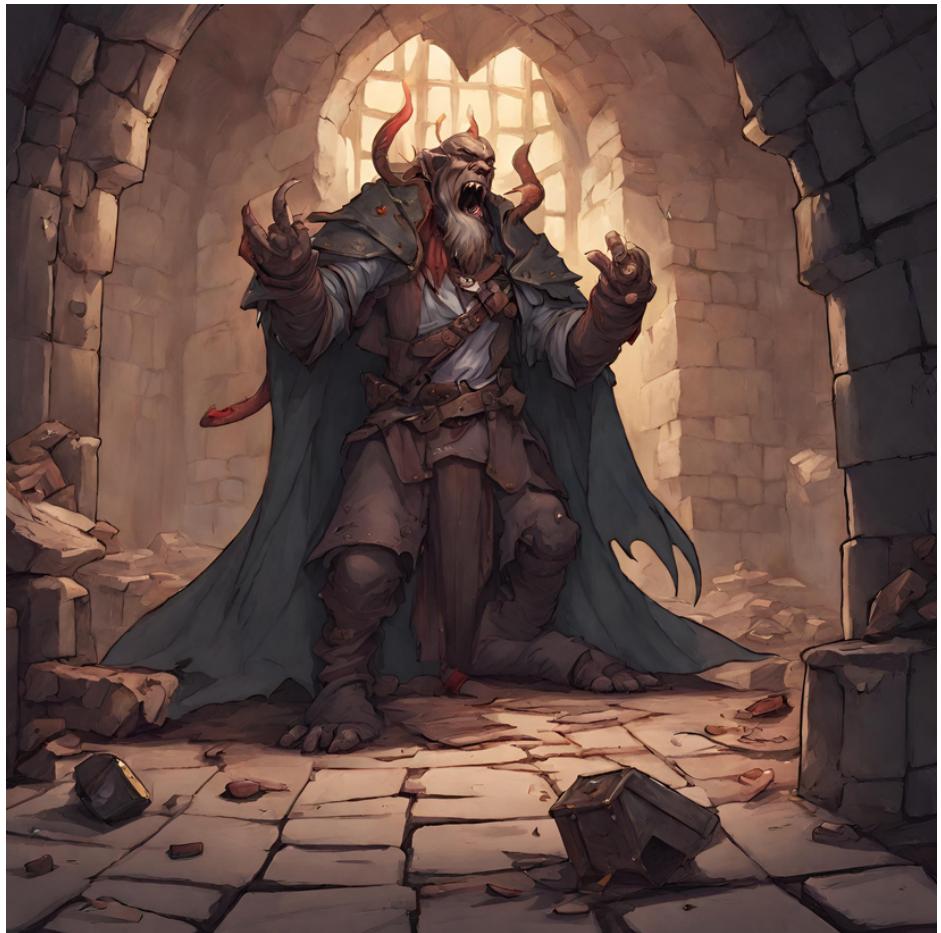


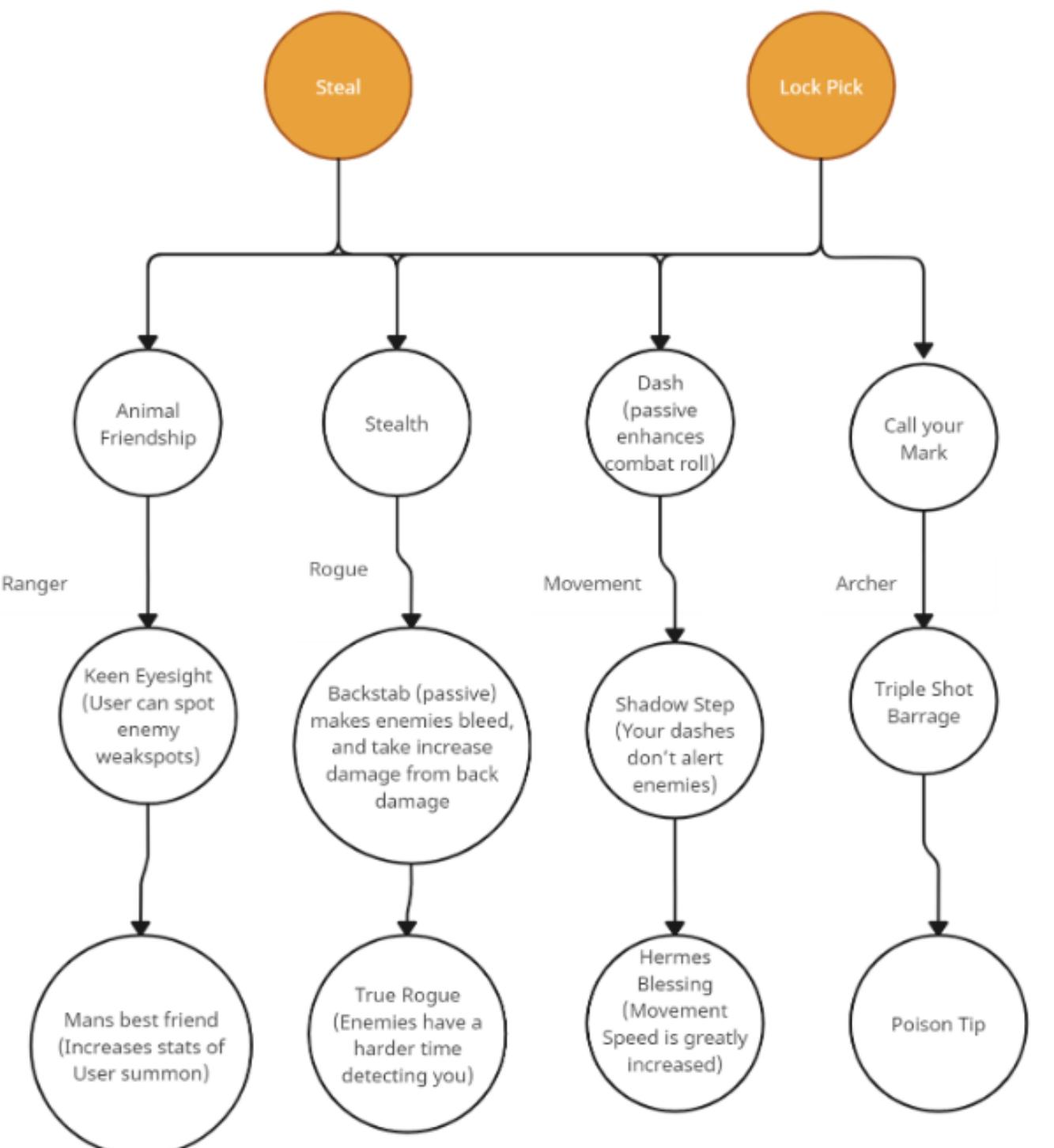
## Prototype system combat



Party encounters boss fight at the end of one of the dungeon floors

# Skill Trees

## Ranger



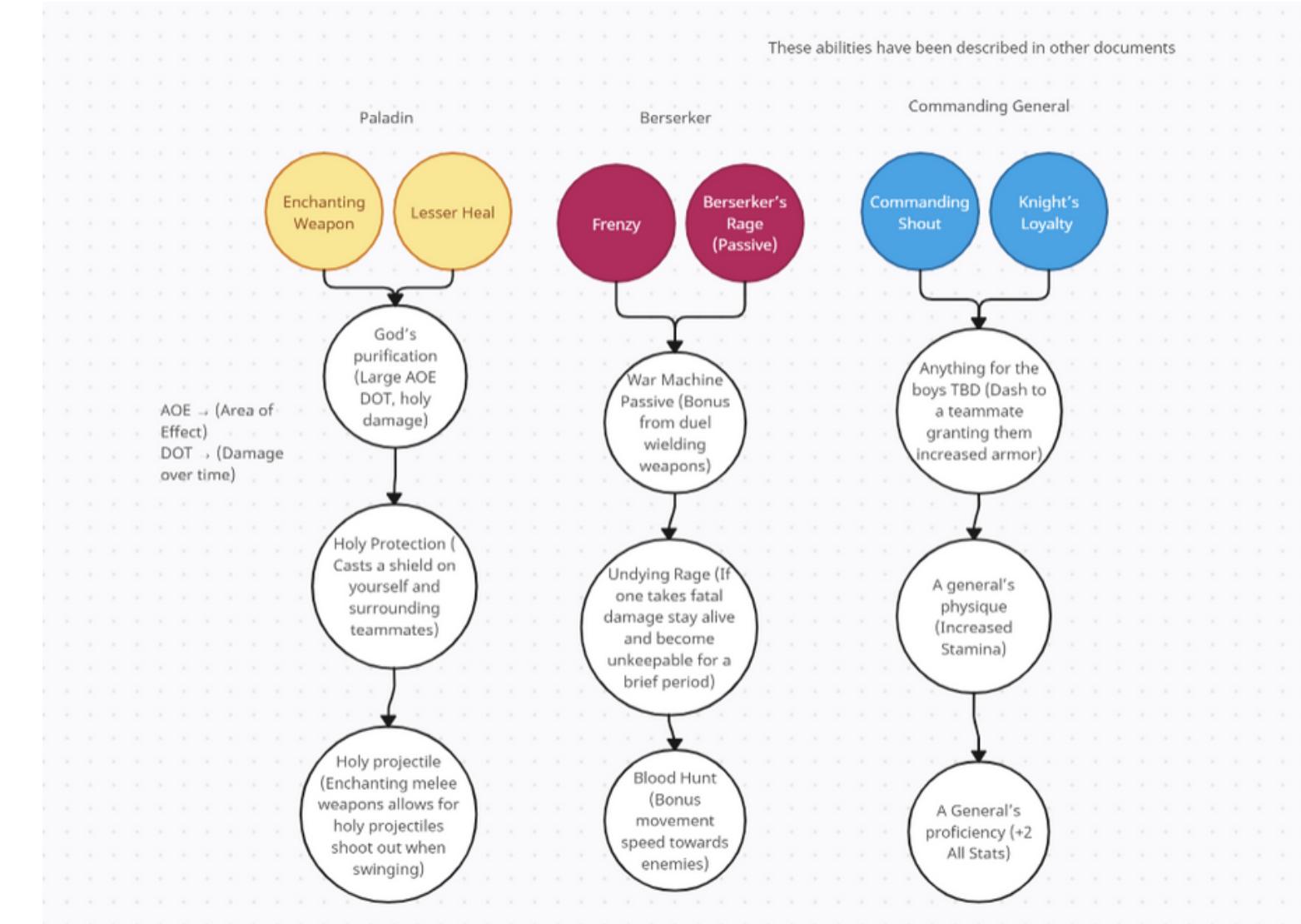
Ranger initiates combat with a strong range attack

Ranger has the choice of using different skills from poison tip (depicted right) and call your mark (depicted left) as examples for how they could engage the combat from range. Player would have freedom to choose which skills to initiate with.



A party member is weakened by the boss's attack  
 The knight casts holy protection that covers party in a shield to protect them from monster damage

Knight has the opportunity to have a selfless playstyle with bolstering allies with different buffs, magic, or opting into a more selfish melee combat style up to the player how exactly they handle the boss this is only one example

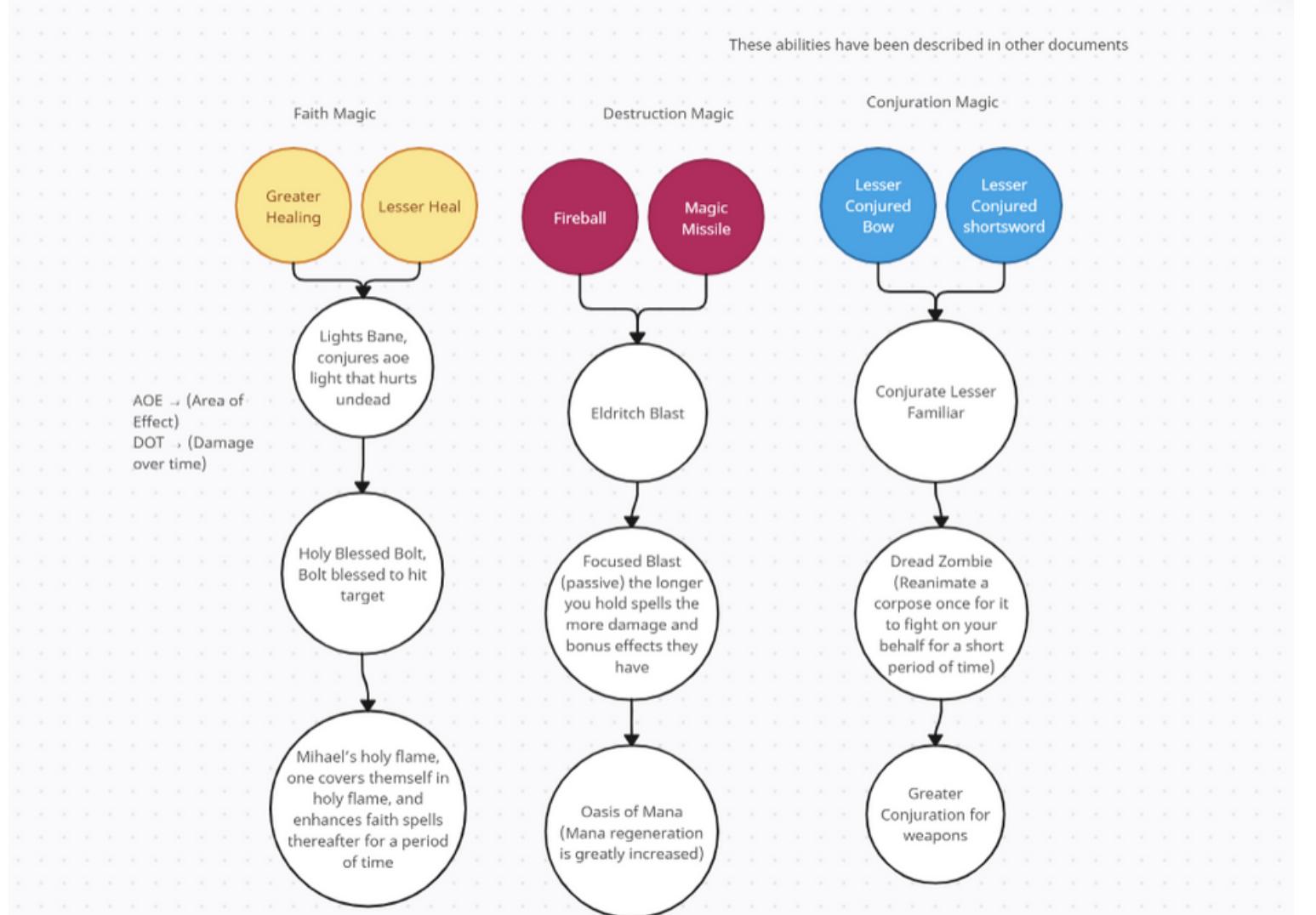


## Knights Early skill tree



Wizard casts a large finishing spell thanks to his party holding off the boss

Wizard skill tree has the option of various magics each with their own offensive and defensive capabilities.



The boss falls to their knees defeated thanks to the party's teamwork





Post challenging combat/Boss Fight



Player characters rest about to explore further into the dungeon

Player characters gain cool loot and currency from fight ready to progress further if they are ready



Player characters get to interact with a fun and interesting batch of npcs to progress their stories when unlocking more of the dungeon post boss fight