

WANTED

DEAD OR ALIVE



TANSO THE TRAITOR
REWARD: 25,000 GOLD

TANSO THE FAIRIE

DESIGN CONSTRUCTOR #1 COMPETITION ENTRY

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1.0 BACKGROUND

TANSO IS A FAIRIE. BUT NOT WHAT ONE MIGHT CONSIDER A TYPICAL FAIRIE. YES, HE IS SMALL. YES, HE HAS DELICATE WINGS WHICH ALLOW HIM TO FLY. BUT TANSO IS ALSO A VERY *INDIVIDUAL* INDIVIDUAL.

FROM A VERY YOUNG AGE THE OTHER FAIRIE-FOLK KEPT THEIR DISTANCE, ONLY DEALING WITH HIM WHEN ABSOLUTELY NECESSARY. HIS WAS A REPUTATION FOR UNRULINESS AND CAUSING MAYHEM.

BY HIS TEENS TANSO WAS THE CONSUMMATE BULLY, PICKING ON ANY FAIRIE UNABLE TO STAND UP TO HIM. IT WAS THIS PERIOD OF HIS LIFE THAT DREW THE ATTENTION OF THE ELDERS TOWARDS TANSO. THEY SAW A GREAT WARRIOR IN THE MAKING, WHERE OTHERS SAW ONLY AN ABHORRENT HOOLIGAN.

DRAFTED INTO THE FOREST MILITIA (THE FAIRIE-FOLK'S STANDING ARMY) HE QUICKLY ROSE IN THE RANKS, SHOWING MORE STOMACH FOR A FIGHT AND DETERMINATION THAN ANY OTHER RECRUIT.

NOW TANSO HOLDS THE RANK OF COMMANDER, THE RANK HE REACHED BEFORE HE DESERTED FROM THE MILITIA. HE NOW HIRES HIMSELF OUT AS A MERCENARY; AN EXPERT IN INFILTRATION AND ESPIONAGE AND NO STRANGER TO A GOOD OL' DUST-UP.

1.1 PERSONA

A NO-NONSENSE STRAIGHT-TALKER, WHO HAS NO TIME FOR THE WEAK-WILLED OR THE INEPT. MOST WHO ENCOUNTER HIM FIND HIM HARD TO DEAL WITH, DIFFICULT TO LIKE. FOR THE LONGEST TIME THIS SITUATION OF COURSE DIDN'T PHASE TANSO IN THE SLIGHTEST.

1.2 DEMEANOR

GRUFF AND SHORT TEMPERED IN THE FACE OF IDIOCY OR INEPTITUDE. WHILE CAPABLE OF DISPLAYING HUMOUR, TANSO'S JOKES ARE ALWAYS AIMED SQUARELY AT DERIDING THE LISTENER IN SOME WAY.

AT THE BEGINNING OF THE GAME HOWEVER TANSO HAS DECIDED TO CHANGE; HIS LIFE OF NEAR-SOLITUDE (SAVE FOR THE PRESENCE OF SARGOSA) HAS BROUGHT HIM TO THE POINT WHERE HE WANTS TO BUILD BRIDGES WITH HIS KIN. A DESIRE TO DO THE RIGHT THING FOR A CHANGE, WHICH COULD LEAD TO HIS ACCEPTANCE BACK INTO THE FOLD HAS MADE HIM MORE TOLERABLE, AT LEAST TO HIS FELLOW FAIRIES. HAVING SAID THAT, EVEN UNDERTAKING THIS QUEST HAS A CLEAR SELF-SERVING ASPECT TO IT.

2.0 MOTIVATION

FINALLY TIRED OF DRIVING EVERYONE AWAY AND BEING ALONE IN HIS LIFE, TANSO RELUCTANTLY DECIDES TO DO SOMETHING BENEVOLENT FOR HIS KIN. THUS BEGINS HIS QUEST TO SEARCH FOR THE SACRED ARTIFACT STOLEN FROM THE FAIRIE-FOLK SO LONG AGO.

2.1 CATCHPHRASES

“SAY THAT AGAIN..!”

IN RESPONSE TO COMMENTS ABOUT HIS STATURE

“SAY THAT AGAIN..!”

IN RESPONSE TO COMMENTS ABOUT HIS BEING FEY (A FAIRIE)

“YOU ARE TRYING VERY HARD TO MAKE ME HURT YOU...”

IN RESPONSE TO MOST OTHER COMMENTS THAT TANSO FINDS UNPALATABLE

“THIS BLADE IS POISONED; I ONLY HAVE TO CUT YOUR SORRY A*S ONCE...”

INTIMIDATION TECHNIQUE

2.2 COMPANION

SARGOSA THE DRAGONFLY

(SAR-GO-SA)

TANSO BEGINS THE GAME WITH SARGOSA IN TOW. THE RELATIONSHIP BETWEEN TANSO AND SARGOSA IS THAT OF MASTER AND LOYAL, UNQUESTIONING PET. SARGOSA IS KEPT AGELESS BY TANSO'S LIMITED FAIRIE MAGIC, IMPARTED UPON THE DRAGONFLY ENTIRELY DUE TO HIS LOYALTY AND ACCEPTANCE OF HIS ABRASIVE MASTER. WITHOUT THIS IMMORTALITY, AS A DRAGONFLY SARGOSA WOULD OF COURSE HAVE PERISHED LONG, LONG AGO.

WITHIN THE GAME, SARGOSA CAN ACT AS AN EVASION TANK FOR TANSO; HOLDING THE ENEMIES' INTEREST AND ADEPTLY DODGING WHILST HOVERING. TANSO IS THEN ABLE TO DEAL DAMAGE UNHINDERED. SARGOSA ALSO DOES RESPECTABLE TOXIC DAMAGE OF HIS OWN, SO YO-YOING AGGRO BETWEEN THE TWO OF THEM IS ALSO A VIABLE TACTIC.

SARGOSA LEVELS UP WHEN TANSO DOES SO. AVAILABLE OPTIONS FOR COMBAT TALENTS AND SUCH ARE MORE LIMITED AND ARE BASED AROUND THE TANK / DAMAGE DEALER ARCHETYPES.

3.0 PHYSICAL APPEARANCE

A WEATHER-WORN FAIRIE, OLDER LOOKING THAN HE REALLY IS, TANSO BEARS MANY BATTLE SCARS; MOST NOTABLY THE DUELLING INJURY THAT TOOK HIS RIGHT EYE AND SCARRED THAT SIDE OF HIS FACE.

IN TERMS OF PHYSICAL BUILD, TANSO IS ABOUT AS BURLY AS A FAIRIE CAN GET, ALMOST TO THE POINT WHERE TAKING OFF FOR FLIGHT CAN BE DIFFICULT, SUCH IS HIS MASS. WHILE HEAVILY MUSCLED DUE TO HIS INTENSE MELEE COMBAT TRAINING FROM AN EARLY AGE HE RETAINS HIS INNATE FAIRIE-FOLK AGILITY AND SHARP REFLEXES.

3.1 PHYSICAL TRAITS

HAIR

BLONDE, SHOULDER LENGTH, SWEEPED UPWARDS INTO SPIKES AT THE CROWN.

EYES

VIVID GREEN. ONLY THE LEFT EYE REMAINS, THE RIGHT WAS LOST IN BATTLE.

FACIAL HAIR

NONE. FAIRIES UNDER 50 YEARS OF AGE ARE INCAPABLE OF FACIAL HAIR GROWTH.

WINGS

LIGHT GREEN 7" GOSSIMER WINGS THAT PRODUCE AN OIL-ON-WATER VISUAL EFFECT WHEN THE LIGHT CATCHES THEM.

HEIGHT:

6" (TANSO IS ONE VERY TALL FAIRIE)

WEIGHT

2.4 lbs (SOMETHING OF A HEAVYWEIGHT)

BUILD

BROAD AND MUSCULAR, YET LEAN.

OTHER DISTINGUISHING FEATURES

HEAVILY SCARRED ALL OVER HIS UPPER BODY AND FACE. THE MOST PROMINENT SCAR IS ON THE RIGHT SIDE OF HIS FACE AND ACCOMPANIED THE LOSS OF HIS EYE.

"I STILL HAVE ENOUGH EYES TO WATCH YOU BLEED OUT..." - TANSO

4.0 CONCEPT WORK



5.0 STATISTICAL ATTRIBUTES

THE BELOW ATTRIBUTES ARE BASELINE FOR A LEVEL 1 TANSO. ALL TRIBUTES CAN BE RAISED IN, EITHER BY PLAYER CHOICE, OR AUTOMATICALLY UPON RAISING LEVEL.

TANSO STARTING STATS

STR	AGI	DUR	INT	WIS	PER	BRV
13 +3	16 +6	12 +2	12 +2	14 +4	9 -1	20

STRENGTH, AGILITY, DURABILITY, INTELLIGENCE, WISDOM, PERSONALITY, BRAVERY

HIT POINTS (BASE)	12	(10 BASIC +2 FOR DUR BONUS)
PHYSICAL RESISTANCE	8	(5 BASIC + BEST BONUS FROM STR OR DUR (+3 FROM STR))
MENTAL RESISTANCE	7	(5 BASIC +2 FOR INT BONUS)
MAGIC RESISTANCE	9	(5 BASIC +4 FOR WIS BONUS)

DEFENCE RATING

THIS VALUE REPRESENTS THE CHARACTER'S ABILITY TO AVOID BEING HIT BY ATTACKS LEVELLED AGAINST THEM. THIS IS CALCULATED AS FOLLOWS:

BASE DEFENCE + ARMOUR WORN * + AGILITY BONUS

* UNARMoured: +5, LIGHT: +3, MEDIUM: +1, HEAVY: -1

* THE LIGHTER THE ARMOUR THE BETTER THE BONUS. THIS REPRESENTS THE FACT THAT DODGING IS EASIER WEARING LEATHER THAN PLATE.

ARMOUR RATING

THIS VALUE REPRESENTS THE CHARACTER'S ABILITY TO MITIGATE OR EVEN AVOID DAMAGE FROM ATTACKS LEVELLED AGAINST THEM.

ARMOUR WORN + DURABILITY BONUS

UNARMoured: 0, LIGHT: 2, MEDIUM: 4, HEAVY: 6

SARGOSA STARTING STATS

STR	AGI	DUR	INT	WIS	PER	BRV
15 +5	15 +5	14 +4	10 +0	11 +1	10 +0	18

HIT POINTS (BASE)	14	(10 BASIC +4 FOR DUR BONUS)
PHYSICAL RESISTANCE	9	(5 BASIC +4 FOR DUR BONUS)
MAGIC RESISTANCE	6	(5 BASIC +1 FOR WIS BONUS)

6.0 LEVELLING

ATTRIBUTES

AFTER GAINING ENOUGH EXPERIENCE TO ADVANCE A LEVEL, TANSO RECEIVES 1 POINT WITH WHICH TO RAISE AN ATTRIBUTE'S VALUE.

BECAUSE TANSO IS A WARRIOR, IT WOULD BE ADVISABLE TO CONCENTRATE ON RAISING HIS STRENGTH, WHICH BY FIGHTERS' STANDARDS STARTS OUT A LITTLE ON THE LOW SIDE.

COMBAT TALENTS AND SKILLS

EACH LEVEL BRINGS WITH IT THE OPPORTUNITY TO SELECT MORE COMBAT TALENTS AND SKILLS TO USE. TANSO STARTS THE GAME WITH A MODEST SELECTION OF THESE ALREADY SELECTED, WHICH ALLOW HIM TO USE SHORT BLADE WEAPONS AND WEAR LIGHT ARMOUR, AMONGST OTHER THINGS.

HIT POINTS

HIT POINTS ARE RAISED BY 5 PLUS TANSO'S CURRENT BASE DURABILITY BONUS EACH LEVEL. ALL DEPLETED HIT POINTS ARE INSTANTLY REPLENISHED IF LEVELLING OCCURS DURING COMBAT.

RESISTANCES

PHYSICAL, MENTAL AND MAGIC RESISTANCES RAISE BY 1 POINT EVERY THREE LEVELS STARTING AT LEVEL 4, AUTOMATICALLY.

6.1 LEVEL CAP

THE GAME CAPS TANSO'S LEVEL-ADVANCEMENT AT LEVEL 20. THIS IS A HARD CAP; A *PERFECT* GAME WILL RESULT IN REACHING LEVEL 20.

COMPLETING ALL SIDE QUESTS AND CRITICAL PATH QUESTS WILL RESULT IN TANSO REACHING LEVEL 20 BY THE END OF THE GAME. A DIRECT APPROACH DOING ONLY THE QUESTS THAT ARE NECESSARY TO COMPLETE THE GAME, TANSO WILL BE AROUND THE LEVEL 14-15 MARK.

“SAGOSA ISN'T JUST A DRAGONFLY; HE IS MY ONLY FRIEND.” - TANSO

3.0 EQUIPMENT

ACCESS TO BETTER WEAPONS, ARMOUR, GARMENTS AND OTHER EQUIPMENT STEADILY INCREASES AS THE GAME PROGRESSES.

IMPROVEMENTS CAN BE SEEN IN AREAS SUCH AS; DAMAGE/EFFECTIVENESS, ITEM DURABILITY, MONITARY WORTH AND VISUAL APPEAL.

AT LEVEL 1 TANSO IS FAIRLY ILL-EQUIPPED, BUT SOON GAINS ACCESS TO A BETTER WEAPON AND SOME SEMBLANCE OF LIGHT ARMOUR.

THE FOLLOWING PAPERDOLL ITEM SLOTS ARE AVAILABLE:

WEAPON SLOTS

RIGHT HAND (ONE OR TWO-HANDED WEAPON)
LEFT HAND (WEAPON OR SHIELD - *EMPTY* IF TWO-HANDED WEAPON)

ARMOUR / ATTIRE SLOTS

HEAD (HOOD / HELM)
BODY (LIGHT, MEDIUM OR HEAVY ARMOUR)
HANDS (GLOVES / GAUNTLETS)
SHOULDERS (SHOULDER PADS / PAULDRONS)
LEGS (GREAVES)
FEET (BOOTS)

ADORNMENT SLOTS

WAIST (BELT / GIRDLE)
X2 FINGER (MAGICAL RINGS)
X2 EARRING (MAGICAL EARRINGS)
X2 WRIST (BRACELETS / BRACERS)

3.1 STARTING EQUIPMENT

TANSO BEGINS THE GAME WITH VERY BASIC EQUIPMENT.

A SHORT SWORD (SHORT BLADE SKILL) IN HIS RIGHT HAND
A SURCOAT (COUNTS AS UNARMoured) IN HIS BODY SLOT
LEATHER BOOTS (NO ARMOUR VALUE) IN HIS FEET SLOT
A BASIC BELT IN HIS WAIST SLOT



8.0 RACIAL FAIRIE TRAITS

TANSO BEGINS THE GAME WITH ALL OF THE RACIAL TRAITS LISTED BELOW. AS SUCH THEY ARE ALL MARKED WITH AN ASTERISK (*).

CANTRIP *

TANSO POSSESSES VERY LIMITED FAIRIE MAGIC. THIS CONJURING ABILITY IS INFERIOR TO THAT OF OTHER FAIRIES, DUE LARGELY TO TANSO'S INTENSE MILITARY TRAINING AT THE EXPENSE OF PRACTISING SPELLCRAFT.

FEY AGILITY *

THIS ALLOWS TANSO TO USE HIS FULL AGILITY BONUS WHEN CALCULATING HIS ARMOUR CLASS AND USING MISSILE WEAPONS, REGARDLESS OF ARMOUR, EQUIPMENT OR CURSES CAST UPON HIM THAT WOULD OTHERWISE CAP THE EFFECTIVE AGILITY BONUS.

FLIGHT *

TANSO IS ABLE TO FLY USING HIS FAIRIE WINGS. WHILE TAKING OFF CAN BE DIFFICULT AT TIMES DUE TO HIS SIZE, ONCE AIRBORNE HE CAN MANOUEVER AND DODGE AT SPEED AND WITH SKILL.

NIGHT VISION *

LIKE ALL FAIRIE-FOLK, TANSO CAN SEE IN THE DARK AS CLEARLY AS IF IT WERE DAY, ALBEIT IN THE RED-BLUE PORTION OF THE SPECTRUM.

8.1 COMBAT TALENTS

TALENTS MARKED WITH AN ASTERISK (*) ARE STARTING TALENTS, WITH WHICH TANSO BEGINS THE GAME. ALL OTHER TALENTS EACH LIST THE LEVEL AT WHICH THEY BECOME AVAILABLE FOR SELECTION.

ARMOUR: LIGHT *

ALLOWS TANSO TO WEAR LIGHT ARMOUR WITH NO PENALTIES. THIS ARMOUR IS WORN BY MOST FAIRIES NOT ENLISTED IN THE FOREST MILITIA.

ARMOUR: MEDIUM (LEVEL 5)

ALLOWS TANSO TO WEAR MEDIUM ARMOUR WITH MINIMAL PENALTIES TO FLIGHT SPEED AND FATIGUE.

ARMOUR: HEAVY (LEVEL 10)

ALLOWS FOR THE WEARING OF HEAVY ARMOUR WITH MODERATE PENALTIES TO FLIGHT SPEED AND FATIGUE. HEAVY ARMOUR WITHOUT THIS TALENT WOULD PREVENT THE WEARER FROM FLYING AT ALL – SO FAIRIES DO NOT USE HEAVY ARMOUR IN MOST CIRCUMSTANCES.

DIVE BOMB (LEVEL 6)

TANSO IS ABLE TO FLY HIGH ABOVE UNAWARE ENEMIES AND PLUNGE DOWN ONTO THEM FROM ON HIGH. THIS COMBAT TALENT CAN HIT UP TO 3 ENEMIES IN A SMALL AREA OF EFFECT FOR LOW DAMAGE. MORE IMPORTANTLY THIS ATTACKS HAS A

CHANCE TO STUN ONE OR MORE ENEMIES FOR 4 SECONDS.

DUAL WIELDING (LEVEL 8)

THIS TALENT ALLOWS THE USE OF TWO SHORT BLADES SIMULTANEOUSLY. OPPORTUNITIES TO BE ABLE TO EQUIP TWO BLADES ARE LIMITED BUT IT IS POSSIBLE.

EVADE *

TANSO IS ABLE TO TAKE TO THE AIR WHEN FACED WITH MISSILE FIRE. HE IS ABLE TO DODGE MORE SUCCESSFULLY WHILE FLYING. THE ONLY EXCEPTION TO THIS IS WHEN HE IS WEARING HEAVY ARMOUR. THE ADDITIONAL WEIGHT MAKES HIS REACTIONS SLOWER BUT ALSO HAS THE EFFECT OF INCREASING HIS CAPACITY TO SUSTAIN DAMAGE WHEN HEAVILY ARMoured.

WEAPON TYPE: POLE WEAPONS (LEVEL 4)

TANSO IS HIGHLY SKILLED AT FIGHTING WITH ALL POLEARM-TYPE WEAPONS. THIS INCLUDES BUT IS NOT LIMITED TO; SPEARS, POLEARMS, TWO-HANDED AXES, HALBERDS, NAGINATA AND GLAIVES. THIS TALENT NEGATES THE COMBAT PENALTY FOR UNSKILLED POLE WEAPON USE.

WEAPON TYPE: SHORT BLADES *

THIS COVERS DAGGERS, KNIVES, SHORT SWORDS, AND GLADIUS. THIS TALENT NEGATES THE COMBAT PENALTY FOR UNSKILLED SHORT BLADE USE.

SHIELDS (LEVEL 3)

ALLOWS TANSO TO USE A BUCKLER-SIZED SHIELD WITH A SHORT BLADE.

TAUNT (LEVEL 2)

THIS CAN BE USED TO DRAW THE AGGRESSION ONTO HIMSELF DURING COMBAT, OR TO GOAD A NON-COMBATIVE NPC INTO A PHYSICAL CONFRONTATION WITH TANSO.

9.0 SKILLS

SKILLS MARKED WITH AN ASTERISK (*) ARE STARTING SKILLS, WITH WHICH TANSO BEGINS THE GAME. ALL OTHER SKILLS LIST THE LEVEL AT WHICH THEY BECOME AVAILABLE FOR SELECTION.

AID (LEVEL 4)

TANSO IS ABLE TO ASSIST AN INJURED SARGOSA AND BRING THE DRAGONFLY BACK TO FULL HIT POINTS. THIS ACTION CAN ONLY BE PERFORMED OUTSIDE OF BATTLE.

COMEBACK (LEVEL 9)

THIS SKILL ALLOWS TANSO TO REGAIN SOME HIT POINTS AND FATIGUE AFTER FALLING IN BATTLE. HE IS MORE VULNERABLE TO DAMAGE FOR A SHORT DURATION, SO IT IS BEST USED WHEN THE COAST IS CLEAR.

FURY (LEVEL 7)

ABLE TO ENTER A BERSERKER-STYLE RAGE, TANSO CAN DOUBLE HIS DAMAGE OUTPUT FROM SUCCESSFUL ATTACKS FOR A LIMITED TIME. THIS PUTS A TREMENDOUS PHYSICAL STRAIN ON HIM AND CAN EASILY LEAD TO HIM FALLING UNCONSCIOUS, SO IT SHOULD BE USED WISELY.

HAGGLE *

HAGGLING ALLOWS FOR AN ATTEMPT SO LOWER THE ASKING PRICE FOR GOODS PURCHASED BY TANSO. IT ALSO ALLOWS AN ATTEMPT TO RAISE THE ASKING PRICE FOR GOODS SOLD BY TANSO. HIS LOW PERSONALITY ATTRIBUTE MEANS THAT HAGGLING WILL BE UNSUCCESSFUL OFTEN AT LOW LEVELS.

INTIMIDATE (LEVEL 5)

THIS ONLY WORKS ON OTHER FAIRIES OR CREATURES SMALLER THAN HIMSELF. IT ALLOWS FOR COMBAT TO BE AVOIDED OR FOR TANSO TO GET HIS OWN WAY DURING A CONVERSATION OR OTHER SOCIAL INTERACTION.

SWIMMING *

TANSO IS ABLE TO SWIM FOR SHORT PERIODS OF TIME, SOMETHING THAT THE VAST MAJORITY OF FAIRIES CANNOT DO.

10.0 CONTROL SCHEME

THE CHARACTER OF TANSO IS CONTROLLED BY KEYBOARD & MOUSE.
ALL KEYS AND MOUSE FUNCTIONS ARE FULLY REDEFINABLE.

CONTROLLING TANSO (PC & MAC)

MOVE FORWARD	W
MOVE BACKWARD	S
TURN LEFT	Q
TURN RIGHT	E
STRAFE LEFT	A
STRAFE RIGHT	D
TAKE OFF (LOW INERTIA MOVEMENT)	T
LAND (ALREADY AIRBORNE)	Y
SURFACE (WHEN SWIMMING)	U
AUTO ATTACK (NO HOTBAR INPUTS)	F

HOTBAR 1 ICON (ATTACK, SKILL ETC)	0-9 KEY ASSOCIATED WITH HOTBAR POSITION OR LEFT CLICK ICON
USE HOTBAR 2 ICON	SHIFT + 0-9 KEY OR LEFT CLICK ICON
USE HOTBAR 3 ICON	CTRL + 0-9 KEY OR LEFT CLICK ICON

CHARACTER SHEET	C
INVENTORY	I
JOURNAL	J
MAP	M

LOOK AT TANSO (SNAPS CAMERA)	HOLD MIDDLE MOUSE WHEEL
MOUSE LOOK	HOLD RIGHT MOUSE BUTTON & DRAG