

WHITEPAPER

DEVIKINS

COMBAT

WWW.DEVIKINS.COM

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Introduction

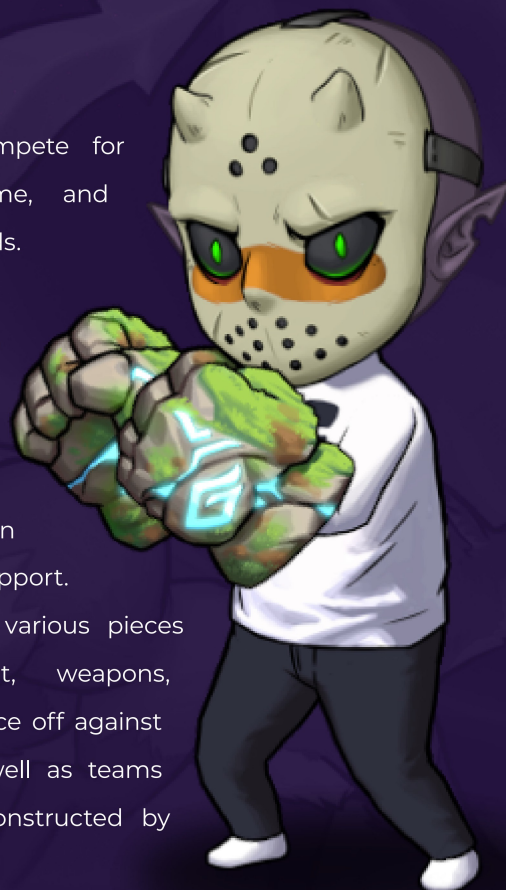
In this whitepaper, we will cover the combat systems in Devikins in detail. We will present the new NFT categories being added to the game, such as weapons, and how to evaluate them.

Combat is the main form of gameplay for Devikins, and in it players can engage in PvE (Player versus Environment) combat to evolve their team and learn more about the Devikins story and world - as well as PvP (Player Versus Player) combat - wherein players face each other to show off their

skills and compete for greatness, fame, and heaps of rewards.

In combat, players will battle using teams of up to four Devikin and a Pet as support.

They will use various pieces of equipment, weapons, and skills to face off against monsters as well as teams owned and constructed by other players.



Combat Overview

Combat in Devikins is turn-based, which means that each combatant acts in an ordered sequence. Turn order is decided by each unique combatant's Speed, and Speed is accumulated every turn by each individual combatant, and is also affected

by the combatant's Agility. When it is a player's turn, they must pick which skill to use for the current combatant. Or, if their Pet support skill is available for use, they can activate that instead.



Screenshot from the Alpha version of Devikins; Phase 2. This is a work in progress and does not represent the final product.

Element Type

Devikins utilizes resistance and weakness mechanics that are tied to the specific combatant's ancestry. With that, each unique ancestry has specific resistances or weaknesses to the various types of elemental damage. They also have proficiencies, where specific ancestries utilize different element types more effectively than they would another.

Element Typing is a weapon feature, wherein each weapon has a specific combat element tied to it that affects the type of damage a Devikin does in combat, from skills to regular attacks. This will be explained in more detail in a section below this one.

Resistances and weaknesses in particular can range from zero (full damage immunity) to uncapped weakness. At 200% weakness, it means that the attack will deal double the normal amount of damage

As mentioned earlier, each ancestry in Devikins has an Elemental Proficiency. This proficiency adds extra accuracy when a Devikin with the correct ancestry uses a weapon with one of two specific elements. This means that each ancestry has two 'preferred' element types, which they will find significantly more effective compared to others if utilized correctly.

Ancestry Elemental Proficiency

 LUNARIAN	 VOID
	 LUX
 OCHRAN	 PLASMA
	 SHADOW
 MAARISH	 LIFE
	 CANDY
 GLYESIAN	 CHILL
	 COSMIC
 KHOROTH	 ANCIENT
	 ROT

Weapon

Each combatant can equip one weapon, if they do not equip one, they will use their fists instead. Weapons are considered a form of catalyst which allows combatants to use their skills. Every weapon in Devikins is an NFT, so players can negotiate them in the Marketplace, or transfer them to and from the game, or a wallet on the blockchain. Minting a weapon generates all of its attributes randomly.

The element type used to calculate a skill's damage is determined by the weapon equipped. Beside the element type, weapons have several different attributes, and the list of them is as follows:



- Element Type
- Quality Grade
- Power/Sanity Scaling
- Critical Chance
- Critical Damage Bonus
- Gene Sync (or Desync) Grade
- Durability
- Type
- Improvement Grade
- Rarity
- Special Effect

Element Type






Element type sets the element used to calculate damage from skills. A weapon only has one of the eleven different element types: Ancient, Candy, Chill, Cosmic, Life, Lux, Neutral, Plasma, Rot, Shadow, and Void.



Element types, from left to right: Ancient, Candy, Chill, Cosmic, Life, Lux, Neutral, Plasma, Rot, Shadow, and Void.

Quality Grade

Quality grade limits the amount of Improvements a weapon can receive. There are five quality grades in Devikins:

	Rusty: Cannot be improved
	Decent: Can be improved once
	Fine: Can be improved twice
	Excellent: Can be improved three times
	Masterpiece: Can be improved four times

Power/Sanity Scaling

Power/Sanity Scaling guides how much damage comes from the combatant's attributes. This attribute determines if scaling comes from Power or Sanity. Physical damage weapons scale via Power, and Mental damage weapons scale via Sanity.

Critical Chance

Critical Chance is described in the name, and is the determining factor behind one's chance to deal a Critical Strike in combat. A Critical Strike's damage is also affected

by the Critical Damage Bonus and any extra Critical Damage buffs the combatant may have. Furthermore, a Critical Strike cannot be evaded.

Critical Damage Bonus

Critical Damage Bonus increases the damage dealt by a Critical Strike. For example: If one has a 50% Critical Damage Bonus, what would once be a 30 damage Critical Strike would become a 45 damage Critical Strike.

Gene Sync

A weapon might have a gene synchronicity corresponding to any of the many gene Rarities in Devikins, those being: Dominant, Co-dominant, Recessive, Unique, Mutated, and Bonded.

The synchronization increases the weapon's damage based on the Devikin's genes, and how many they have. An example would be a Devikin with three Recessive genes attacking with a weapon that has Recessive Sync, where they would gain an additional 30% damage ($3 \times 10\%$). Gene Desync, a rarer weapon feature, rewards gene variety. A weapon with Recessive Desync gets additional damage for each non-Recessive gene.

Durability

Combat causes a weapon's durability to decrease. When a weapon reaches less than 50% durability it loses its Gene Synchronicity. If it reaches 0%, the scaling is reduced by half. The higher the weapon quality, the higher the durability. Players can repair their weapons using game resources.













REPLICAS

Players can eventually earn Replica Weapons. Replicas are non-NFT non-transferable weapons, they can be used in PvE combat only and they cannot restore their durability nor be improved. After the durability reaches 0, the replica breaks and cannot be equipped any longer.

Type

There are ten weapon types in Devikins spread out between Physical and Mental. Once more, Physical weapons scale with Power, whereas Mental ones scale with Sanity. Each

personality has what we call a Weapon Profile, which decides the types of weapons they can equip. The Weapon Profile list is as follows:

TYPE	PHYSICAL	PHYSICAL			PHYSICAL		MENTAL			PHYSICAL
	FIST	1 HAND SWORD / HAMMER	2 HAND SWORD / HAMMER	DUAL WIELDING	SMALL GUN	BIG GUN	STAFF	WAND	BOOK	BOW
 ANGRY	✓	✓		✓						
 CURIOUS					✓	✓				✓
 FEISTY		✓	✓				✓			
 NERDY	✓						✓	✓		
 POLITE	✓							✓	✓	
 RECKLESS		✓	✓						✓	
 RESILIENT				✓	✓	✓				
 SASSY			✓					✓		✓
 SHY				✓		✓			✓	
 STOIC					✓		✓			✓
 KLEVER	✓	✓		✓	✓				✓	✓
 LAVISH	✓				✓	✓	✓	✓		✓
 MINER	✓	✓	✓	✓			✓		✓	
 GLITCHED			✓		✓	✓		✓	✓	✓
 BETA		✓	✓	✓		✓	✓	✓		

Improvement Grade

Players can improve their weapons, increasing their Critical Chance, Critical Damage Bonus, Power/Sanity Scaling, and Durability. To improve a weapon, players can fuse weapons of the same type and identical improvement grade to get to the next Grade. Grade is displayed via a

number of Stars. As mentioned above, the amount of improvements a weapon can receive is determined by its Quality Grade.

Each Improvement Grade level requires more weapons to reach the next level, and progresses as follows:



Improvement Grade 2 (2 Stars): Two Weapons of 1 Star rating



Improvement Grade 3 (3 Stars): Two Weapons of 2 Stars rating



Improvement Grade 4 (4 Stars): Two Weapons of 3 Stars rating



Improvement Grade 5 (5 Stars): Two Weapons of 4 Stars rating

Each improvement level has a range of stat returns, in regards to Scaling, Critical Chance, and Critical Damage Bonus.

Rarity

Every weapon has a Rarity, and these Rarities follow the same scale used for NFTs: Common, Uncommon, Rare, Mythic, and Eldritch. The Rarity of the weapon determines the range of its initial stats. The following table presents the ranges of each Rarity.

	Power/Sanity Scale	Critical Chance	Critical Damage
Common	70-80	1-5	10-20
Uncommon	80-90	5-10	20-50
Rare	90-100	10-15	50-100
Mythic & Eldritch	Are unique in that they are named weapons with predefined high stats.		



Common



Uncommon



Rare



Mythic



Eldritch

Special Effect

On rare occasions, Common, Uncommon, and Rare weapons might get a special effect. Special Effects might give the wielder extra buffs, resistances, or even have reactions. Reactions are explained below.

Weapon Progression

Weapons progress in two separate directions, one via improvement and one via durability. Players can increase a weapon's stats by improving it. A weapon's durability decreases when used in battle, and players can restore the weapon's durability by repairing it.

Weapon Scrap

Players will be able to reforge their weapon using weapon scraps. Weapon scraps let players generate their weapons' attributes anew at the Forge.

The Forges

At the Forges players can get new weapons or recycle their already owned weapons, pieces of equipment, and skills. Recycling a weapon will randomly generate its attributes anew. Improvement Grade always resets to 1 Star.

Weapon Transcendancy

Players are able to move their weapon Rarity level one tier up from its previous tier (Common to Uncommon, and so on) by Transcending their weapon. For a weapon to be eligible for Transcendence it

must be at the max level of Improvement Grade for its Rarity. In order to start the Transcendence Ritual, a player must consume an in-game Transcendence item of the same Rarity as the weapon.

Skill

Skills are abilities that combatants use in combat, and can be likened to spells. A Devikin can equip up to four skills. Skills are composed of several attributes, and they are not NFTs. The attributes that make up a skill are as follows:

- Ability
- Cooldown and Cooldown Trigger
- Target
- Accuracy
- Tags

Ability

Skill ability applies one or more effects to the skill target(s). An effect might be damage, a status condition, buff, debuff, and so on. Effects can be made more potent or additional effects applied if certain criterias are met, for example: 50% additional damage for each Mutated Gene.

Cooldown

Cooldown determines how long the combatant has to wait to use the skill again. The start of the combatant's turn is the most common trigger to update a skill cooldown, some skills might update their cooldown via a different trigger, such as landing a critical hit or defeating an enemy.

A skill with no cooldown is considered a basic skill and can therefore be used every turn. A skill with any manner of cooldown is considered a special skill, and can only be used if it's ready (no remaining cooldown).

Target

Target(ing) determines what kind of combatant can be targeted by a skill. A target can be a single enemy, all enemies, the combatant using the skill, a single ally, and all allies.

Accuracy

Accuracy defines the probability a skill has to successfully hit. Accuracy is always matched up against the target's evasion.

Tags

Skills can have tags which are keywords that some reactions can respond to. The most common tag is Offensive, and is a tag given to any skill that causes damage.

Skill Progression

Like Devikin, skills can level up, increasing their power even more. Each time a skill is used in combat, that skill earns XP. After earning enough XP, the skill may be leveled up.

Equipment

Pieces of equipment offer passive boosts to Devikin. A Devikin can have up to four equipment slots: Undies, Socks, Necklace, and Bracelets. Like weapons, every piece of equipment is an NFT, so players can collect and negotiate them on the marketplace.

Undies is a piece of equipment that offers Protection. Protection provides an amount of unhealable surplus HP, similar to a barrier. Socks offer Evasion, which gives the wielder a chance of avoiding damage when being attacked.

Necklaces offer Guard, which reduces the final amount of damage when being attacked. Bracelets offer resistance to some status conditions.

Besides the main boost each equipment slot provides, individual pieces of equipment might be part of a greater set. Matching set pieces unlocked further boosts.

Any piece of equipment, regardless of its slot type, has the following attributes:

Rarity

Every piece of equipment has a Rarity, it follows Devikins Rarity scale: Common, Uncommon, Rare, Mythic, and Eldritch. The Rarity of equipment determines how strong the piece of equipment is. The following table presents the ranges of each Rarity.

	Protection	Evasion	Damage Reduction	Resistance
Common	5%-10%	1%-5%	1%-5%	5%-15%
Uncommon	10%-20%	3%-8%	2%-6%	10%-20%
Rare	15%-30%	5%-12%	3%-7%	20%-30%
Mythic	25%-50%	10%-15%	5%-10%	25%-50%
Eldritch	50%-100%	10%-25%	10%-25%	25%-75%



Common



Uncommon



Rare



Mythic



Eldritch

Ability

The passive boosts provided by equipment are under the Ability attribute. Equipment may have additional set effects too. Some special equipment might have a passive effect attached to a trigger, for example: A 50% chance of performing a basic attack when being damaged.

Type

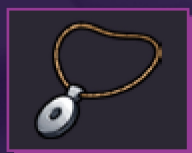
Equipment comes in one of each four types: Undies, Socks, Necklace, or Bracelets.



Undies



Socks



Necklace



Bracelets

Set Name

Any piece of equipment has the possibility to be a part of a set. The set name identifies which set that piece of equipment is part of. Equipping pieces of the same set name may unlock additional effects or increase current ones.

Team Composition

In Devikins, each combat team is composed of up to four Devikin and a Pet. Each Devikin can equip one weapon, up to four skills, and up to four pieces of equipment.

A Pet is a wildcard support character that can be utilized in combat. It cannot be targeted, nor does not have HP. Pets have one skill that, when ready, can be triggered in place of any player-owned Devikin's turn.

Pet

Pets are Devikin's companions, and act as support characters in combat. Players are able to mix and match their Pet skins and Pet skills. Similar to Devikin's skills, Pet skills have a variety of effects, a cooldown - which begins full at the start of combat - and a target profile.



Leveling Up Devikin

Players can level up their Devikin by using new items called Scream Jars and Honour Medals. Devikin improve their abilities by consuming the despair of others, and each type of Scream offers a different amount of XP. When a Devikin fills the needed XP requirements, they then use Honour Medals to level up.

Scream Jars and Honour Medals can be obtained from PvE stage drops and via general rewards.

Promoting Devikin

Players can Promote their Devikin by burning other NFTs. Each promotion level requires a fixed number of NFTs. Promotion determines the maximum level a Devikin can reach. The absolute level cap is 100.

PvE Combat

Phase 2 will be released with Story Mode. In Story Mode, players fight waves of Void monsters in a variety of zones. Each zone has several stages which end with a boss fight. Phase 2 is planned to release with

an assortment of zones, with more being added in the future. Other PvE modes such as dungeons and raids (a Guild PvE mode) will be coming in a future update as well.

PvP Combat

Phase 2 will bring with it Player versus Player combat. The first PvP mode is called Arena, and in the Arena players face off in ten consecutive battles and are given a daily score based on their performances. At launch, there will be three Arenas (Standard, Common Only, and 100 Affinity Sum).

Once a day, players receive rewards based on their current ranking. In addition to that, the daily score a player attains will be added to their season score. At the end of a season,

greater rewards are distributed. Other PvP modes like Void Wars (a Guild PvP mode) will be coming in a future update.



Screenshot from the Alpha version of Devikins: Phase 2. This is a work in progress and does not represent the final product.

NFT Tokenomics

Weapons and pieces of Equipment are all Non-Fungible Tokens, making them unique tokens on the blockchain.

NFT Supply

Combat NFTs (Weapon and Equipment NFT) have no maximum supply.

SEASONAL MINT

Seasonal Mint is a community DVK staking event inside Devikins. Players will be able to stake DVK to generate Void Scraps, and the higher the amount of DVK they stake and the longer they stake it for, the more Void Scraps they will accrue over time. This event is called the Seasonal Mint, because there will be a limited supply minted each season. The more Void Scraps generated, the higher the quantity and variety of NFTs available to be obtained and bought in that season. The more you stake, the more you will have available to purchase.

By the end of the event, players can use their Void Scrap to pull Combat NFTs and Skills from several different Forges. Forges have different rarity weights, for example:

A high tier Forge has a greater chance of dropping an Eldritch than a low tier Forge.

In addition to the Seasonal Mint, players will be able to purchase Combat NFTs and Skills using DVK and inside the game via In-App purchase. Weapon NFTs will be sold in packs of 1, 4, and 10 - with progressive discounts at 5, 18, and 45 USDVK. Equipment NFTs will be sold in packs of 1, 4, 8, and 16 - with progressive discounts at 4, 15, 30, and 58 USDVK.

USDVK is an amount charged in DVK but set in USD.

Skills will be available to be purchased inside the game only using DVK.

Roadmap

- VOID SCRAP STAKING EVENT START

**AUG
2022**

**SEP
2022**

- COMBAT CLOSED BETA

- COMBAT OPEN BETA

**OCT / NOV
2022**

**DEC
2022**

- FIRST SEASONAL MINT
- DEVIKINS 2.0 LAUNCH

Conclusion

In this whitepaper we present Devikins Combat NFTs, describing in-depth their various characteristics, uses, and upgrade possibilities. Combat NFTs will be the most vital part for Phase 2 and onwards as Combat is updated with additional features and tweaked, live, so as to ensure the main feature of Devikins gameplay stays fresh, fun, and engaging.

Moreover, we briefly discussed the various combat modes that will be released with Phase 2, after Phase 2, and what a standard team composition will look like alongside a Devikin's evolution. Finally, we presented the Combat NFT tokenomics, as well as discussed a new and upcoming DVK Staking program that rewards users with a new resource called Void Scraps.



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