

TOTAL WAR THREE KINGDOMS

Havie

Custom Character System

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Overview

The goal of this mod is to take the current character skill system and flesh it out in order to accentuate the overarching 5 element theme present elsewhere in the game. In vanilla there was a big miss on the skill trees. They all felt the same despite there being 6 different templates per generic character class. The only thing the base game templates did was add different starting positions in the skill tree. Additionally the entire concept of each class having access to only certain skill node colors based on the 5 element system felt under utilized. CA could have gone much further with this, but probably did not have the time to dedicate as much depth as they would have liked to as this title introduced many groundbreaking new features and systems. Fleshing every single one out may not have been possible, however with this new skill node the player can see added depth to the character system in a way that aligns perfectly with the core design system.

Goals

- Weight each character type and its respective skill tree to increase cohesion with the 5 element system
- Create more diversity between the character types
- Create more diversity between the characters who share a type
- Add more viable pathing options in the tree for players to grow a character in the direction they wish
- Clear progression lines no longer forcing players to spend points on attributes that do not affect the characters current role
- Increase player attachment between characters



Part 1

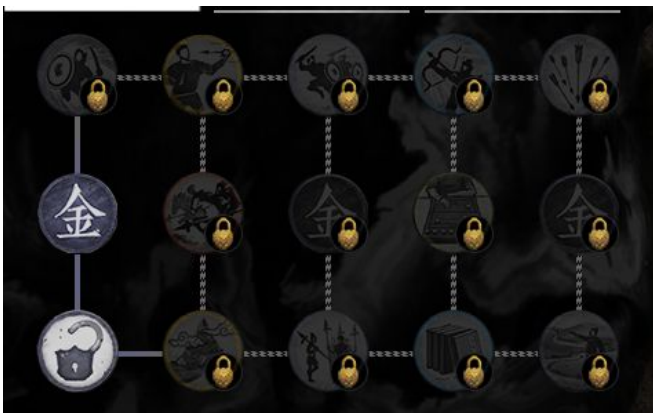
5 Element System - "Wu Xing"

Each character type is related to an element from the chinese 5 element system. A core principle of this system is that each element:

- Fed by one
- Feeds another
- Countered by one
- Counters another.

By adding a 4th row to the skill tree this concept can be leveraged

Vanilla



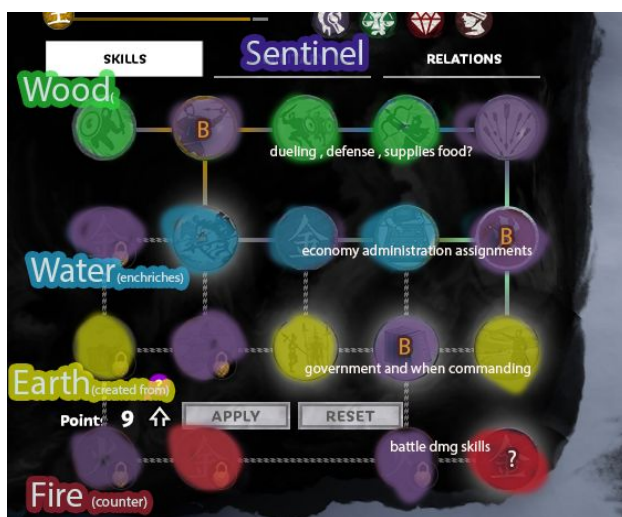
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The Rows –

- Top Row - What the current type counters
- Middle Top - What the type is fed by
- Middle Bottom - What the type feeds
- Bottom Row- What counters the current type

The vanilla node types are then distributed into the proper row based on their correlating effects. For example, As a **Sentinel**, the **Expertise** “**Intuition**” Skill would fall somewhere in the **Cunning** line as it provides +15% **income** from **industry** in administrative commandery. This is an economical role that is attributed to the **Cunning** path.



Types of Nodes

While each type is diverse in many situations and some overlap one another, Each color should generally aim to represent a clear theme to what it will unlock.

- **Expertise**- “*Construction*” attributes, “*Melee evasion / AP*” troop attributes, Character experience
- **Resolve**- “*Duel*” skills, “*Armor and fatigue*” troop attributes, Food related attributes
- **Cunning**- “*Economical*” attributes, “*Administrator*” roles, unlocks assignments, Archery. “*Debuff*” battle skills
- **Instinct**- “*Battle AOE dmg*” skills, “*Aggressive*” troop attributes, Movement range
- **Authority**- “*When commanding*” attributes, “*Government*” roles, “*Faction leader/minister*” roles

Conflicts and Overlaps:

Instinct and Resolve both unlock battle skills. While Champion is meant to be the “dueler” of the types, CA represented this by giving the class a lot of AoE damage skills. While this makes them better in combat.. Instinct is clearly a more militaristic type. Some overlap occurs.

Expertise and Resolve both unlock dueling skills. Which Champion is meant to be the “dueler” of the types, CA represented Sentinels to have all the phases while in combat skill lines, which I think works well for the class. Some overlap occurs.

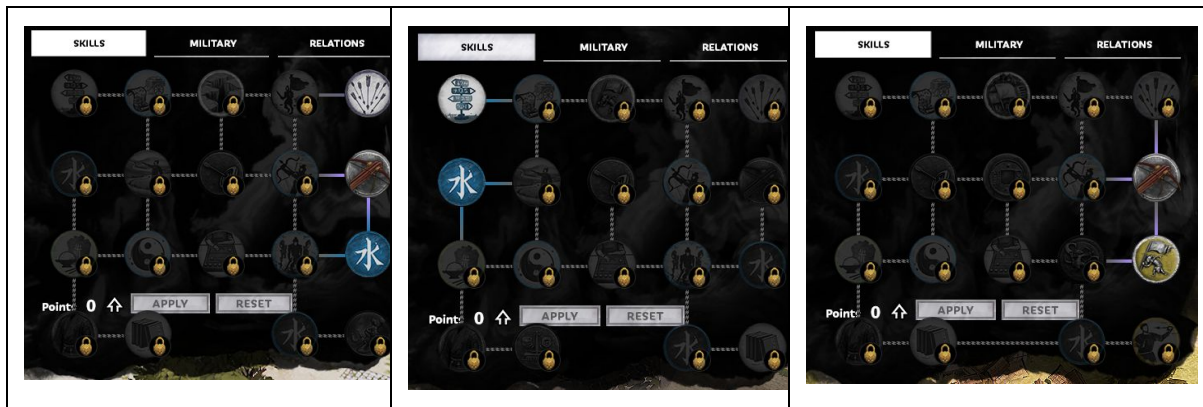
Instinct and Authority overlap a lot on “when faction leader” and “when commanding” roles. Generally speaking this works quite fine when put in proper rows.

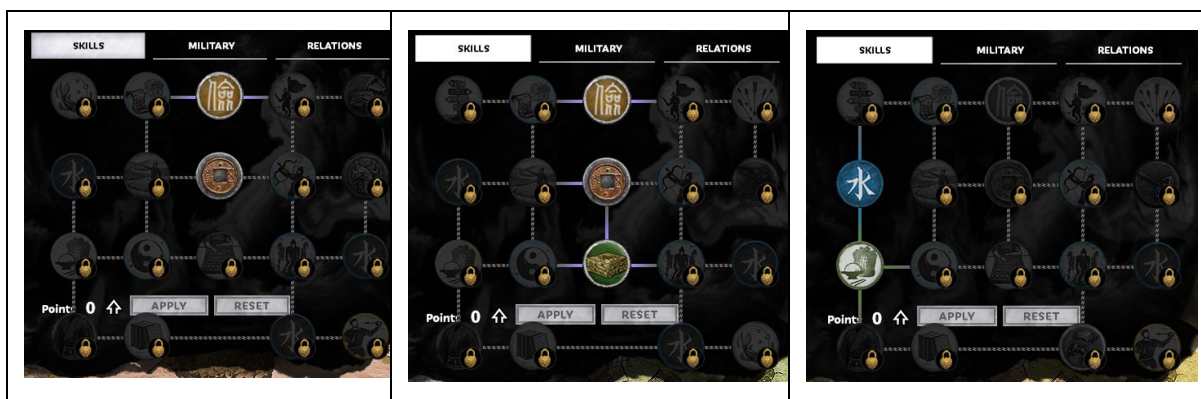
Progression

Player movement through the nodes will change. The principle of the design will be easier movement through the two middle rows and restricted movement in the top and bottom . This will simulate the idea that the character type will be easier built to it's strengths, but also possible to make a hybrid that branches out into areas it's wouldn't normally specialize in but at a cost.

Each class has 6 sub types, and 1-3 links between nodes will vary between them, as well as the different vanilla start positions in the tree. This aims to create much more unique, and memorable characters.

Example of the generic strategist class:





The most important part of this progression is the player can for the most part move horizontally through the two middle rows, meaning if one row is lets say a “*cunning*” row, the player can move mostly through this line and build himself a strong administer character type. Consequently moving through an “*authority*” row will build a stronger commanding general. The player finally has the freedom to design how his character progresses based on the role he’s assigned. No longer is the player forced into a path that does not attribute to the character role they are trying to build. Generally speaking the left side of the tree is more civil roles and the right side will be more militaristic.

Custom Skills

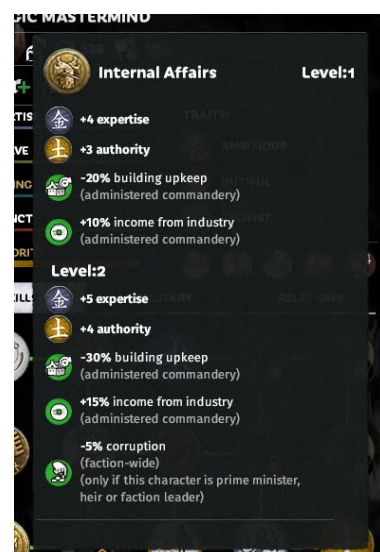
- More than 6 new generic battle skills have been designed and added
- A new concept of “*duel only*” skills have been added
- 1 new battle skill as been added to each type
- 50+ new skills nodes have been designed and spread across the 5 classes
- 1 character from each type has access to a node that will unlock a formation for his retinue

Multi Tier Skills

- Selective skills can now have a level 2 functionality available. Meaning if the player wants this character to specialize further into something he already knows, he can increase the stats, sometimes unlocking newer ones.
- The second tier also adds based WuXing stats to the character which ties in heavily to my [Dynamic Character Attributes](#) mod and [Custom Commanding Skills](#) mod

Unique Skills

- Many Legendary generals have received unique skill nodes representative of their personalities further separating them from the other characters
- Designed and added a few unique battle skills for those that were lacking as well





- Many more to be added in the future

Unique Distribution

- These custom nodes have now been distributed between the 6 types. Meaning each subtype character will be slightly different than the other creating bigger diversification between characters.
- An example is that not every vanguard will have the same 4 battle skills, one might even get one from the commander line. Same goes for the other classes making for a truly unique character

New Battle Skills

	Rally (<i>generic</i>)- Useable if losing in melee, adds morale, melee damage base and restores hp of nearby units
	Hold the Line (<i>generic</i>)- Useable if losing in melee, make nearby allies immobilize and unbreakable, adds melee evasion, missile block chance, charge resistance and armor piercing damage
	Feign Retreat (<i>generic</i>)- 1 time use- boosts nearby allies movement speed while decreasing melee damage and charge bonus
	Pits (<i>generic</i>)- 1 time use- immobilizes enemy units, reduces charge resistance, melee evasion, ranged block chance.
	Fire Attack (<i>generic</i>)- 1 time use- immobilizes enemy units, reduces charge resistance, fire resistance and ranged block chance, fires a giant volley of fire arrows that sets the surrounding terrain a blaze.
	Rage (<i>generic</i>)- enabled if charging- boosts nearby allies melee damage and charge bonus, then adds fatigue
	Taunt (<i>disabled</i>)- makes enemy units berserk/unruly - however this feature seems to not be working properly in vanilla as units never go berserk, nor does beserk_forced key appear to work
	Break (<i>GonsunZan/MaChao</i>)- enabled if charging- decreases nearby enemies charge resistance, bonus vs cav and morale
	Blood Rage (<i>Zhou Tai</i>)- enabled if hp under 50%- boosts personal attack rate, melee damage base, melee armor piercing, reduces fatigue and chance to go berzerk,
	Pirate Bells (<i>Gan Ning</i>)- enabled if winning melee combat, phase 1- 15% melee damage base (nearby allies), phase 2- 20% melee damage base +5% attack rate, decrease cooldowns of abilities (nearby allies), phase 3 - 40% melee damage base, 11% melee

	attack rate, -25% fatigue (nearby allies)
	Raging Strike (<i>Xu Huang</i>)- Useable if in melee,Aoe Splash damage that lowers enemy melee evasion and morale
	Hero of Hefei (<i>Zhang Liao</i>)- Useable if winning in melee and enemy force is stronger, globally reduces enemy melee damage base, charge bonus, and melee evasion
	Glorious Inspiration (<i>Zhao Yun/SunJian</i>)- Useable if winning in melee, adds morale, melee damage base and restores fatigue of nearby units
	Horsemanship (<i>generic</i>)- Useable if engaged in duel, phase one reduces charge bonus/dmg to cav in hopes of not dismounting opponent in first engage, phase 2 adds bonus damage vs cav
	Tenacity (<i>generic</i>)- Useable if engaged in due and hp under 50%, phase one adds armor, phase 2 adds more armor, reduces fatigue and restores small amount of hp, phase 3 adds more armor, reduces fatigue and restores large amount of hp.
	Thrill (<i>generic</i>)- Useable if engaged in duel, phase one adds melee damage base, armor piercing, attack rate and melee evasion reduces fatigue, phase 2 adds small bonus to melee damage base / armor piercing and reduces skill cooldowns. Phase 3 small bonus to melee damage base / armor piercing, phase 4 (exertion) reduces all stats and adds fatigue
	Valor (<i>generic</i>)- Useable if engaged in duel, globally makes army unbreakable and adds melee damage base

Vanilla Skill Changes

- Vanguard skills that were only affecting the character and not nearby troops have been changed to 30m radius. Examples include Final Rush, Blazing Saddles, Blood Fury, and Internal Blaze
- Imperious Presence is no longer global, instead a 350m range with +5 moral as well
- Wildfire Raider adds a fire resistance modifier and ignore forest penalties
- White Water now slows generals and slightly lowers morale
- Added disorientate to some strategists

Known Issues

- Some nodes are able to be unlocked without proper parent/child link. Investigating into the matter will continue.