

MMORPG Creative Scenario 3

Classes

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The Basics

1. When someone begins a game, they shouldn't start with a preset class. You should have to develop into the class yourself.

2. Classes should be able to perform to their class's namesake, i.e. a thief should actually steal stuff from other people, shops, or npc's.

3. Classes need to be more in-depth with a wider selection of classes available. Classes could evolve into other classes, like a mage could eventually become a wizard or a necromancer. Level doesn't matter, but skill does.

Interaction

I begin the game as a human male with features that I designed in the character editor. I have no level and no class. I go to a tavern and sip on an ale. I overhear a conversation that pertained to a master thief. I chime in that I would like to become a thief. The player or npc that was near me tells me about a secret stairway in the cellar of the tavern.

I go down the stairway, and see a series of thugs giving me the evil eye. I'm in the thief's guild. I talk to them one by one until I find the master thief. I tell him that I desire to be a thief. He smirks and tells me to prove it, and asks me to snatch up someone's satchel and not get caught.

My first jobs are petty. Steal from someone's stash while they're sleeping, break into a closed shop, and they go on until I'm socializing with aristocrats and stealing emeralds from under their noses. Eventually I will be sneaking around stealing weapons and secrets from a top-level security fortress.

Important Mechanics

1. When someone performs tasks, they gain points allocated to the appropriate attribute, allowing them to grow. This is an alternative to leveling up.

2. The trainer also awards points when a job is finished.

3. Classes perform according to their namesake. A thief doesn't have some special sneak ability useful only to sneaking up on low-level creatures. To be a thief you must steal. A pirate (yes there should be a pirate class) pillages for booty. A necromancer works with the dead (the players, npc's, and creatures that have actually died. Graveyards abound!)

Extended Mechanics

This could become complicated. Thievery should not be easy, no one likes a thief so if he gets caught or even possibly ratted out, he gets arrested and/or pays a fine. Pirates would die left and right.

Not having an actual level number could be confusing. It would be hard to compare characters, or deciding if you're tough enough for the next quest.

Trainers would be both npc's and players. A veteran battle scarred warrior gives his protégé some tips on swinging his arm for some attribute points. Or he could send him on a miniscule task of collecting some skins.

If a player is not happy with where his life is going but wants to keep his character, he could go on an alternate path. Magic may not be his style so he wants to try hunting for a while, and he could still cast his magic.

Certain classes could be combined to form a new class. A priest could cross his skills with warrior training and be a monk. This would create a complicating series of possibilities.

Classes I Believe in:

Warrior Mage	Thief	Druid	Bard	Monk
Knight	Enchanter	Rogue	Shaman	
Paladin	Necromancer	Acrobat	Hunter	
Barbarian	Warlock	Pirate	Priest	

Importance

The players spend the majority of their time leveling and making their attributes stronger. They can become quite tedious and a system like this will make game play more fun and interesting.

A character should be able to do whatever they want, no hard limits. If a wizard wants to use a longsword, fine, he can. He's a skinny guy though, and he won't get bonuses to longsword use, but if he wants to put in the time, he can gain the skill.

You'd gain skill points for using a skill, and if you're in, say, the mage class, you gain skill more quickly in magic-related skills than in combat. So a character's easiest path would be to concentrate in the skillset that comes naturally for that class, but it might be worthwhile to develop other skills.

"Bonus" attributes are pretty much self explaining. A thief that learned a lot about trading could

make lots of money, a warrior that learned about healing magic could heal himself after battles, the whole bit.

Game play would flow more smoothly, without the “I’m level 13, I need to be 15 for that dagger.” Or the “I need to go up 5 more levels before I can even train for that.” The whole player-player training deal would increase player interaction. It’s just good fun.