

Week3 related work summary

Intro

For this week I reviewed the skill and gear setting in Diablo 3, a multiplayer RPG. Even it is multiplayered, the early gameplay still heavily relies on role playing through the game's main story, so I would consider it as a valid reference for my project.

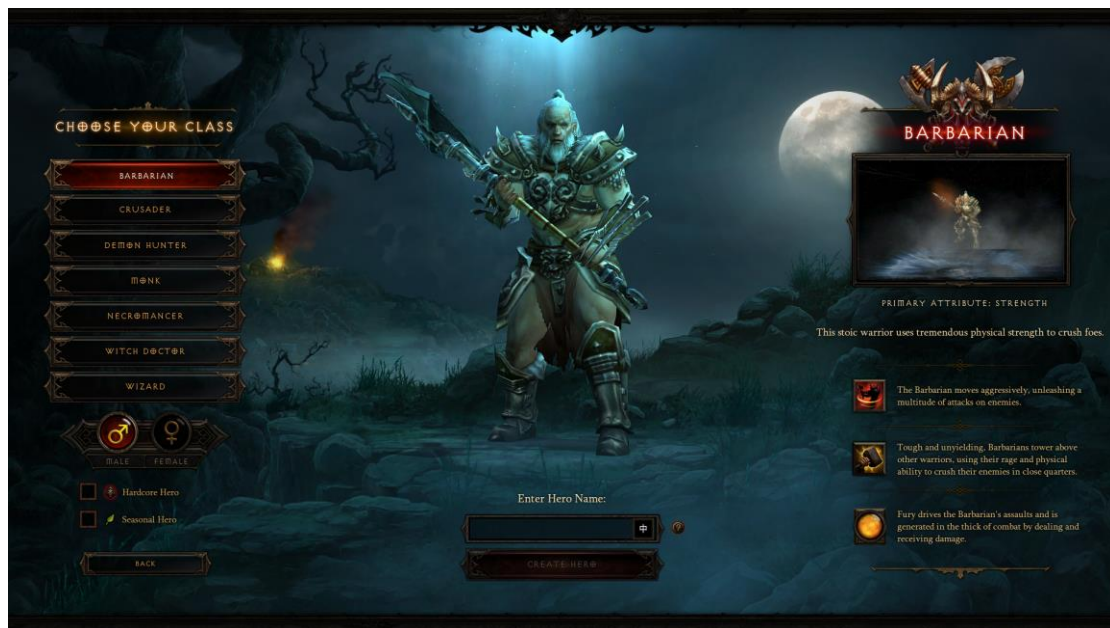
Few of my thoughts

Diablo3 introduces large amount choices for their player in terms skill setting and gameplay. Each class 24 unique skills and 120 unique runes (5 runes per skill). Together with 20 passive skills, they are unlocked progressively through player's gameplay and this gives a strong sense of role playing. The gear setting further extends this, allowing players to experiment more complicated gameplay as they go deeper into the game. I think the game a pretty nice learning curve setting as it doesn't make things too complicated at the start, while still ensures there are lots of potential can be unleashed in terms skill combinations even after a long time of gameplay.

Class, skills and gear review

Class and skills

Currently Diablo 3 has 7 classes, each class has a different **primary resource** as the fuel to unleash their in-game power. Skills can be categorized as **primary resource generator** and **primary resource spender** which pretty self-explanatory.



(Classes, playstyle and primary resource)

Each class has multiple sets of skills which define their own purpose. For example, a **Wizard**

has skill sets like **Conjunction**, **Force**, **Mastery**, **Defense**, **Primary** and **Secondary**. Each set contains multiple different skills to serve the set's purpose. For example, Wizard's **Defense** set contains skills called **Frost Nova**, **Diamond Skin**, **Slow Time** and **Teleport**



(Wizard's Defense set)

Each of the individual skill has **Runes**, which further modifies the original skill and gives it different gameplays.



Each class has 20 **Passive Skills** which are unlocked through leveling up. These skills can not be actively cast but they passively interact with certain skills and make them more powerful or have some kind of special effects.



(Wizard's passive skills)

Players will in the end unlock up to 6 skills, each with one selected **Rune** effect, and equip 4 **Passive Skills**. It gives a very large potential for player to customize and form their own skills and play styles.



(An example build of skills by selecting different runes and passive skills)



(Skills shown on player's UI with keybinds)

Gears

In Diablo3, all gears enhance your hero's **attributes** which is used to calculate the strength of your hero, such as how much **Base Damage** you do, how much **Health Points** you have and etc.. There are some special gears that have legendary (as they called) power, which can enhance one of your skills. Or a **Set**, that introduces special **Set Effects** that are powerful enough to change your entire gameplay. Currently there are more than 600 of **Legendary items** in the game and 3-4 sets of **Set items** for each class



MORTICK'S BRACE

Requires level **30**

Legendary Bracers Wrist

63 - 75

Armor

Primary
+ Critical Hit Chance Increased by [4.5 - 6.0]%

Secondary
Wrath of the Berserker gains the effect of every rune.
(Barbarian Only)

- ◆ One of 3 Magic Properties (varies)
 - ◆ +[416 - 500] Dexterity
 - ◆ +[416 - 500] Intelligence
 - ◆ +[416 - 500] Strength
- ◆ +3 Random Magic Properties

Account Bound

These ancient bracers belonged to the barbarian berserker Mortick, who believed them to be lucky and never took them off. When at last he died, his tribesmen discovered he had stitched them into his flesh.

(Legendary gear with special power in orange)



VYR'S ASTONISHING AURA

Set Chest Armor

Torso

Requires level **70**

51 - 68

Armor

Secondary

◆ Sockets (3)

◆ One of 3 Magic Properties (varies)

- ◆ +[416 - 500] Dexterity
- ◆ +[416 - 500] Intelligence
- ◆ +[416 - 500] Strength

◆ +4 Random Magic Properties

Vyr's Amazing Arcana

Vyr's Astonishing Aura

Vyr's Fantastic Finery

Vyr's Sightless Skull

Vyr's Swaggering Stance

Vyr's Grasping Gauntlets

Vyr's Proud Pauldrons

(2) Set:

◆ Archon gains the effect of every rune.

(4) Set:

◆ Archon stacks also increase your Attack Speed, Armor, and Resistances by 1%.

(6) Set:

◆ You gain 1 Archon stack when you hit with an Archon ability and Archon stacks also reduce damage taken by 0.15% and have their damage bonus increased to 100%.

Account Bound

"Vyr created his famed obelisk to gather the power of the Archon, a being he claimed existed on a different plane of reality. He is even reputed to have stored this macabre power in armor of his own design." —Abd al-Hazir

(Set gear with 6 set bonus)