

Overview

Paths of Avenal is a tactical, turn-based RPG that revolves heavily on customizing characters and party composition in unique and interesting combinations. Players will create their own adventuring party through recruitment of characters they can meet throughout the world of Avenal. Once a character has been recruited, the player is able to train them in classes, learn traits and skills through character and class leveling, and even romance one or more characters of their choosing, though not without potential consequences. This level of customization and party composition will give each playthrough a unique feel that will encourage players to try new tactics and recruit new party members each time they start their journey anew.

Based on classic isekai tropes found in anime and manga, the player is someone from our world that is reincarnated after death into a fantasy world. One of the gods of that world asks the hero to defeat a great evil that is stirring in the recesses of Avenal and encourages them to recruit others to defeat this growing menace before it's too late.

Building on the tactical, turn-based gameplay of franchises like *Fire Emblem* and *Persona*, this game will stand out in several areas:

- Customization – From classes and traits to party members and formations, players will have complete control over their team. The combinations are near infinite, leading to multiple playthroughs of the game to explore and experiment.
- Visuals – The game will utilize classic, GBA-style pixel graphics that are having a resurgence in the indie scene.
- Characters – Players will have a plethora of unique and diverse characters they can recruit to their team and customize to best suit their party's needs. They can also choose to romance characters once their relationship has built up.
- Combat – The game utilizes a unique team combat system that encourages tactics and player choice to overcome enemies.
- Choices Matter – Every decision a player makes will affect the world of Avenal, from some characters not being able to be recruited to a party member's death to altering the world in significant ways.

This game takes the tried-and-true formula of tactical RPGs and gives the player an open-ended experience that will keep players coming back for a different game every time they play.

Paths of Avenal will:

- Reinvigorate the tactical RPG scene by allowing them the freedom to build their team however they want.
- Tug on nostalgic heartstrings gamers have for 32-bit, old school games.
- Create a new franchise that can rival the likes of *Persona* and *Fire Emblem*.
- Give players the sensation that their choices affect the world they're playing in.
- Craft a fun and entertaining story that pays homage to isekai anime and manga as well as high fantasy.
- Keep players replaying the game for new choices, characters, and experiences that reveal themselves as the game goes on.

It's Your Story

In *Paths of Avenal*, the player's character has died in our world. A god has chosen them to be reincarnated as an adventurer in the world of Avenal, a high fantasy world that is sitting on a razor's edge. The god has sensed a great evil that is rising along with unrest in the Avenial people. Monster attacks are becoming more frequent, the humans solve nothing with their squabbles for political power, and the queen tries desperately to maintain order while fighting an unknown illness that grips the country. It's up to the player and their party to push the land of Avenal one way or another to save or condemn the world.

This game gives the player an unprecedented level of customization and freedom to choose how the story of Avenal will play out. The main customizations that a player will be able to toy with are:

- The player's ability to harvest parts from defeated foes to craft their own weapons and armor.
- The classes a unit can be.
- The traits learned from said classes as well as the character's own personal abilities.
- The characters a player can recruit into their adventuring party as well as potentially romance.
- The spells and skills acquired through different classes.
- How the player choices can alter the world of Avenal.

Combat

Combat consists of two parties, the player team and an opposing team, all spaced in a 4x8 grid, sixteen squares for the player's team and sixteen for the opposing, though these spaces are just to determine where units will spawn at the start of combat.

Units are split into three categories of size: small (roughly the size of a human; takes up one square), medium (mostly enemy units that are about the size of an adult elephant; takes up four squares, usually in a 2x2 fashion), and large (any unit larger than an elephant; takes nine squares in a 3x3 fashion).

Before combat, players can set a preference for their party's starting positions on their initial sixteen squares. Because terrain and obstacles are semi-randomly generated for each combat, units will be placed as close to the desired preference as possible. A team can consist of up to four party members.

Enemy parties, apart from predetermined fights like bosses or story missions, have a semi-randomized formation. In general, front column units (the column closest to the middle of the battlefield) will be tanks and aggressors while the middle and back columns are mostly used for support or ranged attacks.

Some maps can generate obstacles and traps when combat is initiated. Units can hide behind these objects, use them as weapons or tools if they have proper traits or items, or simply break through them.

During combat, the order of units acting is determined by an on-screen timeline that depicts which units will act and in what order. In general, a unit with higher speed will act first and more often than a unit with slower speed. Equipped items, status effects, and in-combat action choices will also affect a unit's positioning in the combat timeline. Players will be able to see how in-combat decisions will affect their units' positioning in the timeline before committing to the action. Note that this indicates when a unit can act, not what the unit will do. An opposing goblin may be next in turn order, but a player won't know if it's going to attack, flee, or call for backup until its turn.

During their turn in combat, units have several options they can utilize, such as defending to mitigate incoming damage from an attack, attacking with a weapon, using a spell or ability, moving, or attempting to flee. All these actions affect the combat timeline, so players are encouraged to keep track of how their units' actions change the turn order.

After units on both sides have spawned, the battlefield is open to unit movement from both sides. Units can move up to their movement speed, though equipped items, traits, terrain, and other factors may affect this.

To attack, a unit's range is determined by what weapon they have equipped. Unless otherwise stated, a melee weapon's range will be any space in the cardinal directions surrounding the attacker and any ranged weapon's range will be any cardinal direction as well as diagonal direction from the attacker. Ranged attacks will travel down the chosen path until they hit a unit or obstacle where the attack will stop.

Classes

Classes in *Paths of Avenal* are either a base class or an advanced class. There are also five classifications these classes fall under: **Power**, **Speed**, **Tactical**, **Black Magic**, and **White Magic**. These classes will also determine what kind of weapons the unit can use (i.e., a **Power**-based unit cannot use a **Black Magic** weapon). While the base classes only have one type, the advanced classes can have up to two, increasing the number of weapons that unit can use.

Power (Legionnaire, Barbarian, Executioner, etc.) – Power-based units tend to focus on physical damage and high defense to shield allies and punish enemies. Power weapons currently have three types: greatsword (high base damage), axes (higher critical chance, lower accuracy), and hammers (able to ignore a percentage of the target's defense).

Speed (Scout, Assassin, Arcanist, etc.) – Speed-based units are focused on acting quickly in the timeline, hitting multiple times in a turn, and dodging enemy attacks and spells. Speed weapons include daggers (each attack hits multiple times), rapiers (wielder acts more often in the combat timeline), and gloves (equipped unit has increased dodging capabilities).

Tactical (Fledgling, Enchanter, Virtuoso, etc.) – Tactical-based units pay more attention to battlefield manipulation such as moving objects and units or bypassing objects to attack a target. Examples of Tactical weapons are bows (ranged weapon that can attack diagonally), whips (a melee weapon with a range that can pull targets toward the attacker), and fans (a melee weapon able to push units and objects that has a number of skills).

Black Magic (Mage, Magus, Praetor, etc.) – Units that utilize black magic specialize in casting damaging or hindering spells on the enemies or creating hazards on the battlefield. Black magic users can use three weapons of choice: a staff (a weapon that boosts the power of spells cast), a tome (a weapon that each grants their wielder a spell as well as regenerating MP each turn), or a wand (a weapon that casts a predetermined ranged spell for free instead of a basic attack).

White Magic (Cleric, Seraph, Spellbinder, etc.) – White magic users use their magic to heal allies, apply buffs, and cure status effects. Like black magic users, white magic users can use staves, tomes, and wands.

Once a character with a base class reaches level 5 in their class (see the Leveling Up section for more information), they have the option to graduate to an advanced class. A character is only able to do so if that class shares at least one combat type with the base class they are being promoted from. Once the promotion has been confirmed, the character will become level 1 in this new class.

Aside from the protagonist, all characters can respec their class once per playthrough. The player will have to find an NPC that can make this happen and will have to pay a fine, but they are able to change a character's class regardless of what the character's current class is. There will be some characters in the world that will respec themselves if not recruited early enough and will not be able to respec again.

Leveling Up

Levels are split into two broad categories: character levels and class levels. Character levels are to display how experienced a particular unit is in adventuring as well as how close that character is to the protagonist while class levels show how proficient a unit is in their craft.

Character experience is capped at level 50 and experience to level up your character is gained through dialogue options, victory in combat, and having a character go through events. Every time a character levels up their character, their stats have a chance of increasing by one, though the odds of each stat increasing are different for each character. For example: one unit might have a 75% chance to increase their strength when they level up while another unit might only have a 40% chance. This will give each character an aptitude for a specific path, though players can ignore this and try to forge their own path for the character. In addition to their stats potentially increasing, the character gets a boost in HP and MP, with the rate in which they increase varying from character to character.

Class experience is capped at level 10 and experience to level up a character's class varies; some might gain class experience by defeating specific enemies while others might gain experience on MP used and still others might gain experience on the amount of gold stolen from enemies. Every time a character levels up their class, they receive a set stat increase based on their class. A power-based class will increase strength and defense while a magic-based class will increase magic attack and MP.

Each unit has nine stats that can increase upon leveling up, either in character or in class.

Hit Points (HP) – A unit's HP is how healthy the unit is. If a unit or object drops to 0 HP, the unit dies, and an object is destroyed.

Mana Points (MP) – A unit's MP is how much energy the unit has to cast spells and use abilities. A unit cannot use spells or abilities if the unit doesn't have enough mana.

Strength (Str) – A unit's strength is how physically strong that character is. A unit with higher strength will be able to deal more damage using physical weapons.

Defense (Def) – A unit's defense is how resilient the unit is to incoming damage from weapons and is compared to the attacker's strength to calculate damage.

Magic Attack (MA) – A unit's magic attack affects how powerful the spells they cast are. Units with higher magic attack will be able to deal more damage with spells and heal units for more HP.

Magic Defense (MD) – Like defense, a unit's magic defense is used to show how resilient a unit is to incoming magic damage.

Luck (Lck) – A unit's luck affects how often a unit performs a critical hit and how often a critical hit is performed on the unit. It can also have other effects, such as the quality of item drop rates.

Class Traits and Character Traits

Traits are learned through leveling up character level or class level. Regardless of how the character learned the trait, the character can retain these traits even if they change classes. A character can have a maximum of 5 traits at any given time. Traits that are not in use are simply not active; a character can freely swap these traits in or out through safe havens such as inns.

As a character gains character levels, they will reach a milestone every 10 levels and stop gaining character experience until a side quest specific to that character is completed. Once the quest has been completed, the character learns a new unique trait and they can continue gaining character experience until the next milestone.

A character learns a new class trait at levels 1, 4, 7, and 10 of that class. These traits are retained, even when characters are promoted or respec their class.

Since a character can utilize up to 5 traits, players are encouraged to mix and match these traits to create unique and powerful combinations.

Recruiting Characters

Throughout *Paths of Avenal*, players will be able to create their own party. A party can have no more than four members, though additional members that are on standby can be swapped in and out of the party at safe havens such as inns.

Characters can join the player's party through various conditions, from defeating them in battle to completing a side quest to having a specific character in the player's party already. On the other hand, some characters may not join the party for having a specific character in their party, completing a side quest that conflicts with the desired character's ideals, or not having enough money. Some characters can only be recruited during a specific timeframe, depending on where the player is in the story or which quest they're on.

Player Choices and Consequences

Player choices will have a major effect on the world of Avenal. From the player's team composition to dialogue options to a character or NPC dying, every option a player makes will close doors and open windows. For example, if the player chooses to recruit a character early in the game, that character's destiny will change, and they may not be able to rescue a village from a monster attack. Because the village was destroyed, another potential character in the future will have died and is no longer an option to recruit to one's party. However, another adventurer that originally hails from that village will now have a bloodlust for the type of monster that destroyed the village.

The possibilities are endless, and the world will constantly shift and change depending on the player's choices. This gives the game immense replay value, giving each playthrough a unique feel that cannot be replicated.

Changing a character's class can have powerful ramifications for the party and isn't a choice to be taken lightly. Once a character has been promoted, they cannot change their class again unless they respect their class, and characters can only respect once per playthrough.

If a character other than the protagonist dies, either in battle or due to an event, that character is dead throughout the rest of the playthrough. There is no way to revive dead characters, making tactical thinking and choices critical. These deaths can also have ramifications throughout the world of Avenal. Some characters might act differently, some events may be closed off, new pathways might open, or it may have no backlash at all.

With the amount of freedom afforded to a player in Paths of Avenal, the player can choose what major quest they would like to attempt. There are four demon lords in the world that need to be defeated before the Demon King, a mysterious illness that the players can investigate, a political minefield that players can navigate, and a missing princess that needs to be located before the queen succumbs to her illness. Accomplishing one of these major tasks will progress the other major quest, making them that much harder and amping up the difficulty little by little.

The weight of a player's decisions and the consequences that come with them give each playthrough a solely unique experience that cannot be replicated.