

RAZER

Born to Fight

Your journey starts at birth, continues through training until you reach the age of 21 when you become a Razer. Your success is rewarded with resources that you use to upgrade your arsenal of gear and Razer suits.

Title

At certain Rank thresholds, a Razer is promoted and his title changes (Adept, Lieutenant, Captain, Admiral, etc)

Rank

The Razer's Rank is a measure of his experience.

All Razer's are born at Rank 1. By defeating the enemy, and showing prowess in battle, Razers increase in Rank.

Higher Ranked Razers receive increased support and resources from the mothership, and are entrusted with higher level missions.

Appearance

Players customise the appearance of their Razer when starting the game. Options such as hair style, facial features, hair colour, skin tone, eye colour and more make every Razer is a unique individual.



Personalize

Gear

All suits, gear, mods, upgrades and weapons belong to the Razer, and are stored on his drop-ship.

He is able to modify and reconfigure his gear, and create a variety of combat load-outs, allowing him to be versatile when preparing for a mission.

In this way, a single Razer is not limited to one play style, or class. Over time, he can build expertise with a variety of suits, weapons and skills.



Call Sign

All Razers have a unique **call sign** that identifies them.

Distinction

Distinction is an expression of a Razer's social standing, and play style. It allows other players to choose who they want to fight alongside – a Co-operative Ranged Razer, or a Long Wolf Melee Razer.

Allegiance

Razers maintain allegiance to the country who donated their embryo. Members get special rewards for helping claim back their country from the Beast. Stories and achievements by individuals and companies are shared to all of the allegiance. Rich infographs allow allegiances to compare their relative performances

Company

Each Razer is able to join a Company. Companies are founded, maintained and organised by the players themselves.

Major success and failure stories are shared amongst company members. Rewards for major objectives brought about by mass cooperation are shared amongst the company. High ranking Razers are able to influence mission strategy and membership.

Razers can not belong to more than 1 Company at a time.

Squads

Squads are battle groups of 4 Razers. Players are able to launch missions as predefined squads, and compare their prowess against other groups.

Each Razer can be a member of any number of Squads.

Captain Dagon

Rank 10

"Trusted Blade"



Personalize

Personalize

Implants

As Razers increase in Rank, and prove their worth, they are invested in via biological implants supplied by the Mothership.

Implants are surgically inserted, and their benefits are permanent.

SUIT & GEAR

Endless Battle Customisation

The gear a Razer chooses forms the foundations of his moves, abilities, strengths and weaknesses. Of particular importance is the choice of **Suit Class**, which heavily influences the combat style and informs weapon and special move availability. Players build up an armoury of suit classes and weaponry that they can pick and choose from for missions.

Suit Class

Razer suits are divided into classes. Each different suit has inherent strengths and weaknesses, and provides unique skills and specialisations.

When born, each Razer selects a suit. However, with enough money and high enough rank, additional suits become available.

Guardian - Strength / Endurance / Fury
Assassin - Stealth / Deception / Damage
Ranger - Constructs / Range / Traps
Technomancer - Technology / Support / Utility

Passive Suit Mods

Mods are researched, and fabricated in the tech lab aboard the Mothership.

When inserted into a suit's mod slot, they provide permanent, passive effects.

Razers can fabricate and store a large number of mods, allowing them to customise their suit before each mission, depending on the needs of the squad.

Examples

Feedback - Enemies who strike the suit take damage back
Carbon Coating - Provides advanced protection against physical damage
Power Module - Supplies the suit with additional power output
Kinetic Shield - Generates a shield particularly effective against bullets
Melee Reroute - Suit power rerouted for increased melee damage
Ranged Reroute - Suit power rerouted for increased gun damage

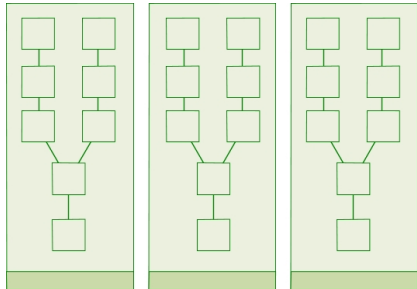


Suit Leveling

The more time a Razer spends in a particular suit, the more accustomed he gets and the more powerful he becomes. This is represented by a suit's level. Note that this is separate to a Razer's personal Rank. One Razer may have a number of suits at varying levels.

Skill Trees

Each suit has an associated skill tree, allowing the player to specialise, and exploit particular strengths. There are 3 areas of focus, unique to each suit class.



At each level up, the player earns a point to spend in the suit's skill tree. The bottom most skill in each of the 3 trees is the most powerful, but the player will only gain enough points to reach 1 of these.

Assassin Class Suit

Level 5

passive mod

Helmet

Players research, fabricate and equip helmets, providing their Razer with advanced vision modes.

Examples

Tactical - Tactical info on Aliens and environments
UV - Reveals enemy bio-elements human eyes miss
Scanner - Useful for finding resources in the environment
Thermal - For scoping out Alien presence

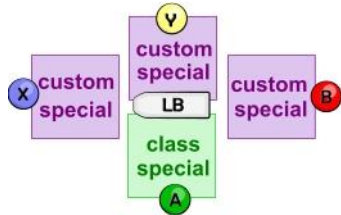
Vision Mode



Specials

Special Abilities are powerful attacks or abilities that are activated with a single input. Each Razer has 4 available at any one time, which can be activated while in Melee or Ranged combat

- The **Class Special** is derived from the Suit's Class, and is permanently assigned.
- The player can assign any specials they like to the three remaining **Custom Special** slots.



Unlocking New Specials

New special abilities are unlocked in a variety of ways:

- As the suit levels up
- Via Research
- By one of the equipped weapons

Power Consumption (cooldown)

Special abilities draw energy from the suit when activated. The player is therefore limited in how quickly specials can be used while they wait for suit power to recharge.

Examples

Shield - Activates a protective shield around the user
Shock - Fires an electric current at an enemy, stunning him
Deflect - Deflect bullets back at the enemy
Leap - Leap towards the enemy
Turret - Drops a turret that automatically fires on enemies
Prime - Puts an enemy off balance. It takes increased damage from guns for 10 sec.
Counter - After being hit, use this powerful attack with no power cost

Boots

Boots adjust the player's movement speeds, and in some cases provide unique traversal abilities.

Examples

Impulse - Impulse boost allows for a second, airborne, jump.
Boost - Propels the Razer forwards while airborne.
Spikes - Allows Razers to scurry up/along walls for a short distance.

Traversal Ability

Personalize

Melee Combat

Building on DMC's fast, deep and accessible combat

Razer brings the frenetic pace and freeform combo chaining of DmC to a co-operative environment.

Players have more freedom than ever to personalise their fighting style through a huge range of weapons and customisation options

Weapon Class Levelling

Melee weapons are split into Weapon Classes (e.g. Swords, Claws, Hammers, etc). Razers level up their skill with a Weapon Class just by using it in combat. As Weapon Class level increases, new combos are unlocked.

1h Swords

Level 5

Combo Set

A Razer's melee combo set is tied to the weapon class being used. This means two Razers of the same class, with a different type of melee weapon, will have a different attack set.

GROUND ATTACKS

- Combo 1
- Combo 2
- Combo 3
- Combo 4
- Core Attack
- HOLD Charge Attack 1
- HOLD Core Attack Variant
- LOCK-ON Lock-on Attack 1
- LOCK-ON Lock-on Attack 2
- WHILE SPRINTING Sprint Attack 1
- WHILE SPRINTING Sprint Attack 2
- Power Hit 1
- Special Switch Attack
- HOLD Weapon Switch Attack

AERIAL ATTACKS

- Air Attack 1
- Air Attack AoE
- Air Attack Heigh Gain
- Slam Down
- HOLD Charge Air Attack 1
- HOLD Charge Slam
- LOCK-ON Air Lock Attack 1
- LOCK-ON Air Lock Attack 2
- Air Power Hit 1
- Air Special Switch
- HOLD Air Weapon Switch

Combat Style

The style of combat in Razer is akin to that seen in the likes of DmC and Bayonetta. Controls are extremely responsive and the action is fast paced.

Focus is on crazy combos, dexterity and the mechanics offer plenty of hardcore depth. Mechanics like sneaking, or heavily puzzle based gameplay, are avoided.



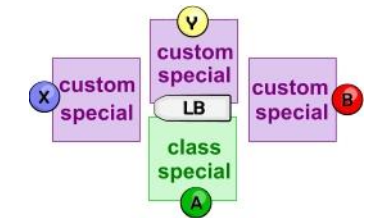
Features

The melee combat feature set is constructed to provide forgiving entry level play, while offering plenty of depth for pro users to explore.

- Combo Trees** - Weapon based combo trees for chaining moves
- Combo Chaining** - Number of unique inputs are maximised to allow combo creation
- Blocking/Evades** - Defensive capabilities, relying on timing
- Skill Moves** - Moves requiring precise timings (such as parry, just charge, etc) build depth
- Aerial Combos** - DmC-esque aerial prowess
- Enemy Manipulation** - Use moves to push/pull/throw enemies and manipulate their positions
- Juggling** - Juggle enemies in the air

Specials

The Weapon Class, and Weapon itself, provide the player with Custom Specials that can optionally be added to the Razer's Specials bar.



Stat Upgrades

Each weapon is levelled up through use, earning the Razer points which can be spent on stat upgrades. This allows players to further specialise the way they use particular weapons.

Stat 1									
Stat 2									
Stat 3									
Stat 4									
Stat 5									

Examples

- Precision** - All attacks do more damage
- Defiance** - Attacks from behind deal bonus damage
- Intensity** - Charge attacks build faster
- Oppression** - movement disabling effects last longer

Base Stats

Each weapon instance has associated base stats (before it has any mods, or upgrades associated to it. These stats determine the weapon's base power.

Examples

- Damage** - How much damage the weapon does
- Damage Type** - What type of damage it does
- Req Level** - What level the player must be to use it

Passive Mods

Mods are researched, and fabricated in the tech lab aboard the Mothership. When inserted into a weapon's mod slot, they provide permanent, passive effects. Razers can fabricate and store a large number of mods, allowing them to customise their suit before each mission, depending on the needs of the squad.

Examples

- Sap Mod** - Steals life force from enemies with each attack
- Carbon Coating** - Increases the damage of the weapon
- Poison Laced** - Successful attacks with this weapon poison the enemy
- Energy Mod** - Plasma courses up and down the weapon blade

passive mod

Ranged Combat

SHOOTER meets MELEE meets CO-OP

A traditional Ranged Combat system is infused with the ideals of melee combo chaining to create a unique gameplay experience.

Gunplay is folded into the frantic melee action rather than being a separate activity, providing innovative cross-genre and co-operative gameplay to suit your play style.

Gun Classes Levelling

Like melee weapons, guns are split into Weapon Classes (e.g. Machine Gun, Shotgun, Rocket Launcher, etc). Razers level up their skill with a Gun Class by using it in combat. As Gun Class level increases, points are earned to improve stats

Shotgun

Level 5

Stats

As Razers level up with a gun class, they earn points to spend upgrade stats. This allows players to further specialise the way they use particular gun types.

Stat 1									
Stat 2									
Stat 3									
Stat 4									
Stat 5									

Examples

- Mag Size** - Increased magazine size
- Reload Speed** - Faster reloads
- Fire Rate** - Increases maximum firing rate
- Damage** - Increased damage per round
- Bloom Reduction** - Gun retains accuracy when fired continuously

Combat Style

In terms of style, Razer aims to offer a high octane, fast paced, shooting experience that feels congruent to the melee action. Vanquish is a good reference point with regard to second to second gameplay.



Features

The ranged combat system includes all the features gamers have come to expect from the shooter genre.

- Aim Mode** - Aiming mode for precise aiming
- Aim Assist** - Aim assist for control pad shooting
- Gun Variety** - Huge range of weapons
- Gun Stats** - Guns behave and fire differently, according to their stats.
- Bullet Types** - Guns shoot a variety of different bullets with different damage types
- Headshots** - Extra damage for hitting vulnerable points

In addition to the expected shooter mechanics, the Razer ranged combat system allows players to juggle and manipulate enemies, tying it seamlessly in with the melee combat style

- Juggle Enemies** - Use ranged attacks to juggle enemies in the air
- Manipulate** - Use explosives or energy weapons to push enemies around the battlefield
- Combo Chains** - Mix ranged and melee to perform custom combo chains
- Specials** - Ranged focused special abilities
- Expose** - Expose an enemy's vulnerabilities for another player to exploit

Ranged Combat

Gun Class

Gun

Active Mods

Active mods are attachments that slot onto a gun, providing a special ranged ability.

Firing active mods consumes power from the suit, so must be allowed to recharge before re-firing.

Examples

- Overload** - Weapon temporarily fires at 2x rate
- Mine** - Deploys a mine at the target location
- Shield** - Fire a shield at an ally
- Turn** - Pheromones make aliens turn on each other

active mod

Passive Mods

Mods are researched, and fabricated in the tech lab aboard the Mothership. When inserted into a gun's mod slot, they provide permanent, passive effects.

Examples

- Storage** - Increases max ammo capacity
- Mod Buff** - Active mod has increased effect
- Disrupter** - Charged energy shots impair enemy defenses
- Anti Bloomer** - Gun increases in accuracy when fired longer

passive mod

Base Stats

Each weapon instance has associated base stats (before it has any mods, or upgrades associated to it). These stats determine the weapon's base power.

Examples

- Damage** - How much damage the weapon does
- Bullet Type** - What type of damage it does
- Req Level** - What level the player must be to use it

Controls

Seamless Melee & Gunplay Control Switching

Switching between Melee and Gunplay is fast and logical, with both schemes offering configurations well understood and recognised within their respective genres.

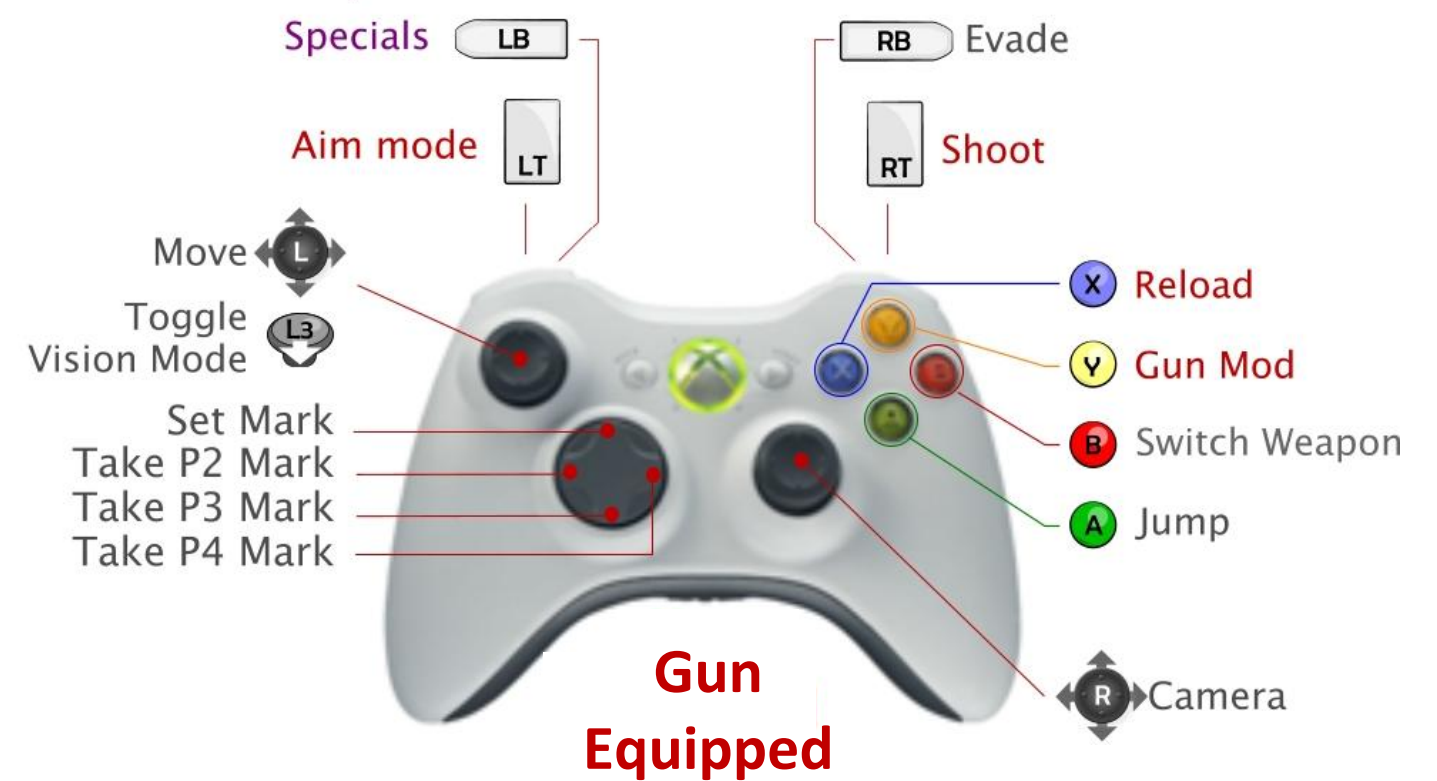
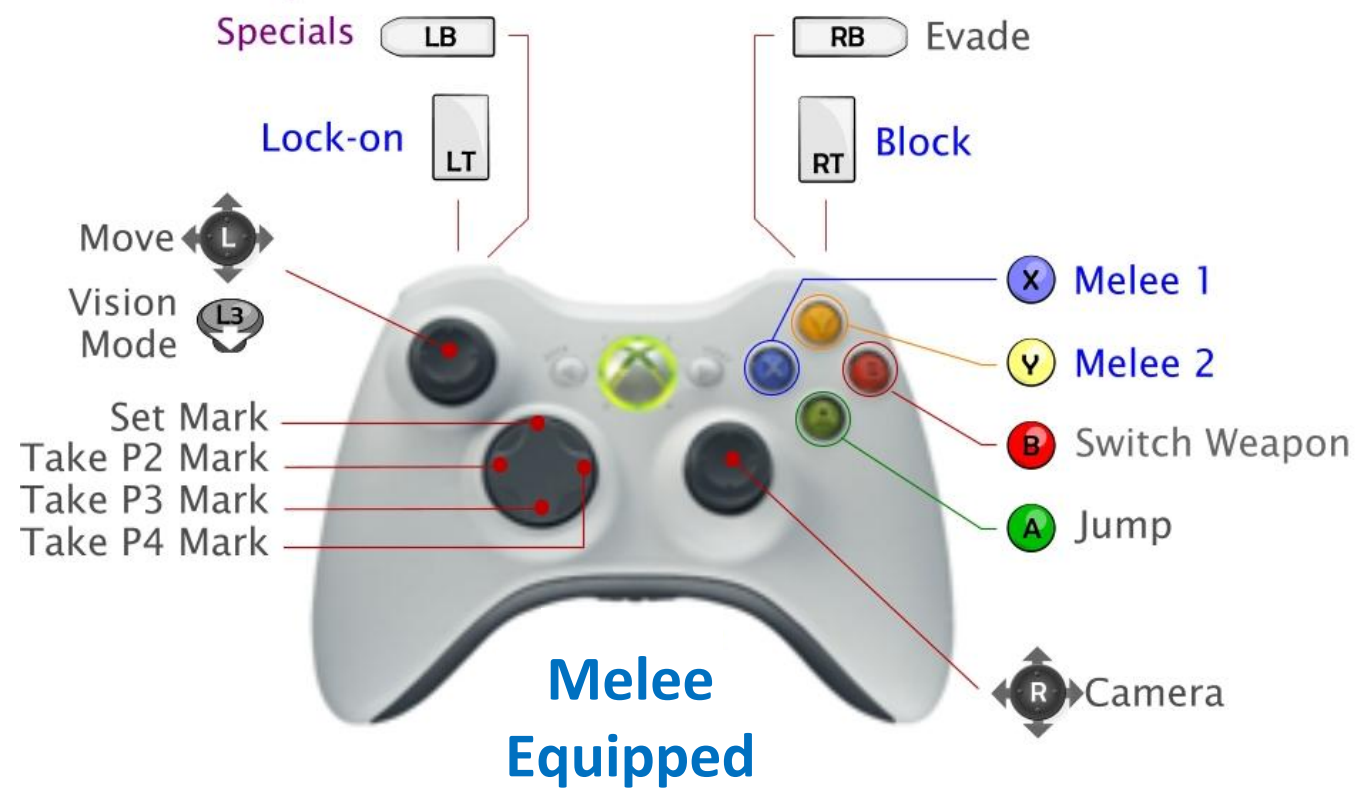
Shared actions remain consistent across schemes, regardless of equipped weapon.

Voice Commands

- Menu Items such as the map or squad screen as well as some specials will have voice commands mapped by default.
- Certain controls can be mapped to use voice commands.

Specials

- LB X Custom Special 1
- LB Y Custom Special 2
- LB B Custom Special 3
- LB A Class Special



Guardian Loadout Example

Melee Weapon

Plasma Hammer

Level 10

A huge, brutal hammer, infused with plasma energy.



Stats

Precision									
Provoke									
Vigour									
Intensity									
Sabotage									

Precision - All attacks do more damage
Provoke - Attacks on enemies generate more aggro
Vigour - Striking enemies recharges specials faster
Intensity - Charge attacks build faster
Sabotage - Attacks against target weaken their attacks

Combo List

- GROUND ATTACKS**
- X X X X A powerfully crushing combo.
 - X X X X A slow spinning AoE attack.
 - X X X X 2 extremely powerful hits against a single target.
 - X X X X Plasma chain leaps between targets on the final blow
 - Y Smash the ground, stunning surrounding enemies
 - HOLD X Power up the hammer, increasing damage for 5 secs
 - HOLD Y Charge a ground smash attack that launches enemies
 - LOCK-ON X Throw the hammer at an enemy, pulling him in.
 - LOCK-ON Y Thump hammer in front and behind self
 - WHILE SPRINTING** X Barge through an enemy
 - WHILE SPRINTING** Y Leap and slam into the ground, causing AoE
 - A + X Plasma explodes from the Hammer, stunning enemies.
 - Y + R Throw hammer in 360° and spray bullets with gun.
 - HOLD R Fires on the enemy as you turn to face them
- AERIAL ATTACKS**
- X X Thump the enemy down to the ground.
 - X X Massive strike that KO's enemy
 - Y Slams the enemy down
 - HOLD X Thump with increased power
 - HOLD Y Slam with increased power
 - LOCK-ON X Toss the hammer at grounded foes.
 - LOCK-ON Y Drop diagonally at grounded enemies.
 - A + X Plasma explodes from the Hammer, stunning enemies.
 - Y + R Throw hammer in 360° and spray bullets with gun.
 - HOLD R Fires on the enemy as you turn to face them

Passive Mod

Energy - Amplifies the weapon's energy. Each strike causes plasma to jump to nearby enemies.

Energy Mod

Suit

Guardian Class

Level 16

Specialises in Strength and Endurance by channelling Fury in battle.

Passive Mod

Reinforce - Suit power is rerouted to provide additional armour and resistances

Reinforce Mod

Skill Tree

Endurance - Increases max health and regen rate

Relentless - Reduces durations of movement impairing effects

Serum - Increased resistance to biological attacks

Affront - Attacks on enemies generate increased aggro

Zeal - Regenerate health while Fury is active.

Intimidate - Enemies hit during Fury cause less damage.

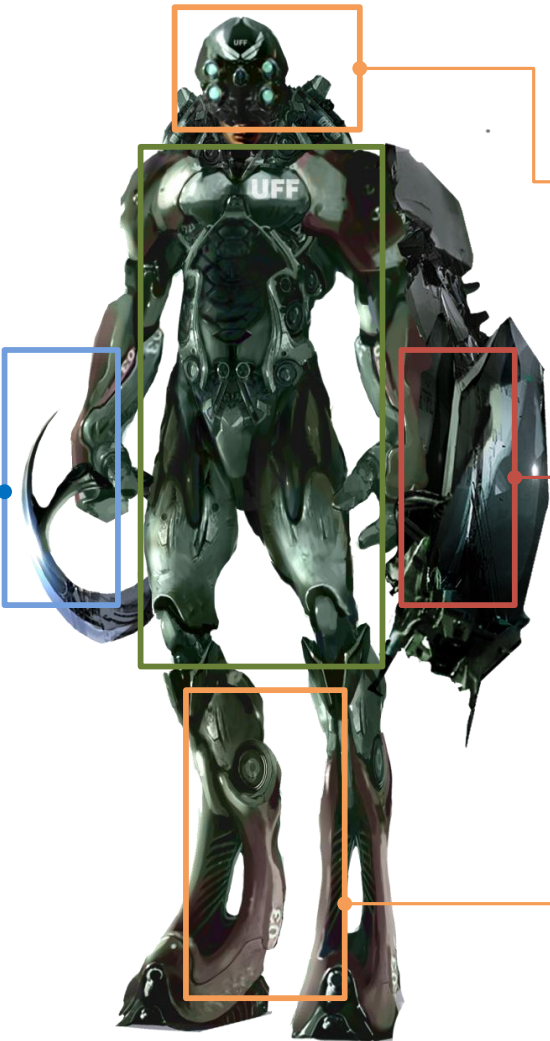
Incite - Activating Fury taunts nearby enemies.

Steadfast - Massively increased armour while Fury is active.

PROTECTION

STRENGTH

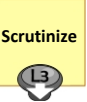
FURY



Helmet

Helm of Scrutiny

Scrutinize - Scans battlefield to identify which enemies are targeting you



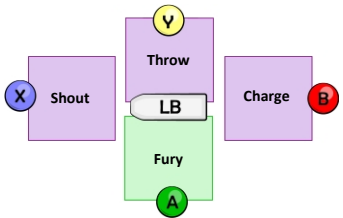
Boots

Stability Boots

Stability - User is more resistant to knockdown and movement impairing effects



Specials



Throw - Throws an ally, or enemy.

Shout - Increases resistance of self and allies. Lasts 10 secs.

Charge - Charge into battle, while taking reduced damage.

Fury - Gain increased damage and armour. Lasts 20 secs.

Gun

Flamethrower

Level 10

A heavy flamethrower, powerful at short range against groups



Stat Points

Damage									
Range									
Cooling									
Speed									

Damage - Increases damage of flame
Range - Increases range of flame
Cooling - Weapon can be fired for longer before overheating
Speed - Increases movement speed with weapon

Moves

- HOLD RT** Douse nearby enemies in flames
- Overheat** Weapon overheats if used continuously

Passive Mod

Infuser - Mixes chemicals into the flame, that weakens enemy armour and reduces their resistances

Infuser Mod

Active Mod

Leech - Damage done with the gun for the next 10 seconds grants life to the Razer.

Tech Lab

A rich meta-activity that bolsters key features

The Tech Lab provides the player with a rich, interactive metagame.

Each Razer is only able to master 1 profession, thereby bolstering the value of player trade and guild content sharing. Blueprints and resources are also an important component of the mission reward system, and RazerNet economy.

All crafted items are useable by Razers, tying this system in with Razer levelling, weapons, mods and combat abilities.

- Money  Charging players for skilling up incentivises earning cash, and allows us to balance the economy
- Power  Similar to money, power is a secondary resource useful for balancing the economy. As it is quite expensive, it requires players to think carefully about their investment.
- Time  Some actions take real time, encouraging engagement with the game even when offline (using RazerNet through touch devices, etc)
- Resources  Resources tie heavily into the Beast, and provide strong incentive to capture particular neurons, and hold them!

Crafting

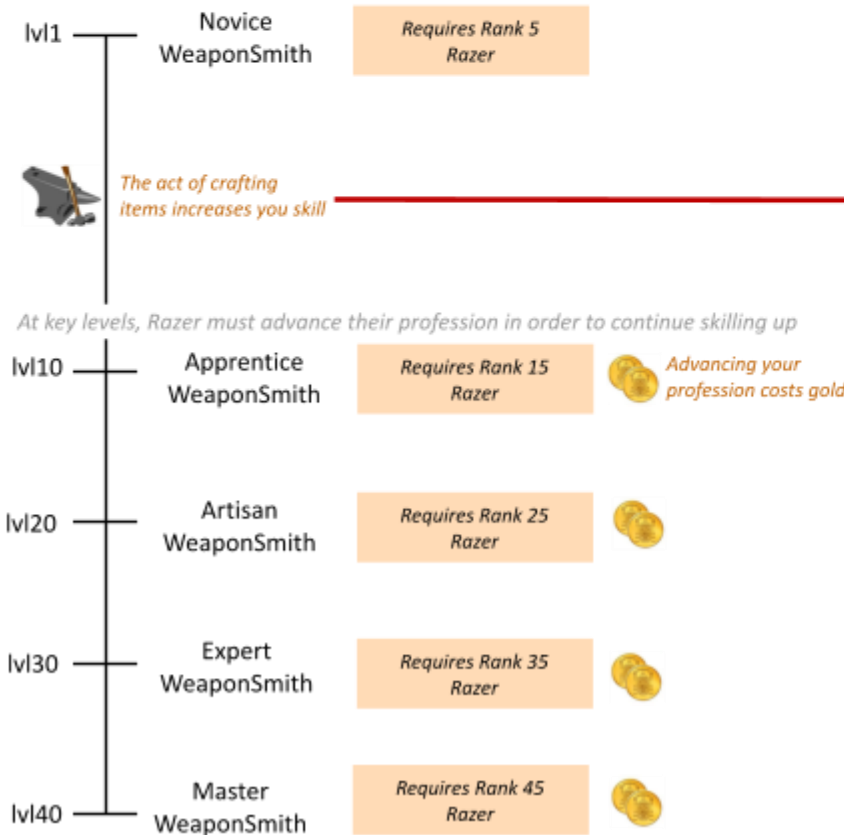
Select a profession

Players begin by selecting a profession. Players are only able to take 1 profession.



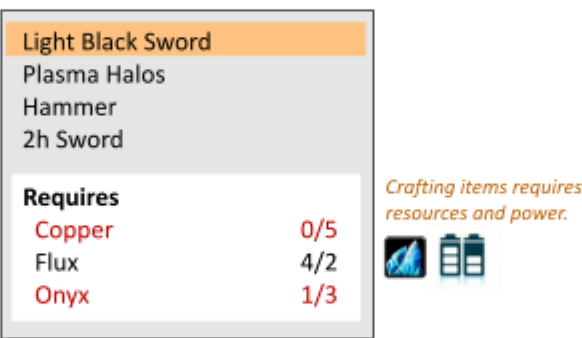
Skill up profession

Players skill up in their profession by crafting items



Craft Items

Players craft items out of reagents they collect during gameplay, by following Blueprints



Acquire Blueprints

Players are able to acquire new blueprints for their profession in a number of ways.

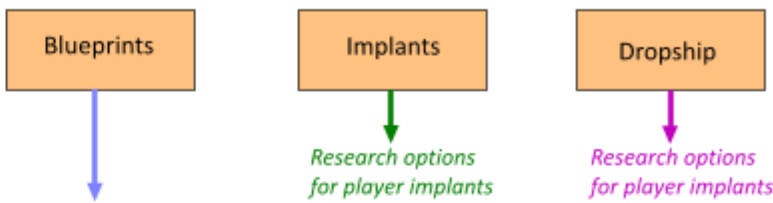
1. Buy from Mothership
2. Find them on the planet
3. Mission Rewards
4. Trade with other Razers
5. Research your own blueprints

Research

The player uses the tech lab to research a variety of upgrades and blueprints.

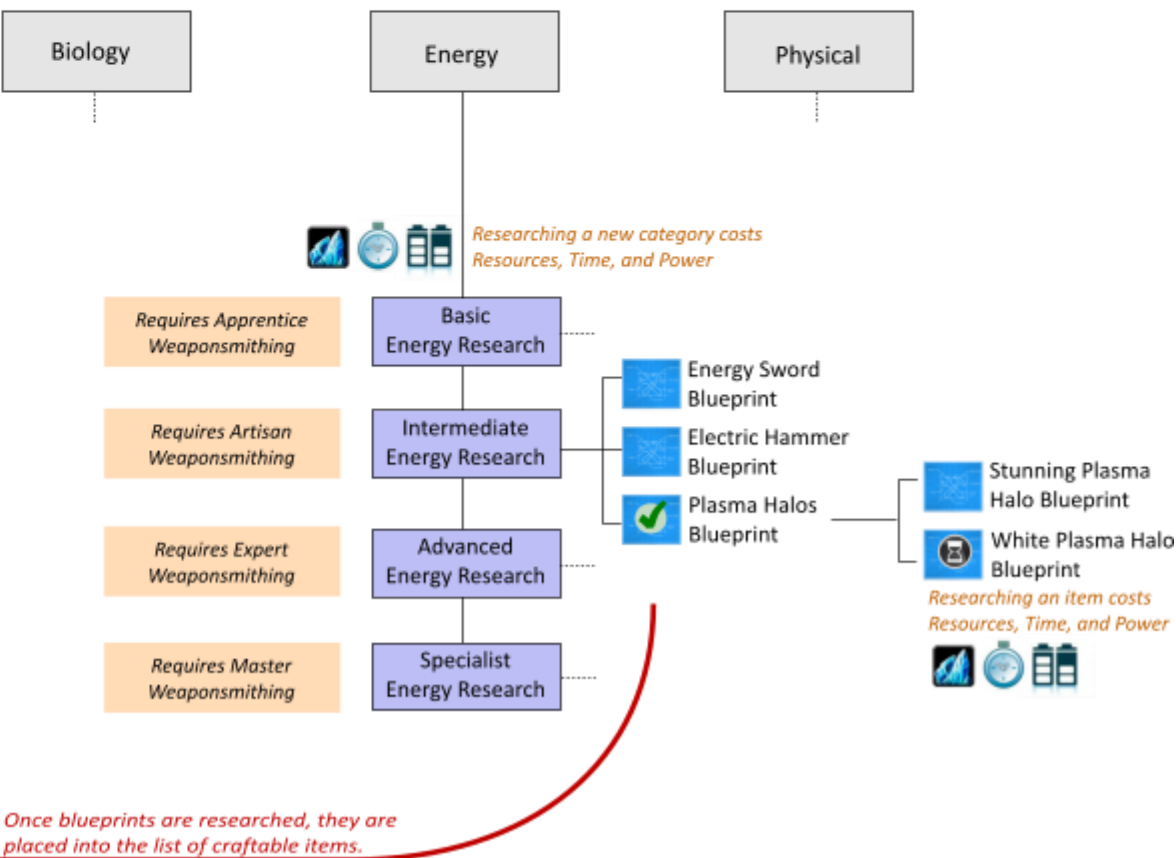
Categories

The player can research in all of the tech lab categories



Research Blueprints

Players are able to research blueprints that become available to their crafting profession. The options available are dependant on the crafting option chosen by the player. The player can research in 1, or all 3 options.



Marking

Marking

Enhancing co-op mechanics

The Marking System is designed specifically to facilitate cooperative moves, abilities and tactics, thereby bolstering the key game pillar of cooperative play.

- Players use the DPAD to 'mark' targets for allies.
- Team mates are then able to quickly focus on marked enemies by accepting the mark.
- Marking can also be used mid combo to 'aim' enemies towards fellow squad members.
- Objectives or interactive objects can also be marked.

Mark Target

Accept P2 Mark

Accept P3 Mark

Accept P4 Mark



- The Marking systems uses the D pad with the up direction up being used to set a mark.
- Marking is contextual if you are targeting an enemy and mark a target your character will declare the type of enemy and identify the mark on the mini map and on screen, if the mark is off screen an indicator will appear to show the off screen direction.
- The remaining 3 direction buttons represent your other team mates. This is in numeric order left to right as shown above.
- To accept a mark from player 2, player one presses the left button, player 3 down and player 4 right.
- Players can also use voice commands to mark and accept marks.
- Razers can also get a better idea of what their squad is doing by tapping into squad helmet cams.

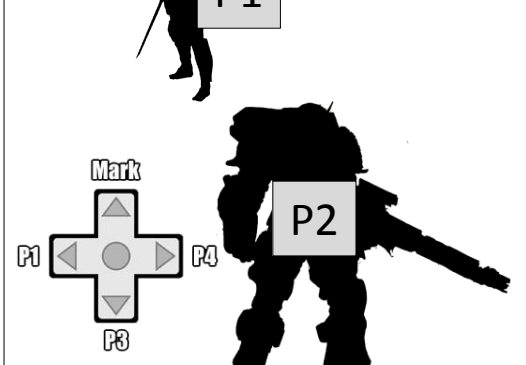
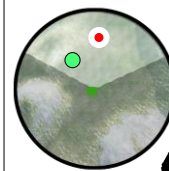
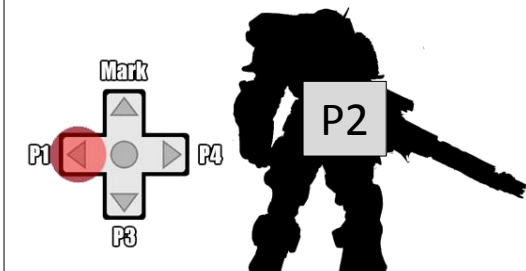
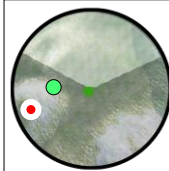
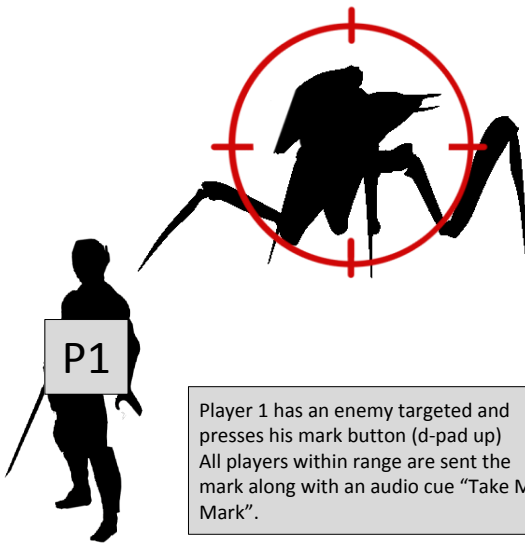
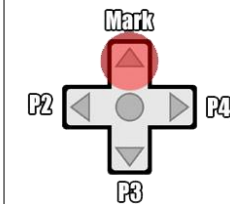
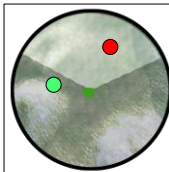
Future Marking

Future add-ons include functionality for...

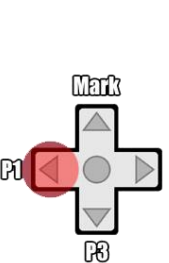
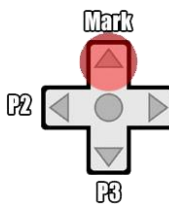
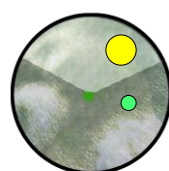
- Strategic drawing on maps
- Aggregated video feeds of teammates
- Gesturing to mark enemies and objectives
- And more...



Enemy Marking



Objective Marking

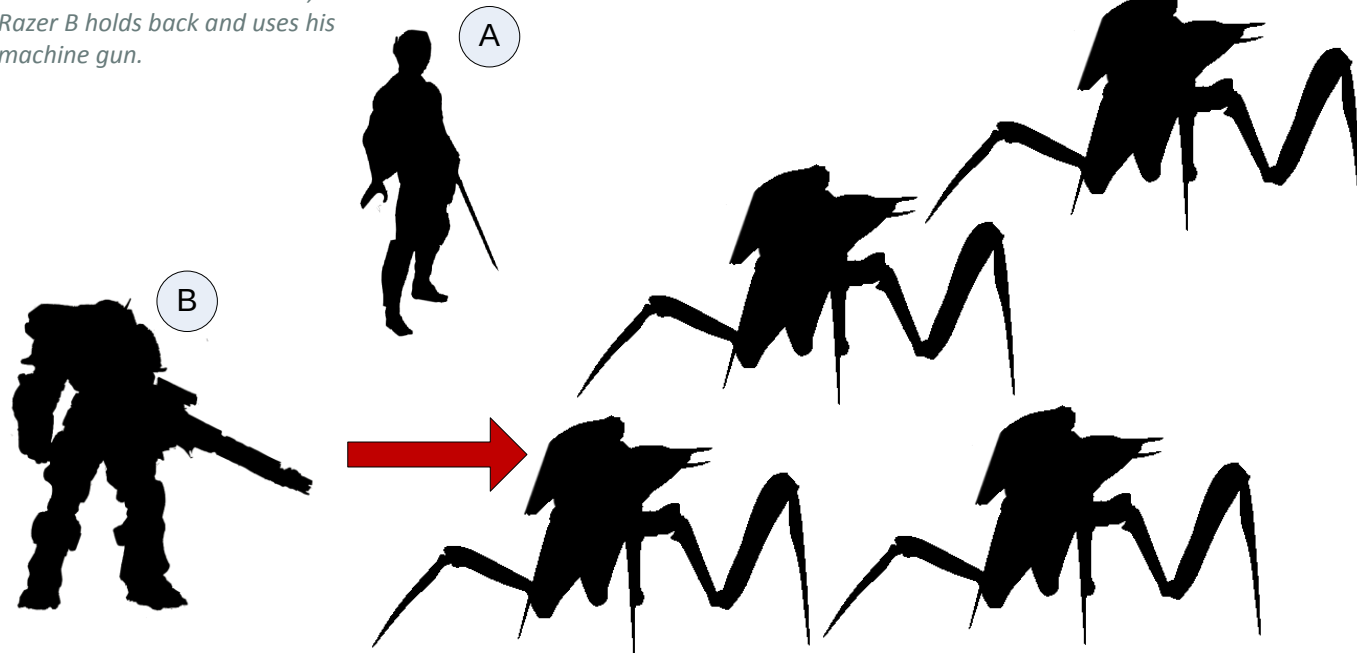


Squad Coop

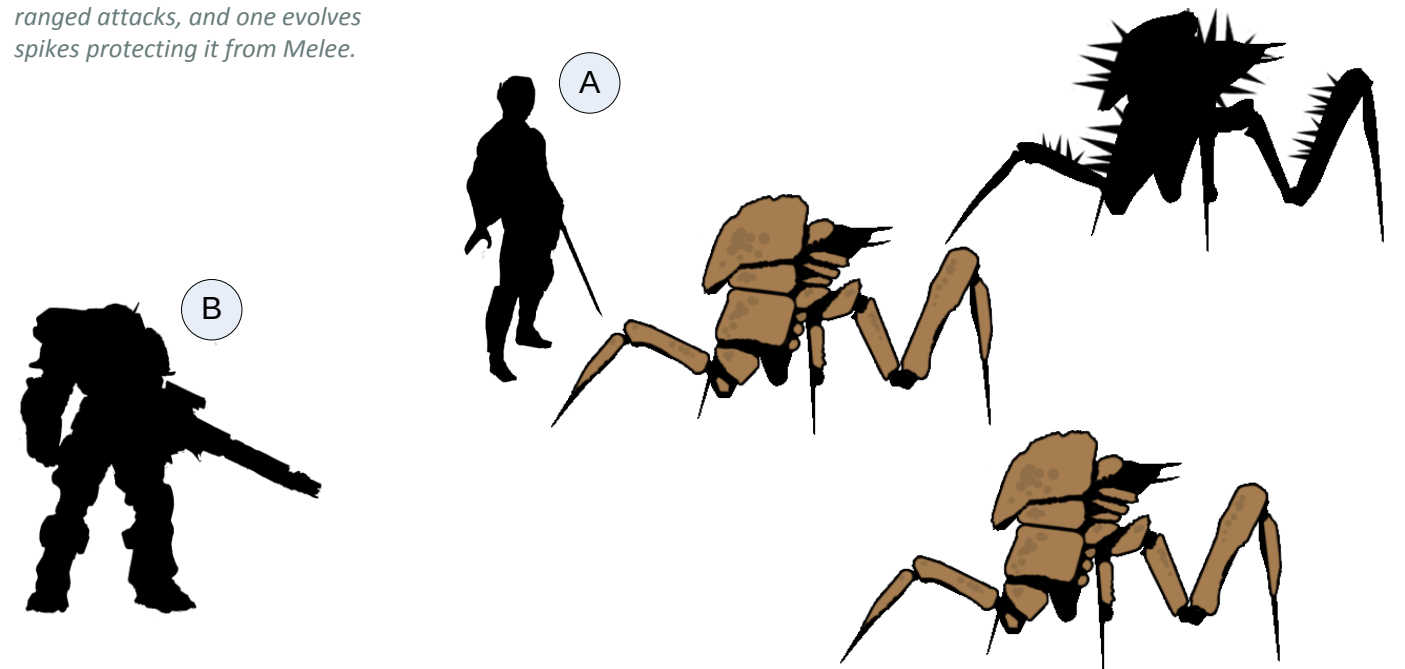
Two Razers team up to fight a group of weak enemies. One Razer has equipped himself to be very capable in melee (A) whilst the other has tried to focus on ranged combat (B). As enemies evolve the Razers must change tactics to counter the threat.

Mission

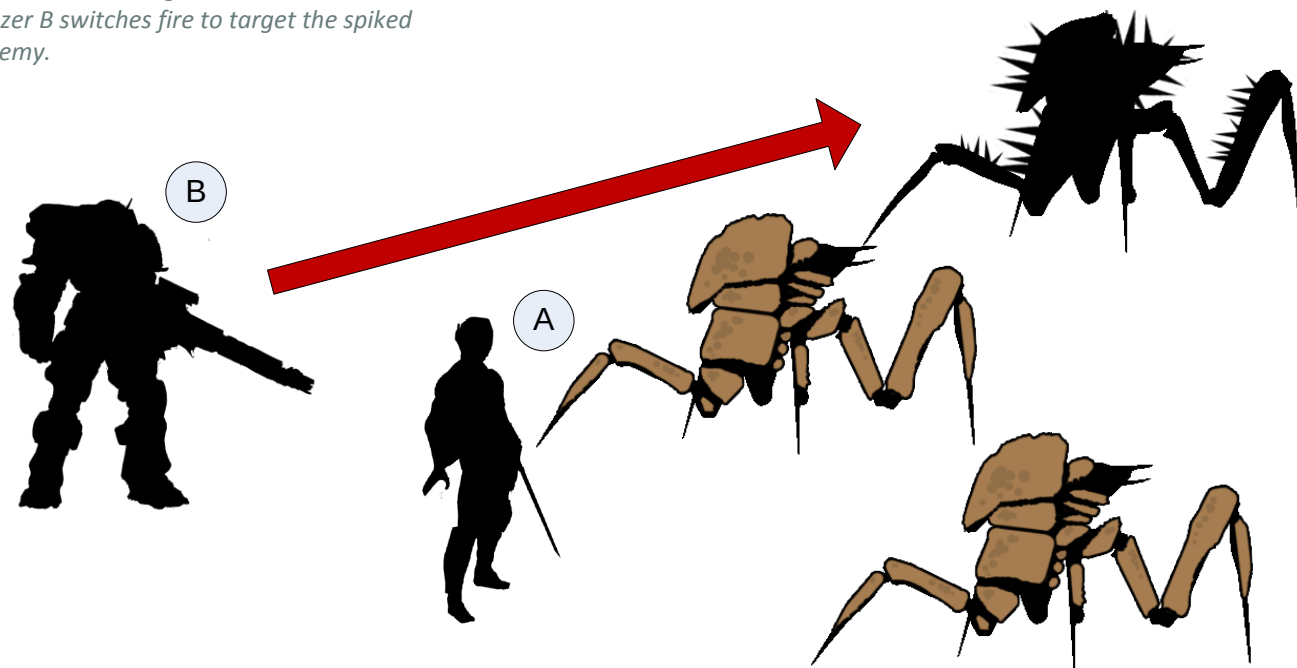
1. A group of weak melee enemies charge at the Razers. Razer A rushes in with Melee, Razer B holds back and uses his machine gun.



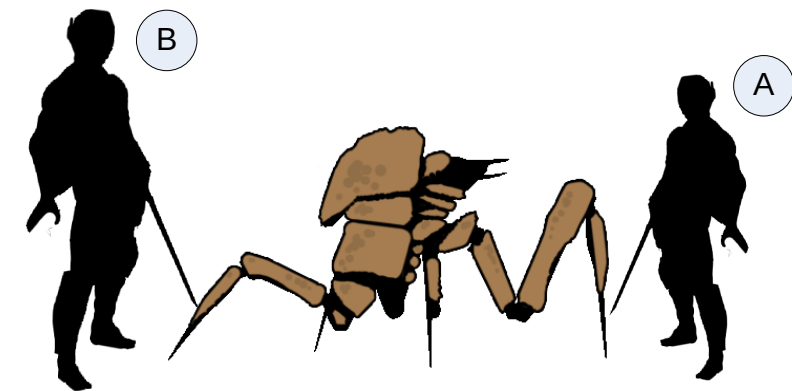
2. One enemy is killed before it is able to evolve. Two enemies evolve carapace to counter ranged attacks, and one evolves spikes protecting it from Melee.



3. Razer A moves in to protect Razer B against the enemies who have evolved defense to his ranged attacks. Meanwhile Razer B switches fire to target the spiked enemy.



4. By using appropriate attacks to counter the enemy armour, the Razers quickly dispatch two more enemies. With only one enemy left standing Razer B switches to his melee weapon to help Razer A finish the fight.

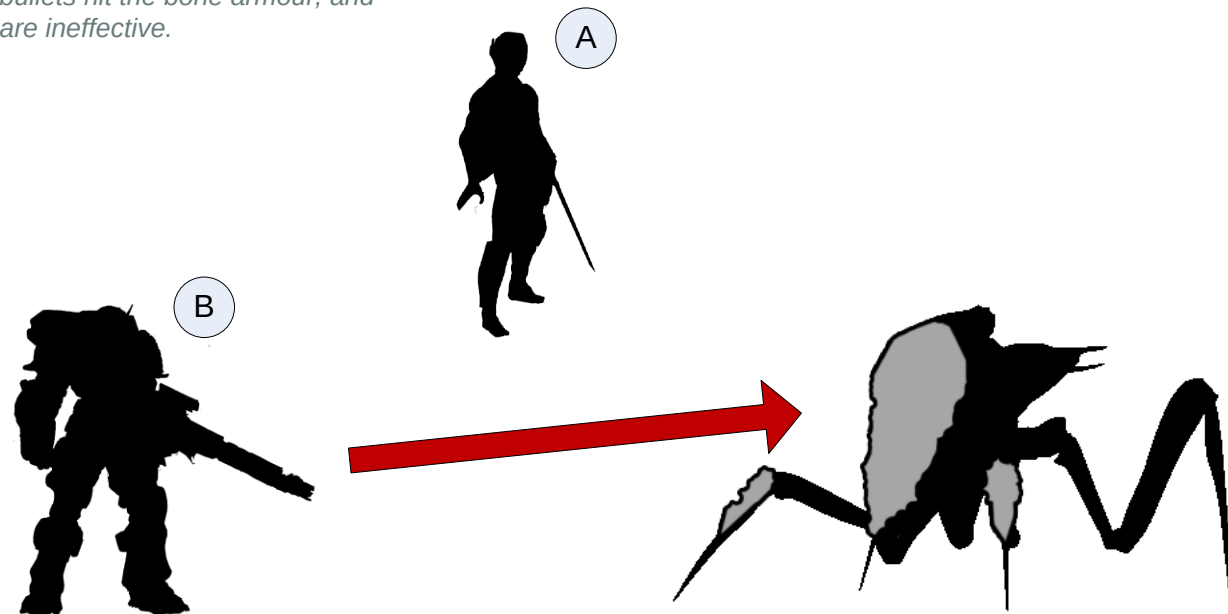


Squad Coop

Two Razers with good melee abilities, but weak ranged attacks, engage a tough enemy that can evolve to counter melee and ranged. Knowing some of the enemy's capabilities the Razers control the situation to give themselves an edge.

Mission

1. The Razers encounter a Crawler. Razer B attempts to shoot it but his bullets hit the bone armour, and are ineffective.



2. Razer A moves to the rear of the Crawler and attacks whilst Razer B holds fire. The enemy takes damage from Razer A and turns to face him.



3. Razer B opens fire again hitting the enemies unprotected rear. Razer A uses melee sparingly to ensure the enemy does not evolve to counter his strong melee abilities.



4. Having taken considerable ranged damage the Crawler evolves a swarm shield. The enemy has fallen into the Razers' Trap; having evolved to be strong vs ranged attacks he is now susceptible to the Razers' powerful melee attacks. Both Razers use melee to finish the fight.

