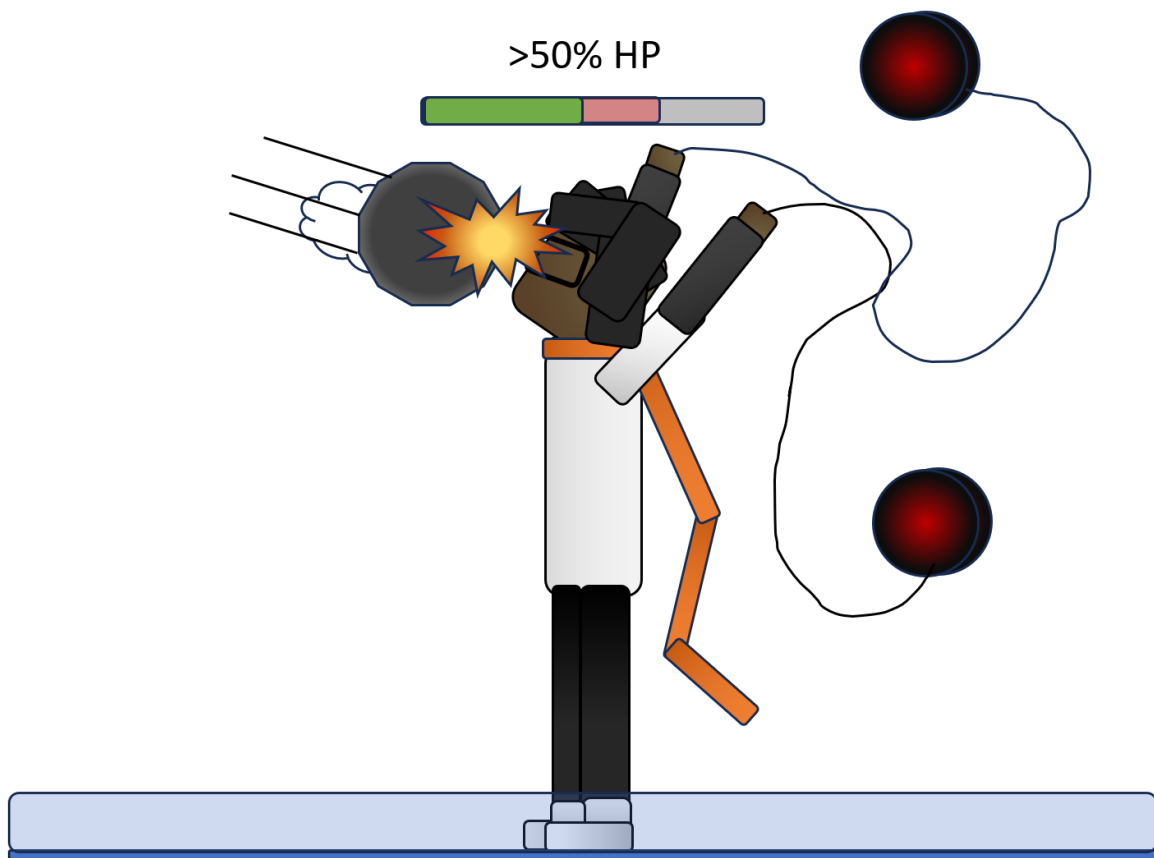






## Is That All?

When the user goes under 50% hp, they gain the Defence Up buff. This is to help the user take some more hits when they start getting low on HP to either make them stay alive for longer while fighting or give them more time to disengage and heal.





## Gather 'Round

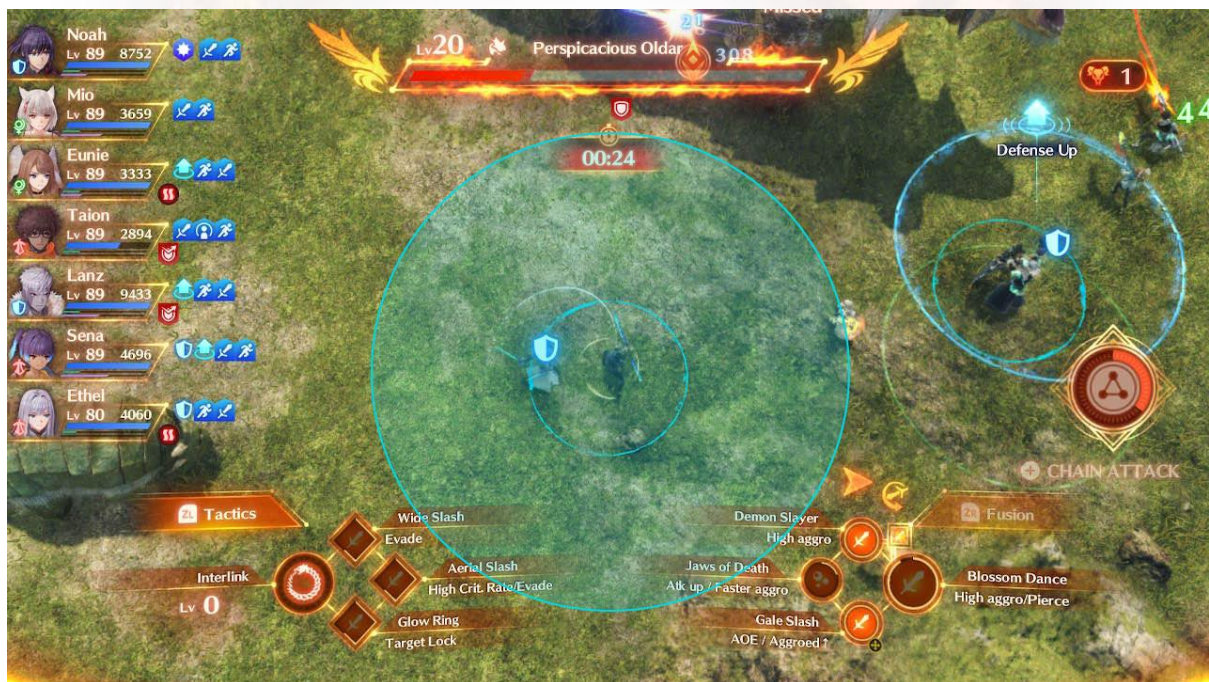
With this new class and their skill, the Defenders range of their skills will be larger by 200%, or 3x the original size. I wanted to make it so the Defenders range would be bigger in order to reach more allies at once, but not big enough where they can place themselves anywhere of the battlefield and defend many allies. This way the player still needs to think about and change their positioning for optimal defensive plays. This is a Master Skill that can be used by other characters once they meet the requirements.

Original area of effect

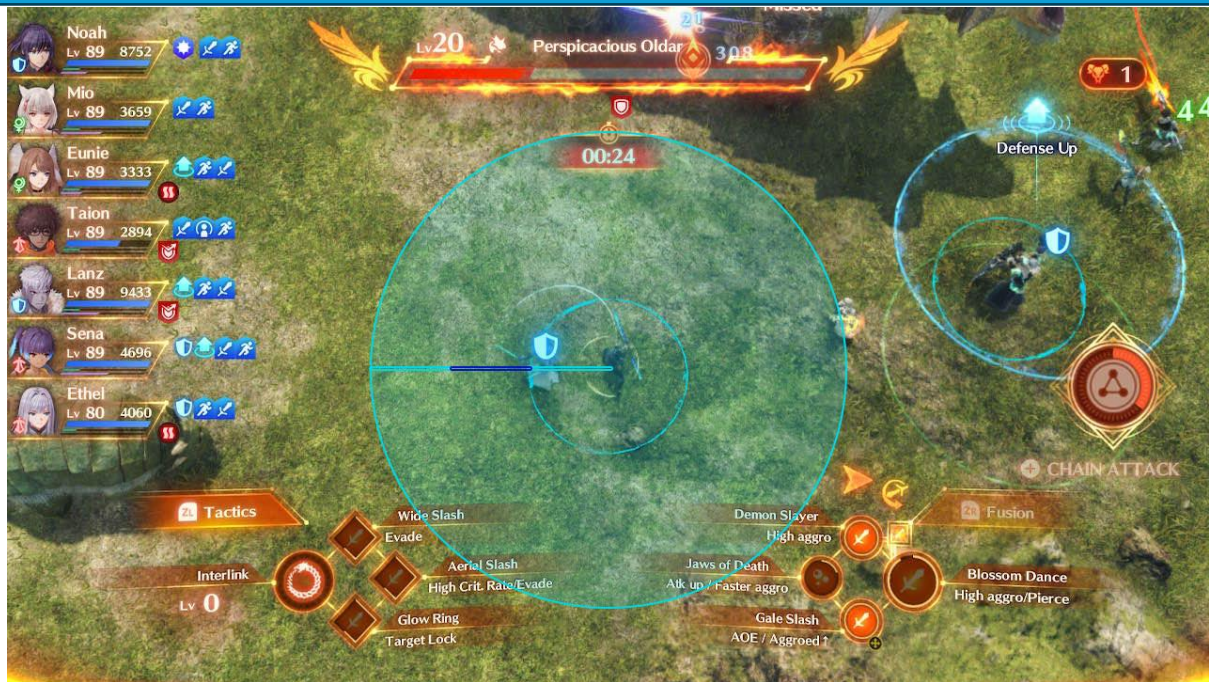




New area of effect

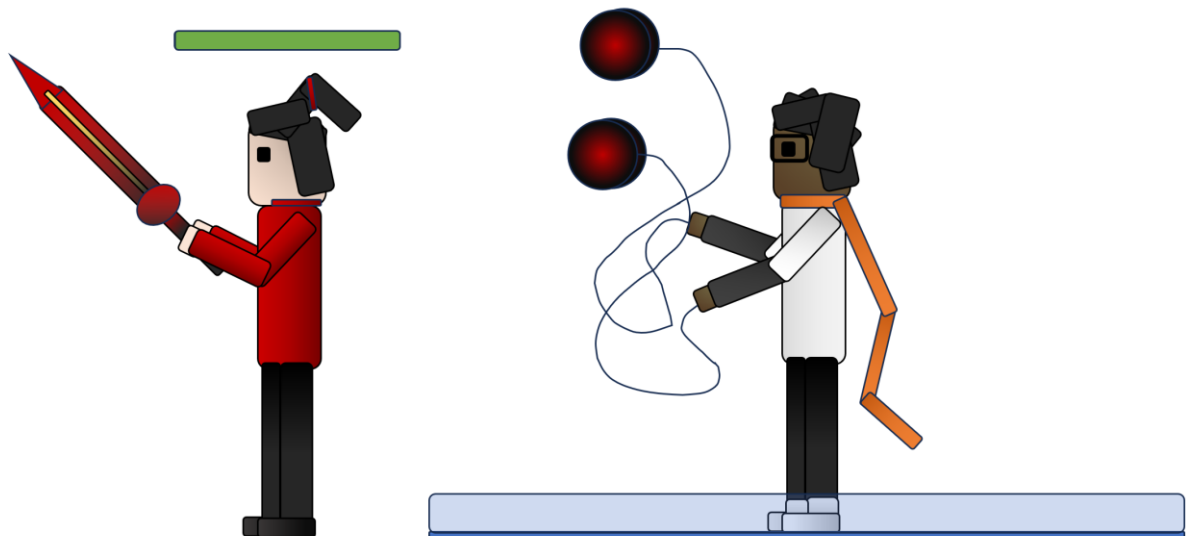


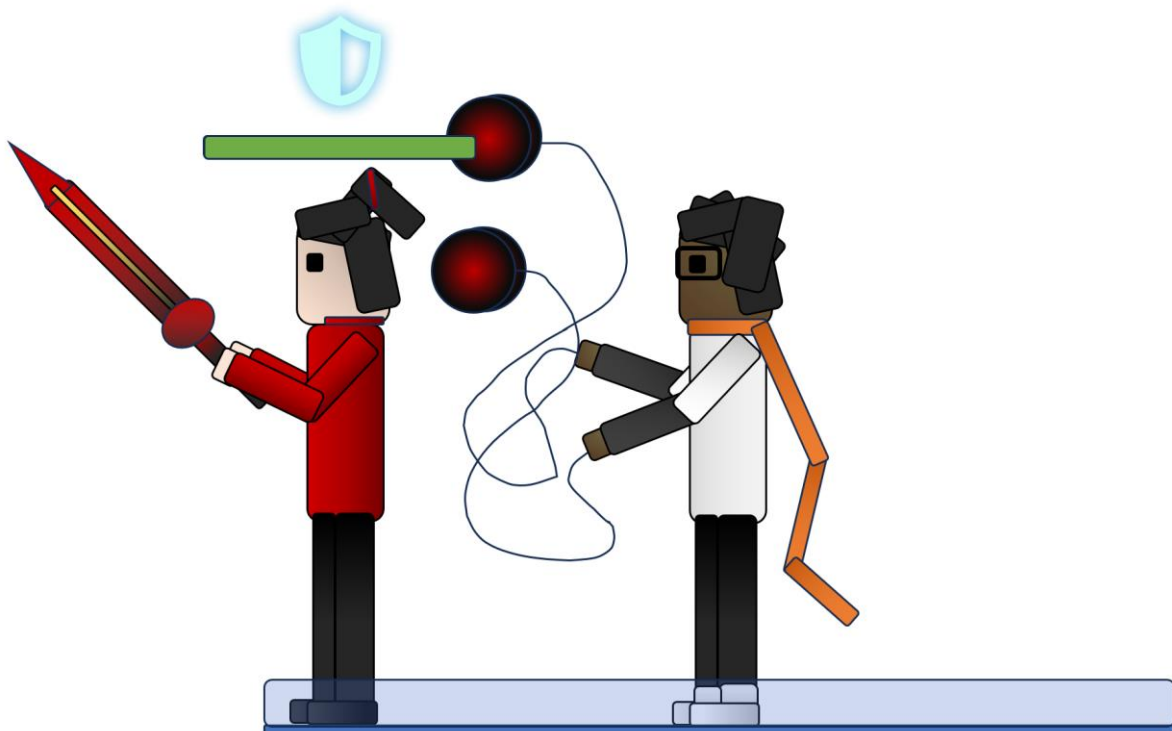
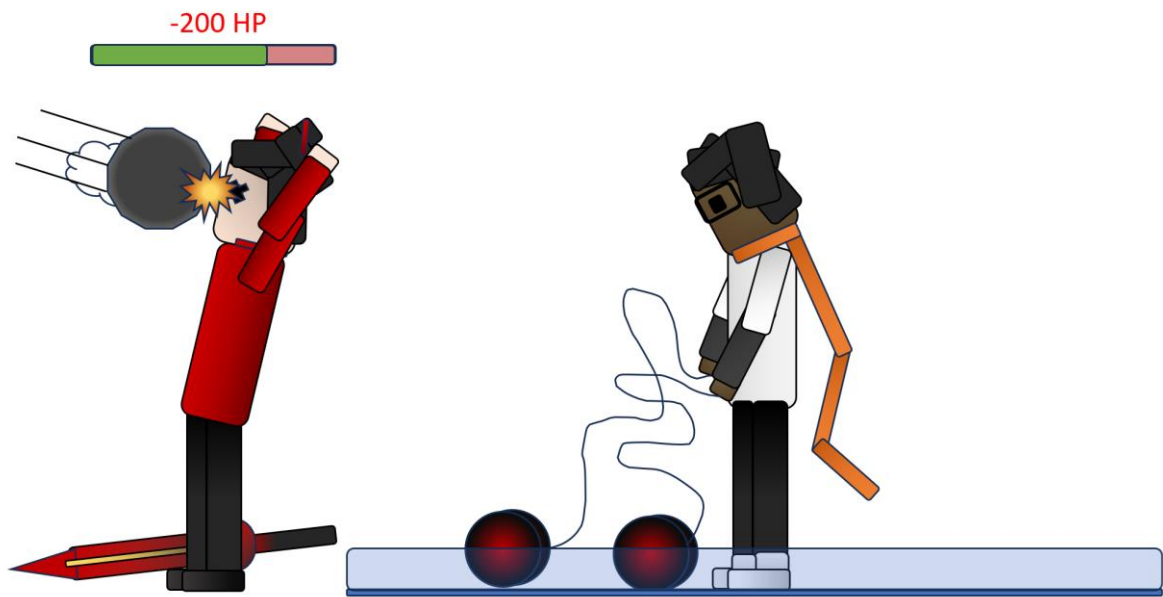




## Try That Again!

Grants the user a 25% chance to take 50% of the damage that allies take to themselves as long as they are in range with the Defender.







## Synergy with Master Arts and Skills

| Useful Master Arts                                                                  |                     |                                                                                                                              |       |
|-------------------------------------------------------------------------------------|---------------------|------------------------------------------------------------------------------------------------------------------------------|-------|
|  | <b>Gale Slash</b>   | Deals a frontward AOE attack that boosts damage dealt when hitting enemies targeting the user by 100%. (Rank 1 Master Art)   | 17.3s |
|  | <b>Noble Taunt</b>  | A single target attack that inflicts Taunt on the target (Rank 1 Master Art)                                                 | 14.6s |
|  | <b>Crash Out</b>    | A front forward physical AOE attack that boosts aggro generated by 100% (Rank 1 Master Art)                                  | 14.6s |
|  | <b>Solid Stance</b> | An art that reduces the damage taken by the user by 25% while also reducing the damage they deal by 25% (Rank 10 Master Art) | 36s   |



| Useful Master Skills                                                                                       |                                                                                               |
|------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|
|  <b>Defensive Soul</b>    | Boosts physical defence by 20% (Rank 5 Master Skill)                                          |
|  <b>Tenacious Blocker</b> | Boosts block rate by 50% when HP is at 30% or lower (Rank 15 Master Skill)                    |
|  <b>Natural Selection</b> | Reduces damage taken by 30% when the users HP is 30% or lower. (Rank 5 Master Skill)          |
|  <b>Come an' Get Me!</b>  | Deals 200% of attack back to the enemy and draws aggro when blocking (Rank 15 Master Skill)   |
|  <b>Mind for Guarding</b> | Increase damage reduction rate when blocking by 20%. (Rank 15 Master Skill)                   |
|  <b>Protector's Pride</b> | Boosts the users recharge speed by 50% when Non-Defenders are targeted. (Rank 5 Master Skill) |

I identified that these Master Arts and Skills from other Defender classes will likely synergise really well with my class, so I kept them in mind while planning the class and iterating with it.

## Second Iteration



## Forgotten Protector

Originator:  
???

Recharge:  
Agnus



### Grades

|                     |                     |                     |                        |
|---------------------|---------------------|---------------------|------------------------|
| <b>D</b><br>Offense | <b>S</b><br>Defence | <b>B</b><br>Healing | <b>S</b><br>Difficulty |
|---------------------|---------------------|---------------------|------------------------|

### Class Rank Requirement

| Rank                              | Total Required Class Points |
|-----------------------------------|-----------------------------|
| 1                                 | 0                           |
| 10                                | 3,520                       |
| Complete Quest:<br>The Lost Pages |                             |
| 11                                | 3,920                       |
| 20                                | 9,785                       |

### Character Aptitude Class Unlock Points

|  |          |                 |
|--|----------|-----------------|
|  | <b>B</b> | 4,740           |
|  | <b>A</b> | 2,935           |
|  | <b>D</b> | 6,735           |
|  | <b>C</b> | 5,845           |
|  | <b>B</b> | 3,810           |
|  | <b>S</b> | Class Inheritor |

Inheritor:  
Taion



### Class Stats

| Rank | HP   | Attack | Healing Power | Dexterity | Agility | Physical Defence | Ether Defence |
|------|------|--------|---------------|-----------|---------|------------------|---------------|
| 1    | 140% | 55%    | 35%           | 100%      | 55%     | 50%              | 40%           |
| 10   | 145% | 60%    | 37%           | 102%      | 60%     | 55%              | 45%           |
| 20   | 150% | 65%    | 40%           | 105%      | 65%     | 60%              | 50%           |

### Weapon Stats

| Level | Attack | Critical Rate | Block Rate |
|-------|--------|---------------|------------|
| 1     | 17     | 2%            | 40%        |
| 50    | 179    | 4%            | 45%        |
| 99    | 484    | 6%            | 50%        |

| Class Arts (Max Rank)                                                                                                  |                                                                                                       |                |
|------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|----------------|
| Art Name                                                                                                               | Art Effect                                                                                            | Recharge Time  |
|  <b>Taunting Trick (Talent Art)</b>   | Blocks attacks in a large area around the user and applies Defense Up to themselves and nearby allies | 4 Role Actions |
|  <b>Somersault</b>                    | A single target attack that inflicts Launch and boosts aggro generated by 100%                        | 3 hits         |
|  <b>We're Just Getting Started!</b>   | Applies Counter Heal to the user and nearby allies (Rank 10 Master Art)                               | 5 hits         |
|  <b>Stand Your Ground</b>             | The user blocks all incoming attacks and draws aggro                                                  | 5 hits         |
|  <b>Come and Get Me!</b>              | Applies Target Lock and Attack Down to a single enemy (Rank 1 Master Art)                             | 4 hits         |
|  <b>I'm Really Feeling It!</b>        | Boosts the users block rate by 35% for 20 seconds                                                     | 7 hits         |
| Class Skills                                                                                                           |                                                                                                       |                |
| Skill Name                                                                                                             | Skill Effect (Max Rank)                                                                               |                |
|  <b>Remember, I've Got Your Back!</b> | When an ally in range is under 25% HP, reduces their damage taken by 50% (Rank 5 Master Skill)        |                |
|  <b>Is That All?</b>                 | When blocking attacks, heal back 10% of the damage taken (Rank 15 Master Skill)                       |                |
|  <b>Gather 'Round</b>               | Increases the size of the users Defence range by 150%                                                 |                |
|  <b>Try That Again!</b>             | Grants a 50% chance to block attacks for allies in range                                              |                |

## Class Stats

### HP

Increased from 135% to 150%

Compared to the Heavy Guards class stat of 130%, I felt that my class should have a higher health pool as they are designed to take more hits overall.

### Attack

Decreased from 70% to 65%

70% was similar to other classes that had higher tiers of Offense so attack was lowered to make it weaker in comparison to the classes high defence.

### Physical Defence

Increased from 50% to 60%

Increased to be stronger compared to other classes that don't have as big of a focus on defence.

### Ether Defence

Increased from 40% to 50%

Equal to the Zephyr class so not too strong but should help defend against ether attacks more.

## Weapon Stats

### Attack

Decreased from 520 to 484

To make it less than other classes that have a larger focus on offense.

### Block Rate

Increased from 45% to 50%

To work well with redone Arts and Skills which have a bigger focus on blocking attacks for the class to work in a new way.



## **Class Arts**

Many Class Arts were changed as I thought that some of them were too similar to other classes and what they do and I wanted my Defender class to be more original to give it more of a reason to exist in the game. I also renamed a few to be more in line with what they achieve.

### **Taunting Trick (Talent Art)**

Blocks attacks in a large area around the user and applies Defense Up to themselves and nearby allies.

Used to block attacks for many allies around them which work with their skills. Defense Up is applied to reduce the damage they and their allies take which increases survivability.

### **Somersault**

Unchanged as I felt like it was a fair addition to the class as it provided some offense and applies a useful status effect that wasn't too strong.

### **We're Just Getting Started**

Renamed from Power Struggle. Applies Counter Heal to the user and nearby allies. Removed the draw aggro effect as other arts already have that effect and the Counter Heal application is strong on its own. This art is a rank 10 Master Art to allow other classes to be able to apply a buff that was previously exclusive to one class to give them more options in combat and defending.

### **Stand Your Ground**

The user blocks all incoming attacks and draws aggro. Changed from setting a large AOE that applies Counter Strike to allies, as other classes already had similar effects where they reflect damage incoming to allies back to the attacker, and I wanted my class to have more of a focus on defence.

## **Come and Get Me!**

Applies Target Lock and Attack Down to a single enemy. Changed from an AOE attack so the user has more control over what enemy they hit and gain the aggression of. The Attack Down debuff was added to lower the damage done by the enemies and to make it stand out compared to the Zephyr classes art, Glow Ring, which has a similar effect. I made this a Rank 1 Master Art to allow other Defenders a way of applying this debuff to help them gain aggro on certain enemies.

## **I'm Really Feeling It**

Name changed from Rush Down. This is no longer a front forward AOE attack as my class is less focused on offence. This art increases the users Block Rate by 35% for 20 seconds and is better suited for my Class Skills. I gave it a 7 hit recharge time to ensure there's some down time between the buff being up as it can be quite strong.

## **Class Skills**

Similar to my reasoning for changing the Class Arts, I wanted to change the Class Skills so they would be a bit more unique for my class and provide a way of defending that other classes don't. The skills and arts are now built around blocking as many attacks as possible in a larger range and lowering the damage taken to make it stand out compared to other Defender classes. The class has very little offence but very high defence.

## **Remember, I've Got Your Back!**

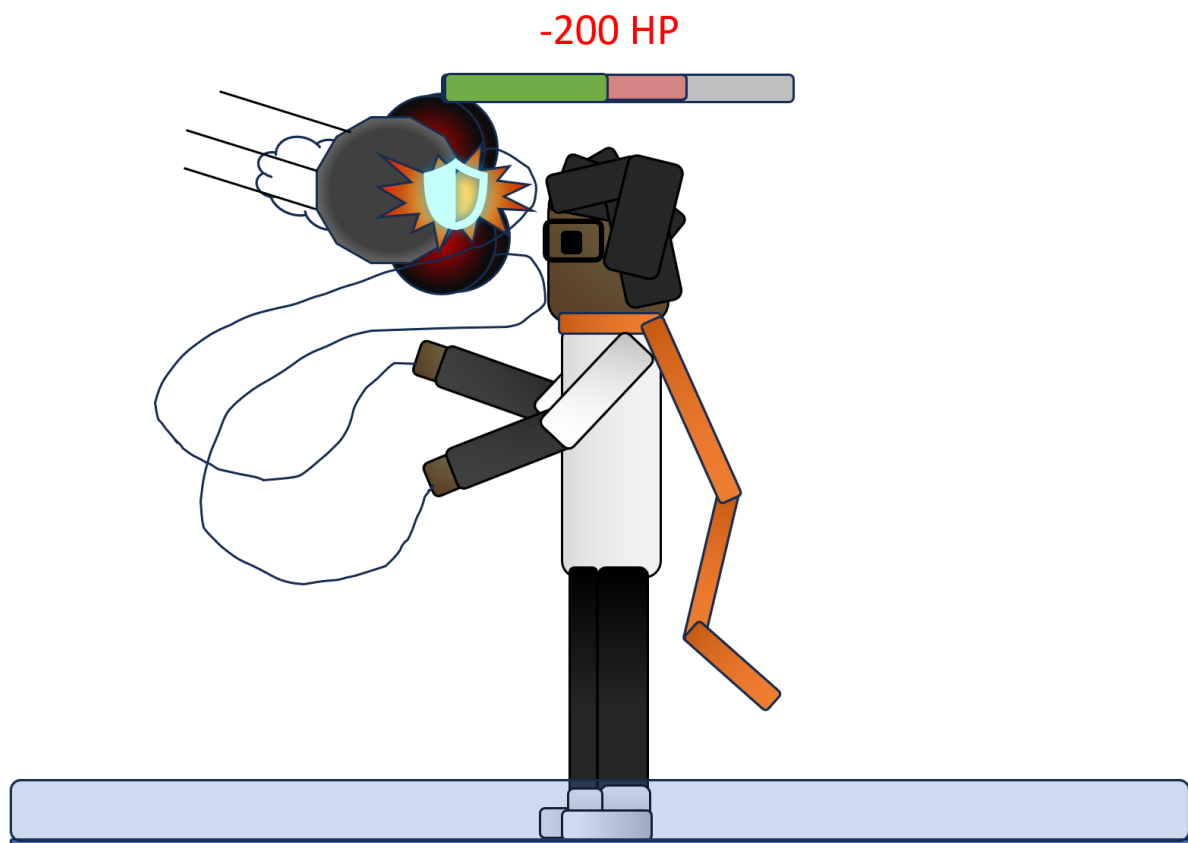
This was largely unchanged as it reduces the damage taken by allies in range that are under 25% health by 50%. This is now a Rank 5 Master Skill so other defender classes can make use of the effects. It pairs well with the skills Is That All? And Try That Again! where allies that are hit when under 25% health take 50% less damage from the attack and take 50% less of that if it's blocked by the Defender for them. The Defender then gains some of that health back which is scaled to the

damage taken. Due to this, the Defender can heal themselves but not by a huge amount.

## **Is That All**

When blocking attacks, heal back 10% of the damage taken.

This should give the Defender some better survivability, because the amount healed is calculated after the block it shouldn't be too much healed compared to the initial damage amount. As the Defender should be blocking many attacks the value shouldn't be too high otherwise the healing they receive will be too powerful.





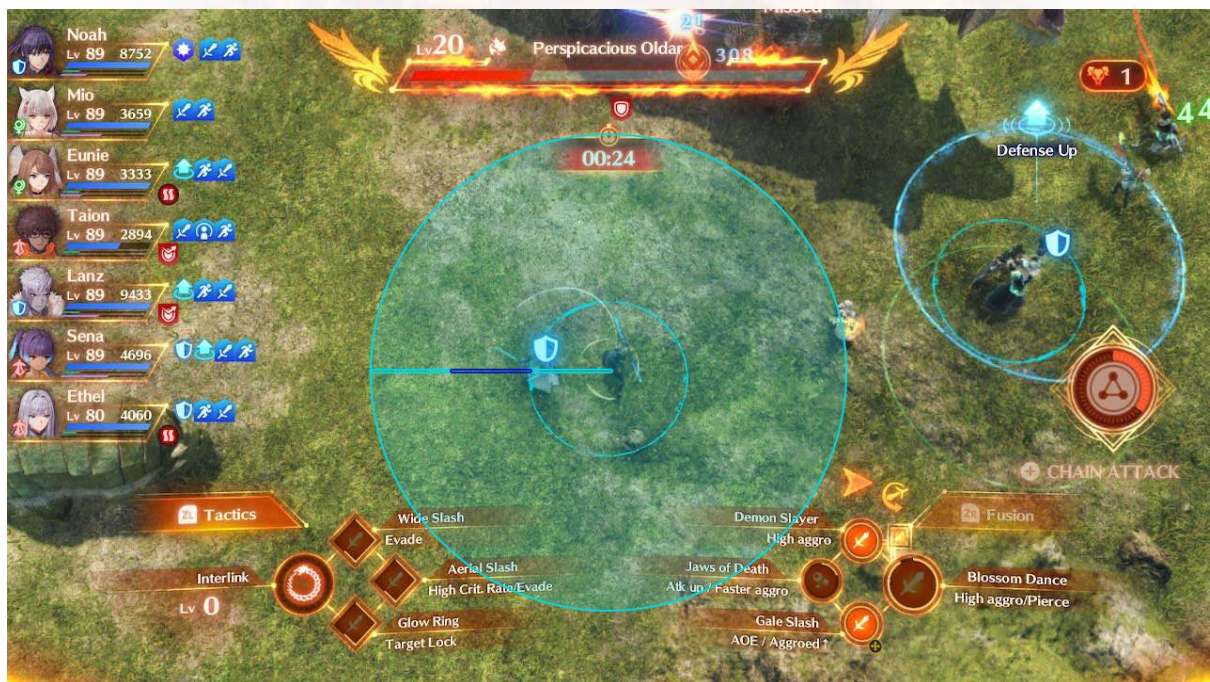
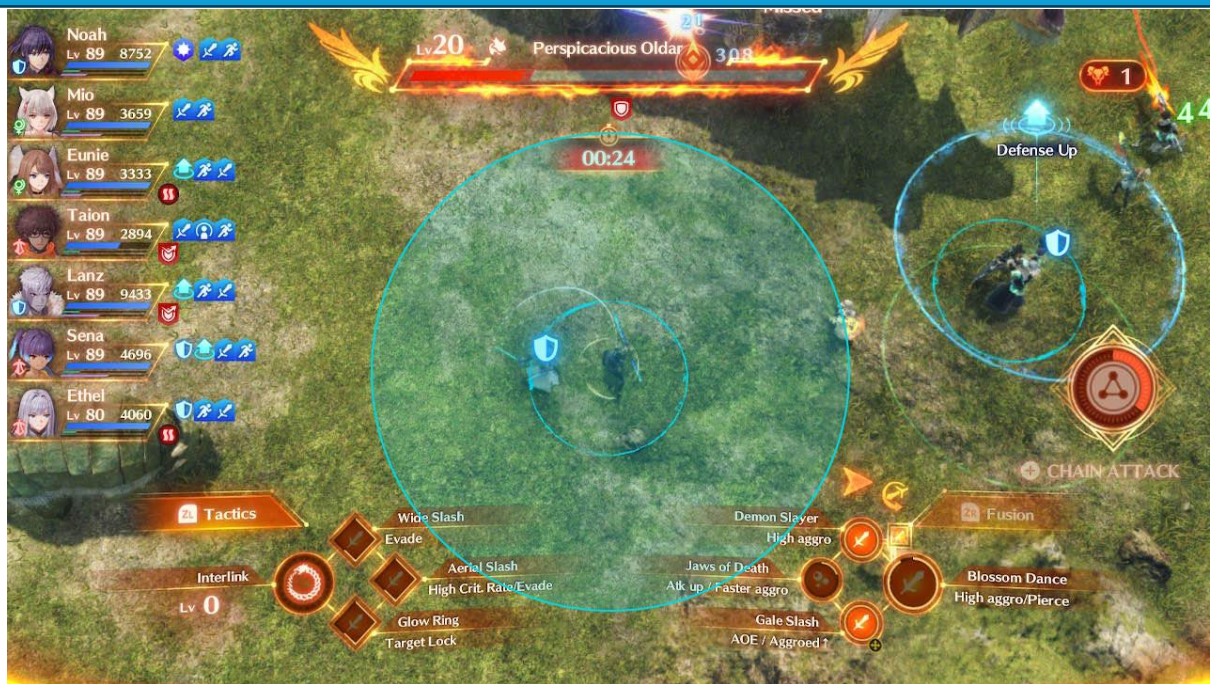
## Gather 'Round

I changed the Class Skill "Gather 'Round" from a Master Skill to an exclusive skill. This was to ensure that my class was the only one to have this increased range in order to give a reason for players to use it opposed to other defender classes, and to make sure other classes didn't become too strong in comparison, as a lot of my classes strength comes from having the increased range.

I also decreased the size of the buff from a 200% increase to a 150% increase, making the new Defender ring 2.5x the size of the original, as this seemed like a better balance between having a stronger area of effect for defence skills while still requiring the player to consider their movements more carefully.

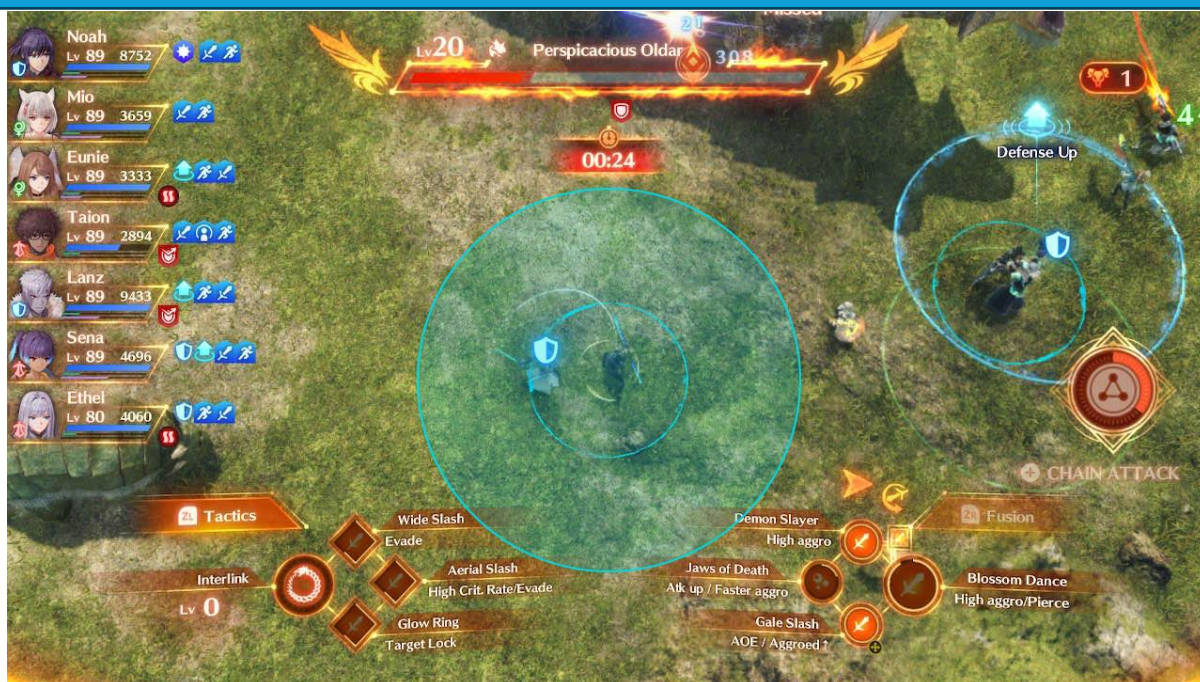
### First Iteration





Second Iteration





## Try That Again!

Grants a 50% chance to block attacks for allies in range.

This was changed to have a simpler effect and helps it stand out compared to other classes, as the previous effect was worse than other classes skills, such as the Lost Vanguard's class's 20% chance to absorb attacks dealt to allies in range.

## Third Iteration

I did some damage and healing calculations to see if any changes should be made from my second iteration if an ally under 25% health is attacked for 800 damage, they receive 400 if in the defender's range, and 200 if the defender blocks the attack for them. When blocking the attack in this scenario, the defender heals 20hp out of the chosen Max Hp value chosen for the defender being 10000.

|   | A         | B                 | C              | D                        | E                  | F                  | G                 |
|---|-----------|-------------------|----------------|--------------------------|--------------------|--------------------|-------------------|
| 1 | Character | 25% of Max Health | Initial Damage | Damage After RIGYB Skill | Damage after block | Total Damage Taken | Healed if blocked |
| 2 | Defnder   | 2500              | 0              | 0                        | 0                  | 0                  | 20                |
| 3 | Attacker  | 1500              | 800            | 400                      | 200                | 200                | 0                 |

Calculations for when an attack on the defender is blocked

| Character | Max Health | Initial Damage | Damage after block | Total Damage Taken | Healed | % of Max Health Healed |
|-----------|------------|----------------|--------------------|--------------------|--------|------------------------|
| Defender  | 10000      | 1000           | 500                | 500                | 50     | 0.5                    |

When compared to the Guardian Commanders Class Skill of healing 1.4% of their HP every second when under 30% HP, I thought that my healing effect was weak.

## Class Skills

### Is That All

Changed from healing 10% of the damage blocked back to the user to healing 30% of the damage blocked back to the user.

This change shouldn't be too powerful as the initial value was very weak and should allow the Defender an easier time defending and blocking attacks for allies.



# References

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Guardiola, E., 2016, November. The gameplay loop: a player activity model for game design and analysis. In *Proceedings of the 13th International Conference on Advances in Computer Entertainment Technology* (pp. 1-7).

