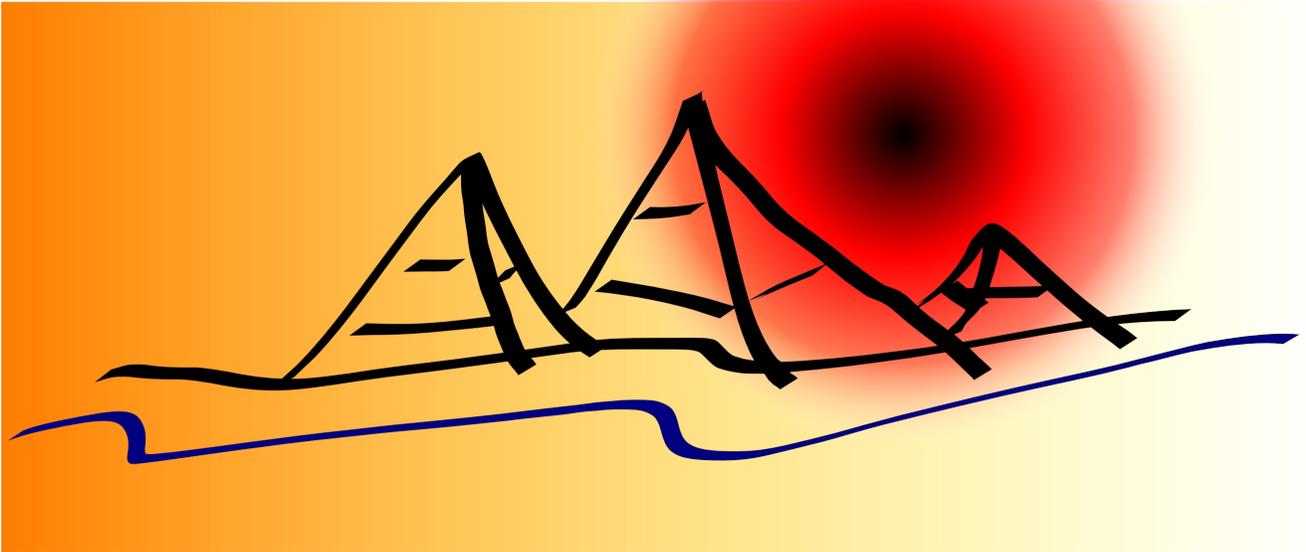


# ~ EYE of the ECLIPSE ~

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Brawler / RPG  
GAT211-A  
12 | 14 | 2010



### **GAME SETTING DESCRIPTION**

In the beginning, was the Ogdoad. They were the primordial voices of the endless waters, the breath of life, the absolute darkness of the deep, and the eternal void within which existence is. They were ruled by the Allserpent, Apep, embodiment of the Eclipse, who bound them in his coils. In defiance, the lesser elementals helped birth the Eternal Sun, Ra, to overthrow Apep, casting down the old serpent into the abyss so that Ra might bathe the world in his brilliance.

Then came the Ennead. Young and powerful gods, they wished for man's devotion, and sought to overthrow the Ogdoad. On the eve of what looked to be start of a thousand years of blood, the Ennead assumed power, not through force, but through guile. They convinced the populi that their leader, Atum, was the living avatar of the Eternal Sun, Ra. The people rejoiced that 'Ra' might walk among them, and thus did the Ennead consume the Ogdoad and come to the throne in a bloodless coup.

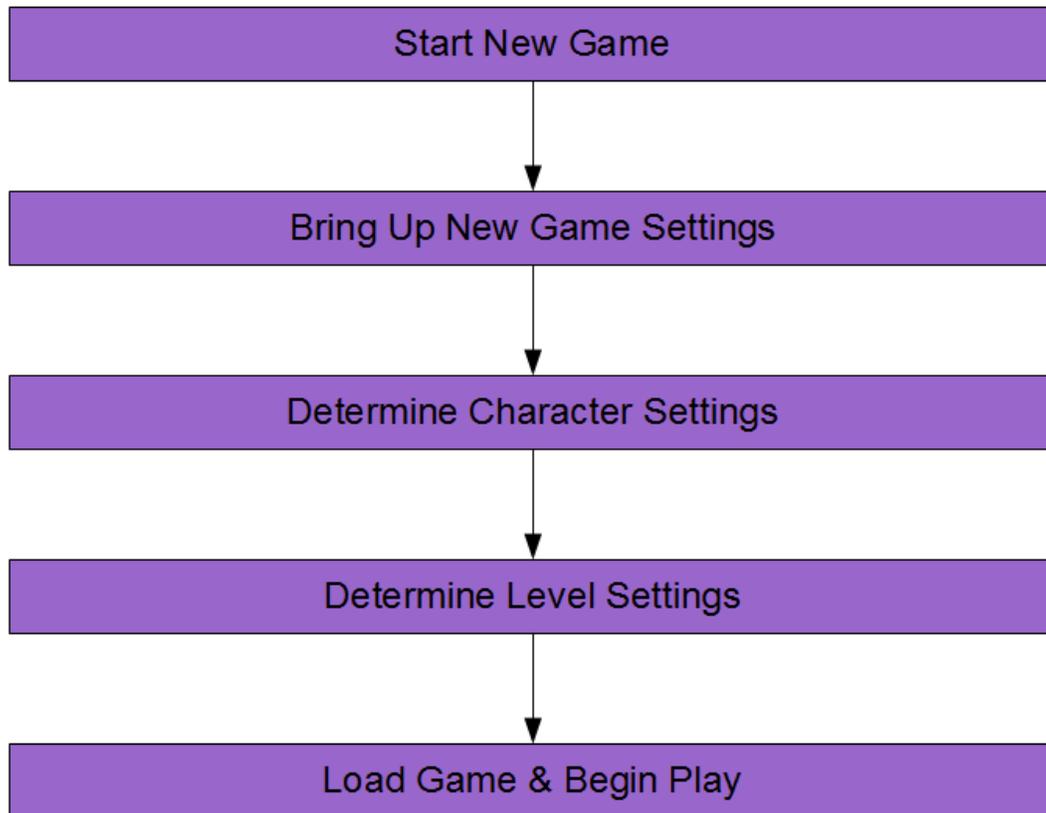
Centuries later, devout followers of the Ogdoad of old have discovered the tricks and treachery of Atum's secret, and have declared an end to the imposter's reign. War has broken out, headed by the major clans of each side. Under the banner of the Ogdoad, Khepri, the Scarab God has been called forth to once again by the voice of the Eternal Sun, while in the house of the Ennead, Horus, current ruler of the Osirian Courts, has summoned forth his armies for battle.

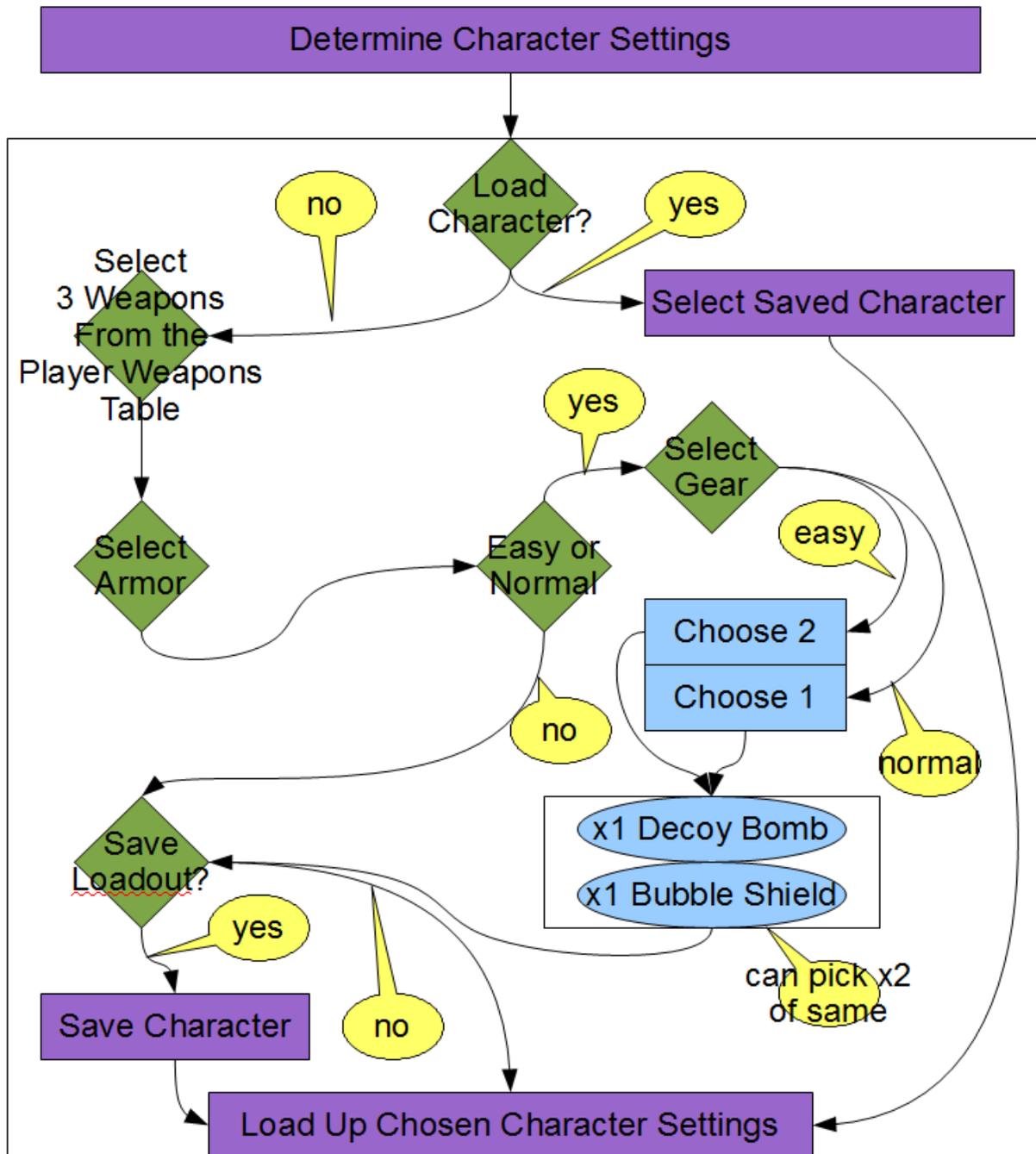
Making use of this distraction, Apep, deep within his prison, has begun the first step in his plan for vengeance. He has used this opportunity to birth Io, the Eye of his Eclipse, to exact his judgment upon the usurpers to his throne, Ogdoad and Ennead alike.

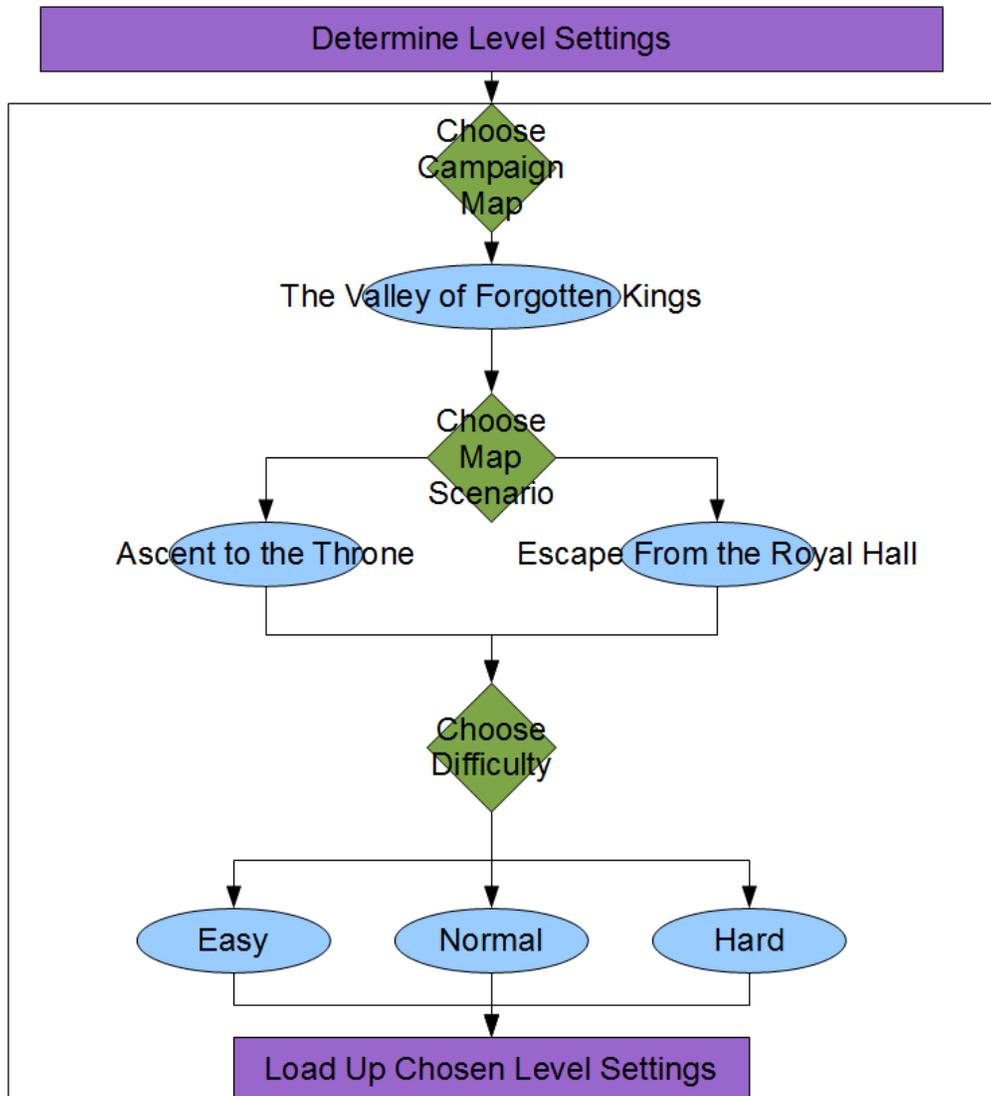
Now, after a long and glorious struggle, Io, assisted by the mysterious death god Sokar, has risen from his father's hell and battle his way out of the pyramid the sealed its exit. Io stands now in the Valley of Forgotten Kings, resting place of the royal dead, a graveyard made of colossal pyramids and giant monuments.

Io's first target on this path of his father's revenge is the Ennead leader, Horus, ruler of the almighty Osirian Courts. Sokar, too, has his own reasons for wanting Horus dead. Entrenched upon his royal throne on the Ship of a Billion Years, the craft that sails Atum through the heavens, Io has one chance at attacking the almighty Horus in his seat of power. The Ship of a Billion Years will be passing over the Valley of Forgotten Kings shortly, and Io plans to be on the craft before it has left the area.

# ~ UI Flow-Charts ~



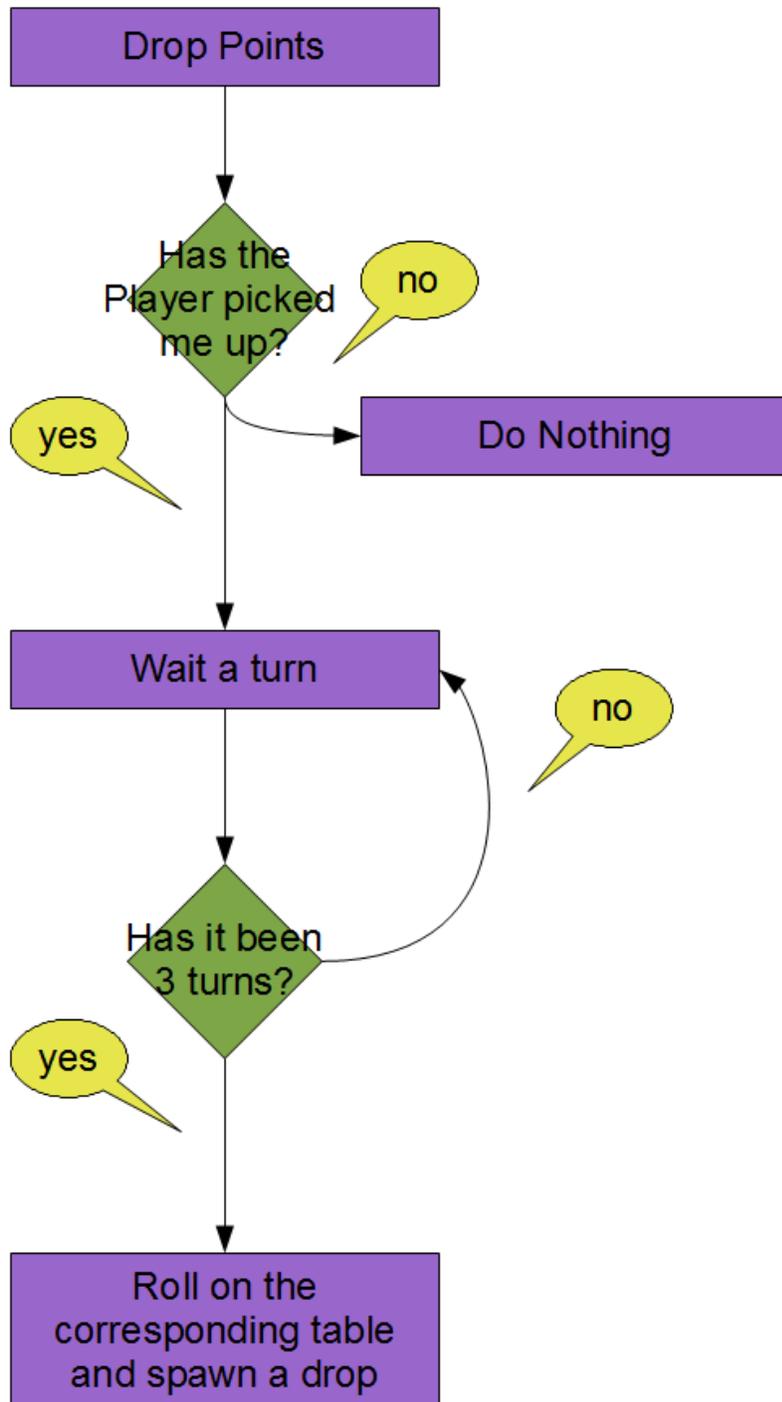




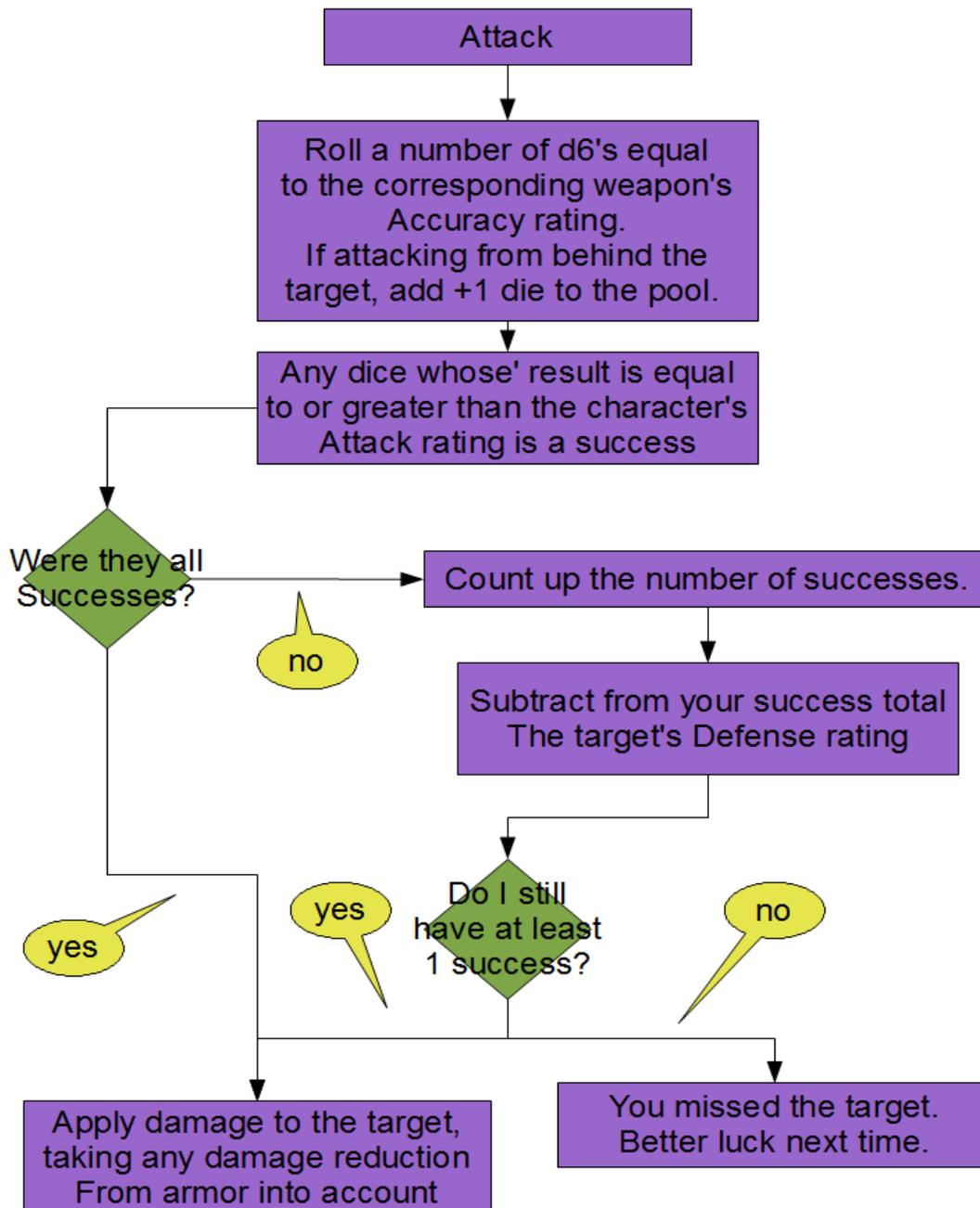
On EASY difficulty, enemies have half health and grant double experience points.

On HARD difficulty, enemies have double health and grant half experience points.

Whenever Io has a total of 20 experience, he gains a level. Upon gaining a level, he may choose 1 additional weapon from the Player Weapons Tables to add to his arsenal. His experience points then reset to 0.



# !HOW TO ATTACK!



# ~ Characters ~

~ an explanation of the character statistic scores :

## **MOVE**

The Move score represents the number of squares on the map grid in a given turn. Movement does not need to be done all in one go. For instance, if a character has a move of 4, they could move 2, attack, and then move their remaining 2, or move 1, attack, move 3, etc...

## **HEALTH**

A character's health score represents the amount of damage they can take before they die.

## **ATTACK**

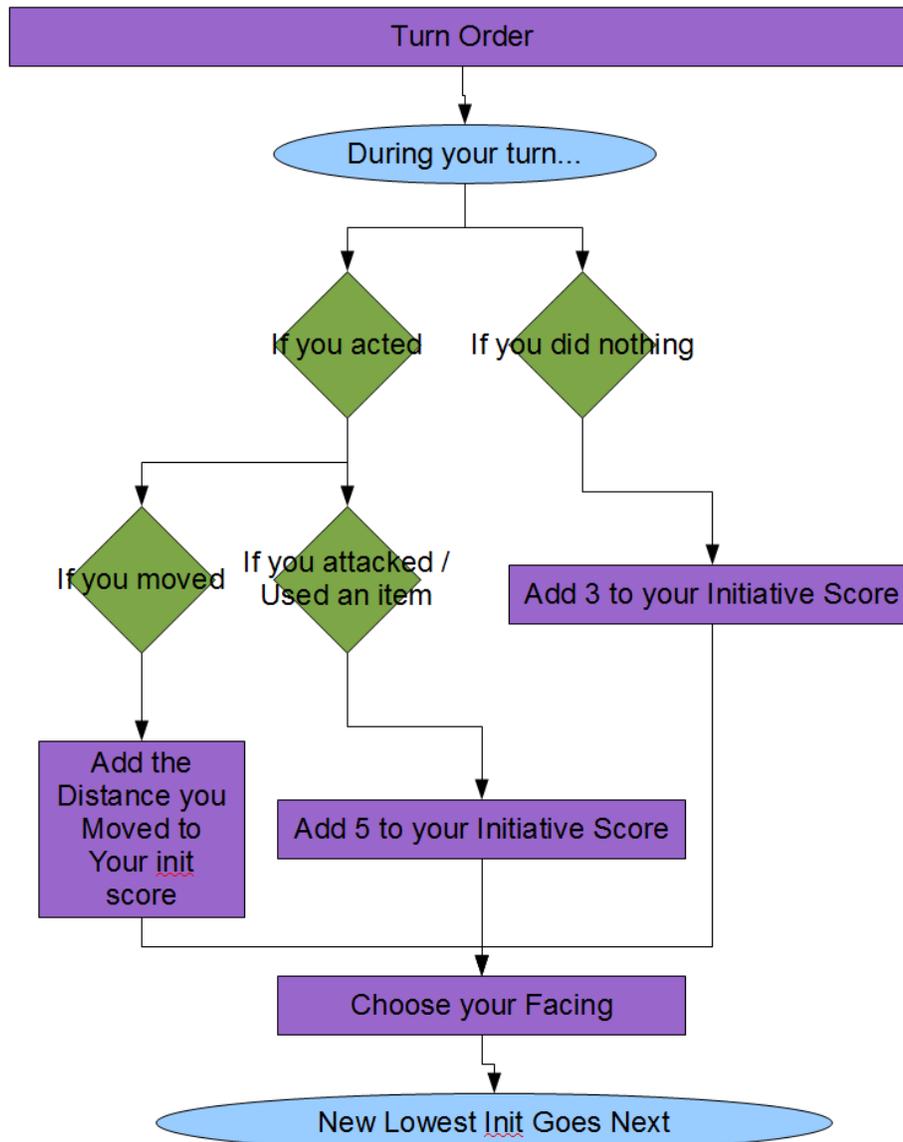
A character's Attack score is the score they need to roll equal to or higher than in order to get a success on any given attack roll. The act of attacking is explained in the actions flow-chart earlier in the document.

## **DEFENSE**

A character's defense score represents the number of successes they negate from an opponent's attack roll via their natural reflexes and toughness. For example, if the player were to attack an enemy with a defense of 1, the player would have to roll at least 2 successes in order to hit.

# TURN ORDER

The Player always begins with an initiative score of 1, his helper a score of 2, and the first 4 enemies within movement and attack range initiative scores 3, 4, 5, and 6. After a PC or NPC's turn, their initiative is adjusted, as shown in the diagram below. When an enemy dies, the next closest enemy moves up and takes their initiative score.



Grunt Level Enemy –

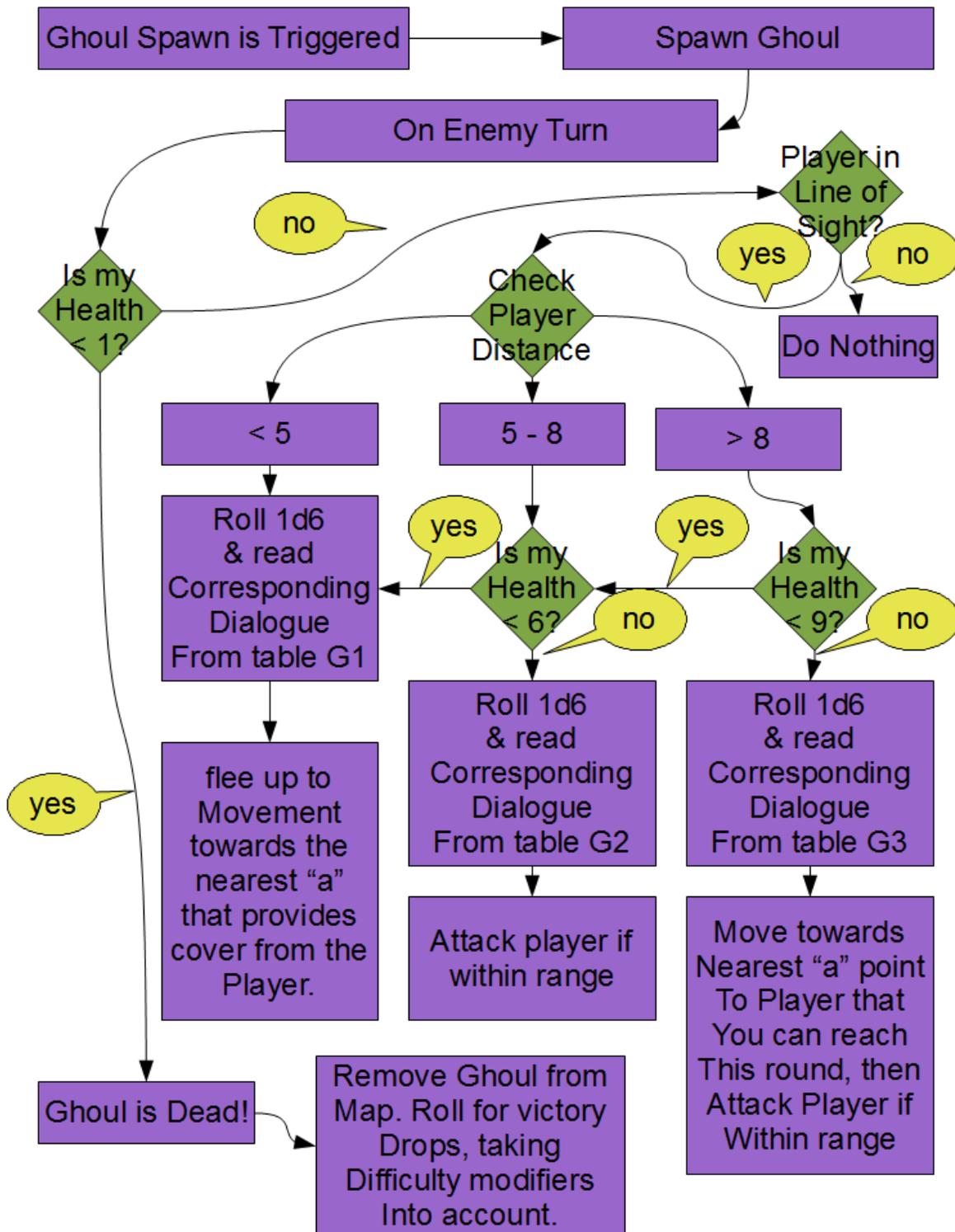
## The Ghoul

GRUNT ENEMY	<b>GHOUL</b>		
Health <b>12</b>	Move <b>4</b>	Attack <b>6</b>	Defense <b>0</b>
Weapon Options : Pain Shooter			
~ A foul crypt thing. Once a living being, this creature is now a foul flesh-eater, the lowest grunt in the army of the dead.~			

Thought by mortal man to be the stuff of fairy-tales, ghouls are degenerate creatures that inhabit crypts and places of the dead, feeding off of the flesh of the deceased. In reality, they are poor, tortured souls, cursed by Set with the features of a hyena, that poor, hunched, joker with which they share their taste for carrion.

Ghouls stand about four feet high, hunched at the shoulder, with large, blocky facial features reminiscent of their hyena brethren. They lope along and giggle nervously when threatened. They are not aggressive creatures at heart, but Set has drafted them to help in the war effort.

GHOULS GRANT 1 EXPERIENCE POINT UPON DEATH



**Ghoul Dialogue G1**

1 : Ahhhhhhhhhhhh!

2 : I only signed up for the benefits!

3 : Please don't shoot me sir!

4 : Mommy!

5 : Heh. Hehe. Oh my god whyyyyyyyy?

6. Whimper.

**Ghoul Dialogue G2**

1 : So.... What's up?

2 : I wonder how Larry's doing...

3 : I was in the middle of a poker game...

4 : So... you're not gonna shoot me, right?

5 : No hard feelings?

6 : ~Whistles~

**Ghoul Dialogue G3**

1 : AHAHA Die!

2 : Nothing can stop me now!

3 : AHAhahahhaa.... HA!

4 : Bam! Whiz! Ka-POW!

5 : Try and shoot me now!

6 : King of the world, Ma!

Lieutenant Level Enemy –

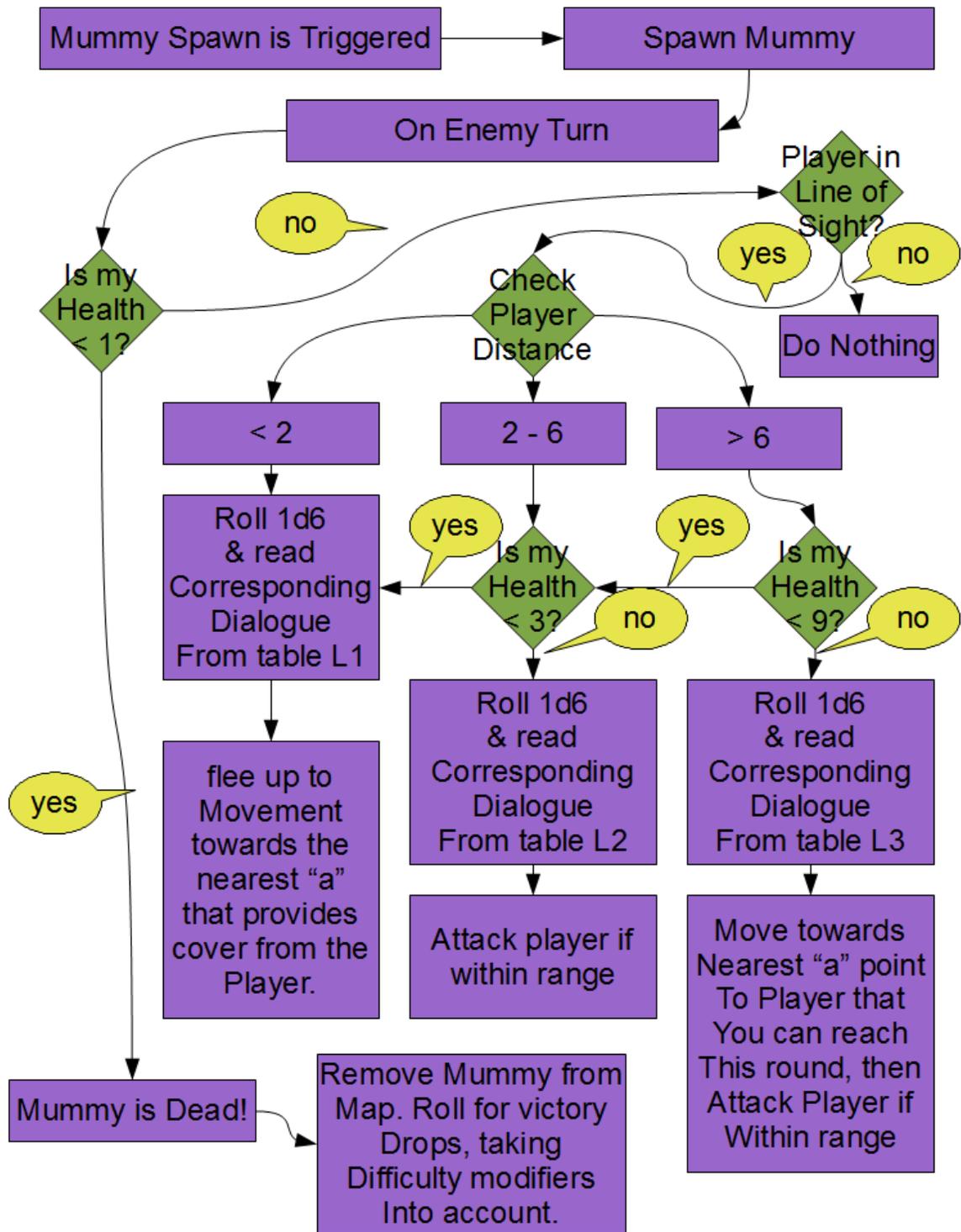
## The Mummy

LIEUTANT ENEMY	MUMMY		
Health	Move	Attack	Defense
21	3	4	1
Weapon Options : Crypt Rifle			
~ These members of the honoured dead have been re-raised by their fearsome masters in an attempt to stop Io from escaping his father's forgotten tomb.~			

Mummies are the remains of the hounoured dead. Those of lower class were not mummified as such, though they might have been dipped in preservatives. Only the upper and noble classes got the full treatment of mummification and embalming form the students of Anubis, god of mummification.

Mummies are desiccated, bandaged corpses, animated through foul magics to in response to trigger-curses placed in their tombs. They exact foul vengeance on those who seek to disturb their eternal rest.

MUMMIES GRANT 2 EXPERIENCE POINT UPON DEATH



**Mummy Dialogue L1**

1 : This can't be happening!

2 : ~groan~

3 : ~mrrrraaawwwr~

4 : Oh I say there!

5 : ...

6 : DIE!

**Mummy Dialogue L2**

1 : How did you get in here?

2 : How dare you disturb me!

3 : Suffer my pain!

4 : DIE!

5 : Intruder!

6 : ...

**Mummy Dialogue L3**

1 : Now, you meet you end!

2 : Join us in death!

3 : DIE!

4 : DIE!

5 : You can't possibly win!

6 : MRAW!

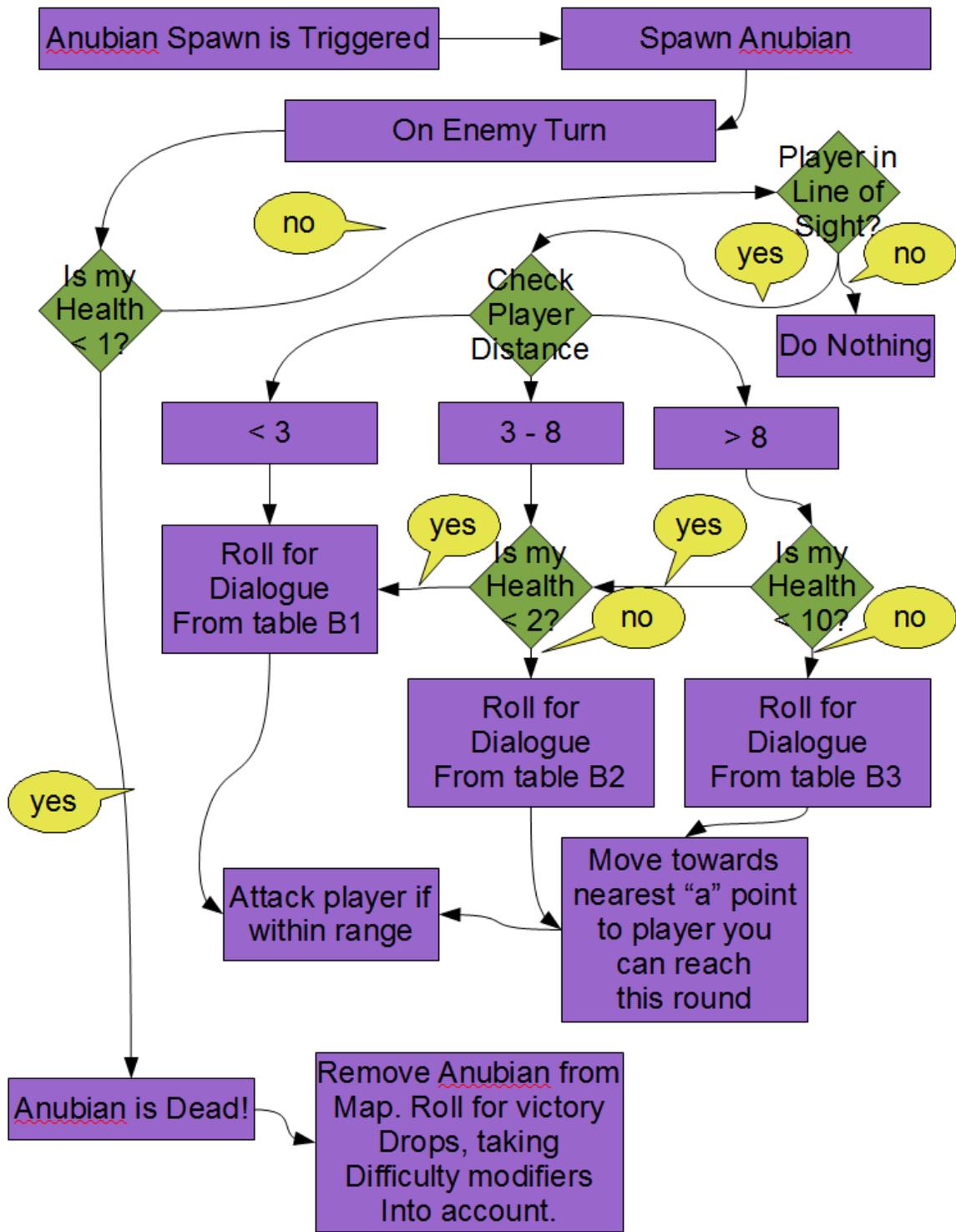
General Level Enemy –

## The Anubian

BOSS ENEMY	ANUBIAN			
	Health 40	Move 3	Attack 3	Defense 2
Weapon Options : Death Cannon				
~ Armed with their fearsome Death Cannons, these Children of Anubis guard the entrances of important tombs, to make sure no-one gets in, and that nothing gets out...~				

These are the almighty children of Anubis, powerful jackel-men who rule over the tombs of the deceased, making sure the dead stay dead and the forgotten stay forgotten.

ANUBIANS GRANT 3 EXPERIENCE POINTS UPON DEATH



**Anubian Dialogue B1**

1 : YOU CAN NOT WIN!

2 : IT IS HOPELESS TO STAND AGAINST ME!

3 : BOW BEFORE YOUR MASTER!

4 : DIE!

5 : RETURN TO DUST!

6 : DIE!

**Anubian Dialogue B2**

1 : YOU WILL FALL!

2 : YOUR DEATH IS NEAR!

3 : YOUR FATE DRAWS NEAR!

4 : DIE!

5 : BACK TO YOUR TOMB!

6 : ATTACK!

**Anubian Dialogue B3**

1 : FACE ME!

2 : I WILL END YOU!

3 : DIE!

4 : DIE!

5 : I CAN NOT LOSE!

6 : YOU ARE NOT WORTHY!

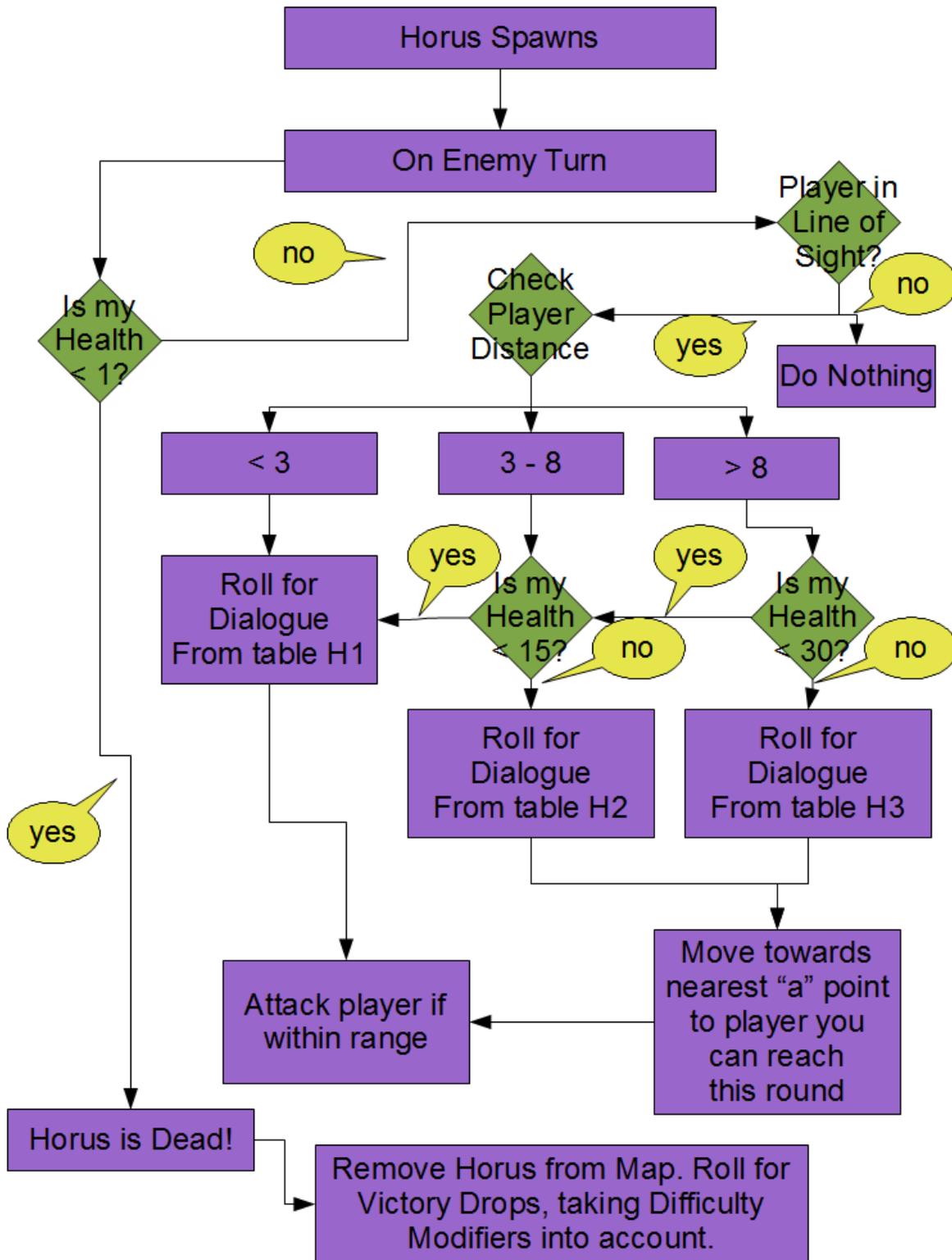
Boss Level Enemy –

HORUS

BOSS CHAR	<b>Horus</b>			The Son of Osiris
Health	Move	Attack	Defense	
<b>70</b>	<b>4</b>	<b>3</b>	<b>3</b>	
<p>~ This pretender to the throne of the Osirian Courts claims to be none other than the son of almighty Osiris, but Sokar claims otherwise. Either way, this ruler calls for the head of the serpentspawn Io~</p>				

Horus is the bastard clone-spawn of what the could find of Osiris' body, but as far as all but the very top of the ladder of Ennead command knows, he is Osiris himself, reborn in a younger form. He is powerful and fearsome, and possibly half-mad with the knowledge that he is nothing more than a puppet replacement for the person he wishes to be.

Horus spawns with a Death Cannon.



**Horus Dialogue H1**

1 : YOU CAN NOT HOPE TO WIN!

2 : NO! I CAN NOT LOSE!

3 : BOW BEFORE ME, WORM!

4 : WHY WON'T YOU DIE!?

5 : YOUR GODS HAVE FORSAKEN YOU!

6 : HOW CAN THIS BE!? I AM A GOD!

**Horus Dialogue H2**

1 : YOU WILL FALL BEFORE MY MIGHT!

2 : FOOL! I AM A GOD AMONG IMMORTALS!

3 : I AM THE KING!

4 : YOU SHALL NOT WIN!

5 : WHAT SERPENT SPAWN **ARE** YOU!?

6 : FALL BEFORE ME, FOE!

**Horus Dialogue H3**

1 : HOW DARE YOU FACE ME!

2 : IYOU WOULD CHALLENGE **ME**!?

3 : IMPUDENT FOOL!

4 : DEATH IS TOO GOOD FOR YOU!

5 : I CAN NOT LOSE!

6 : YOU ARE NOT WORTHY TO FACE MY WRATH!

Support Character –

## Sokar

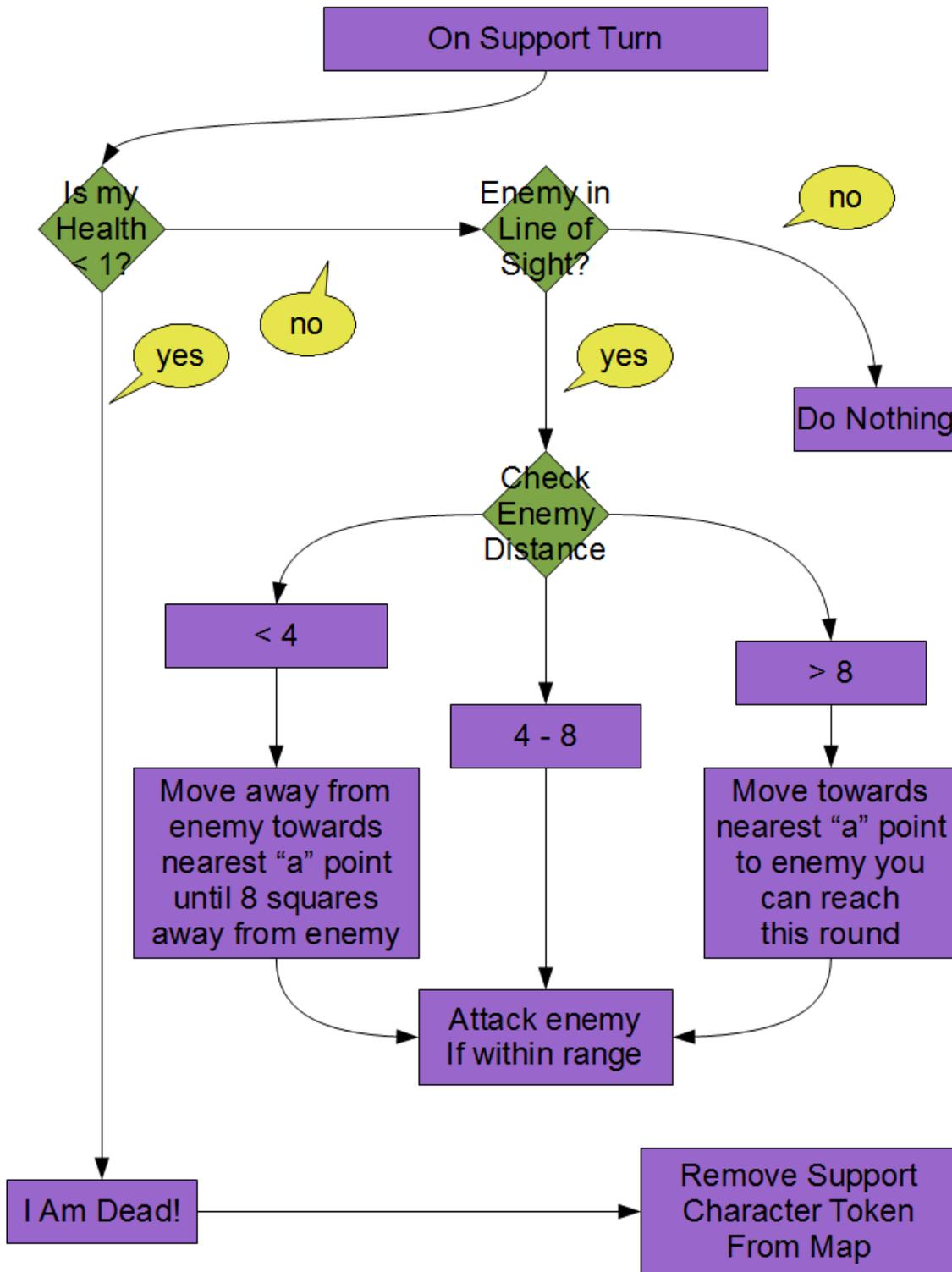
SPRT CHAR	<b>Sokar</b> The Soul of Osiris		
Health	Move	Attack	Defense
20	5	2	0
Weapon Options : None			
~ Io's familiar, this mummy-wrapped falcon is actually the living soul of Osiris. He helps Io in an effort to find the identity of the death god posing in his name, as well as who his 'son' Horus really is...~			

Sokar starts in the same location as the Player, and can occupy the same map square if need be.

Sokar has an attack that functions as a weapon.

### Talon Rake Dive

- **range** – 8
- **accuracy** – 2
- **damage** – 4
- **ammo** – 0



Player Avatar –

# Io

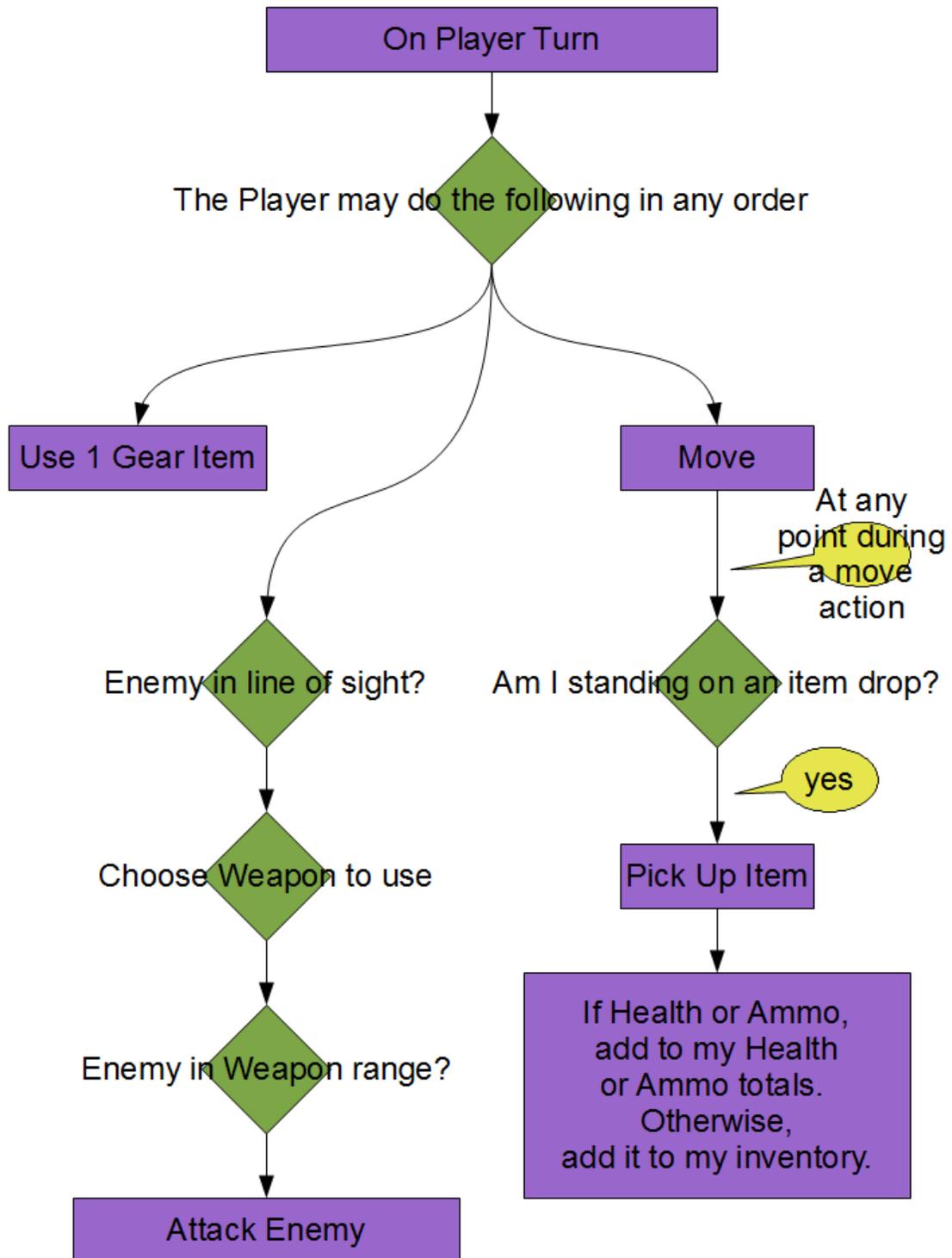


The image shows a player avatar card for a character named Io. On the left is a stylized illustration of Io, a dark figure with a white mask and a red headband, set against a yellow background with orange scribbles. To the right of the illustration is a yellow-bordered box containing the following information:

PLAYER AVATAR	IO ~ EYE OF THE ECLIPSE			
	Health	Move	Attack	Defense
	50	4	3	5
Weapon Options : Concussion Cannon, Lob Gun, Blast Rifle				
~ The son of the dragon Apep, Io has been sent into Egypt in order during the war. His mission? To assassinate the leaders of both the Ogdoad and the Ennead, taking out anyone else who gets in his way. ~				

Io is the son of the Dragon, Apep. Formed from Apep's blood, Io is, his father hopes, the instrument of his revenge on the Gods and Godlings who have kept the serpent imprisoned for all these eons. Newly born, but fully formed, Io is a ball of rage and hate, not yet having had time to settle into his own persona, he is nothing more at this time but an instrument of blind revenge.

Io can hold a maximum of 200 ammo. Ammo is generic and can fuel any of his weapons.



# ~ Tables ~

## Player Weapon Tables

### Weapons

RANGE – the number of squares the weapon can reach

ACCURACY – the number of dice you roll to perform the attack

DAMAGE – the base amount of damage the weapon deals

AMMO – the amount of ammo the weapon uses up per attack

	Weapon	Weapon	Weapon	Attack	Weapon	Weapon	Weapon	Weapon
Name	Concussion Cannon	Lob Gun	Blast Rifle	Talon Rake Dive	Energy Grenade	Ceremonial Dagger	Egyptian Quando	Shotel
Range	2 (+2)	10 (+10)	6 (+6)	8 (+8)	5(+5)	1	2	1
Accuracy	4 (+8)	2 (+4)	3 (+6)	2 (+4)	3(+6)	5	4	2
Damage	10 (+10)	4 (+4)	7 (+7)	4 (+4)	7(+7)	5	7	10
Ammo	4 (-4)	2 (-2)	3 (-3)	0 (-0)	10	-	-	-
Total	16	16	16	16	16	-	-	-
Rate of Fire	1	1	1	1	1	-	-	-
Pros / Cons	Very short range, very high damage	Low accuracy, high range	Moderate damage, decent range	No ammo consumption, long range, low accuracy	Can hit all enemies within a 2x2 grid	Close quarters range, average damage	medium Melee range, decent damage	Low accuracy, crazy high damage output
When Acquired	Game Start	Game Start	Game Start	Game Start	Game Start	Game Start	Game Start	Game Start
Where Acquired	Game Start	Game Start	Game Start	Game Start	Game Start	Game Start	Game Start	Game Start
How Acquired	Game Start	Game Start	Game Start	Game Start	Game Start	Game Start	Game Start	Game Start

## Enemy Weapon Tables

The enemy weapons are balanced along with the enemies they are assigned to in order to provide an appropriate challenge level for the player. In order for varying levels of enemies to provide varying levels of challenge, their weapons were not balanced towards a specific point total, but were instead tweaked via play-testing to provide the desired results.

When enemies spawn, roll a d6 to determine which weapon they spawn with. On a roll of a 1 or a 6, roll again.

	Weapon	Weapon	Weapon	Weapon
Name	Pain Shooter	Crypt Rifle	Death Cannon	Evil Blade
Range	5	5	5	1
Accuracy	2	3	4	5
Damage	5	7	10	7
Ammo	0	0	0	0
Total	–	–	–	-
Rate of Fire	1	1	1	1
Pros / Cons	See explanation above	See explanation above	See explanation above	See explanation above
When Acquired	Enemy Only	Enemy Only	Enemy Only	Enemy Only
Where Acquired	Enemy Only	Enemy Only	Enemy Only	Enemy Only
How Acquired	Enemy Only	Enemy Only	Enemy Only	Enemy Only

## Armor Tables

	Armor	Armor	Armor	Armor
Name	Armor of Night	Armor of Stone	Armor of Blood	Armor of Sand
Damage Reduction	4	2	1	3
Addition Bonuses	You start with 2 extra decoy bombs	Gets +2 damage reduction against melee weapons	You gain half the damage you deal back as health	+2 extra damage reduction against melee weapons

## Gear Tables

	Gear	Gear
Name	Bubble Shield	Decoy Bomb
Effect	Grants you a +1 Defense bonus for 3 rounds	Causes enemies to attack your support character during the next enemy turn

HEALTH DROPS	Gear	Gear	Gear
Size	Small	Medium	Large
Health Granted	5	15	30

AMMO DROPS	Gear	Gear	Gear
Size	Small	Medium	Large
Health Granted	5	10	20

## Drop Tables

“d” type drops

D6 ROLL	DROP TYPE
1	Small Ammo Drop
2	Small Ammo Drop
3	Small Ammo Drop
4	Medium Ammo Drop
5	Medium Ammo Drop
6	Large Ammo Drop

“D” type drops

D6 ROLL	DROP TYPE
1	Small Health Drop
2	Small Health Drop
3	Small Health Drop
4	Medium Health Drop
5	Medium Health Drop
6	Large Health Drop

Enemy Drop Tables

D6 ROLL	DROP TYPE
1	Nothing
2	Nothing
3	Nothing
4	Decoy Bomb
5	Decoy Bomb
6	Bubble Shield

## Playtest Records

Sessions, numbered by attempt, for the Shooter–

1. Got through 2 rooms. Enemy weapons too powerful.
2. Enemies can move too far
3. Enemy weapons now too weak in conjunction with shortened enemy movement
4. Mummies have too much defense
5. Mummies have too little defense
6. off-set mummy health to compensate for defense score
7. Anubians WAY too powerful
8. Anubians too weak
9. introduction of gear fubars enemy balance
10. toned down gear
11. bubble shield lasts too long
12. everything seems to be okay
13. still okay
14. still okay. Calling it good at this point.

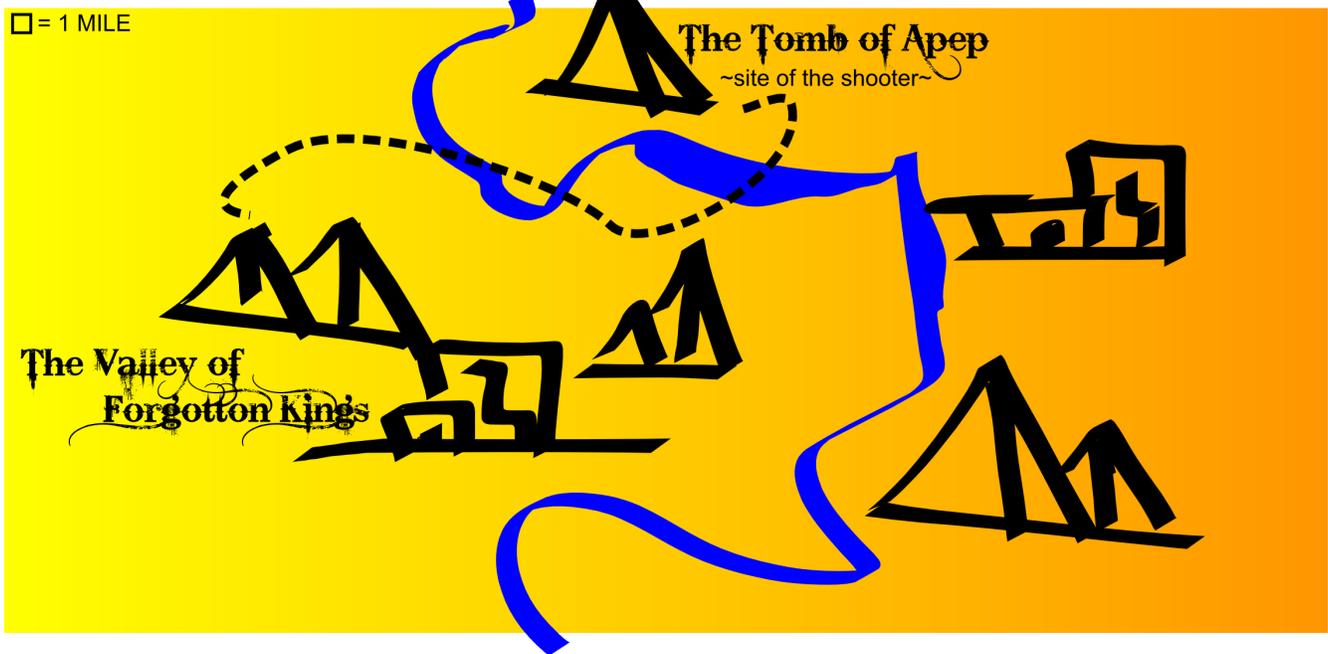
Sessions, numbered by attempt, for the Brawler –

1. new armors seem a bit overpowered
2. armors are better
3. new enemy weapon is WAY to strong
4. enemy weapon now too weak
5. enemy weapon better, but not perfect
6. trying out the random enemy weapon spawning thing
7. trying out stuff on the new map
8. adjusting map
9. tweaking the player's armor choices
10. adjusting map
11. seems to be working okay
12. still okay
13. still okay. Gonna call it good.

# ~ Maps ~

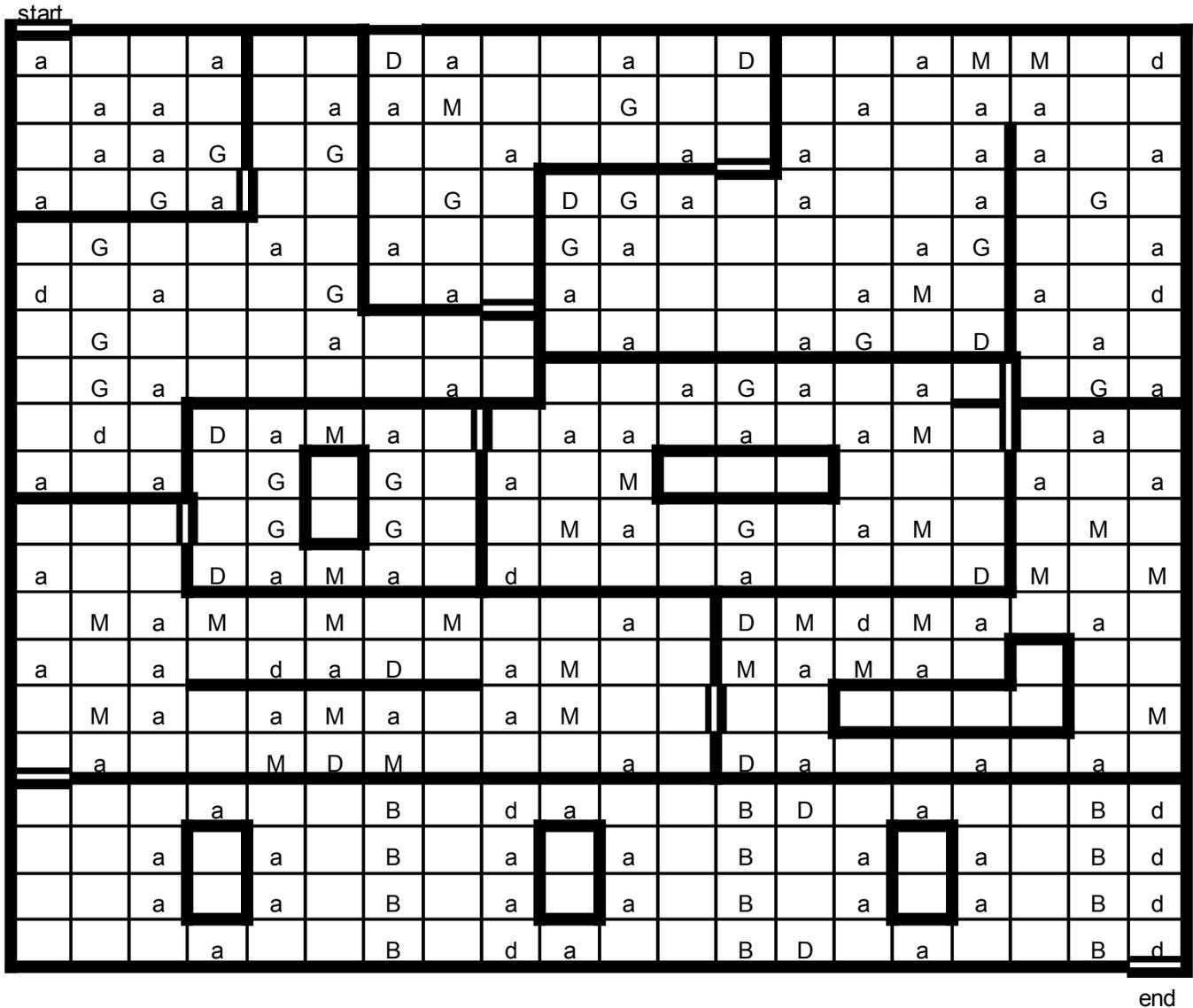
## World Map

The following is a map of the world :



## Level Map

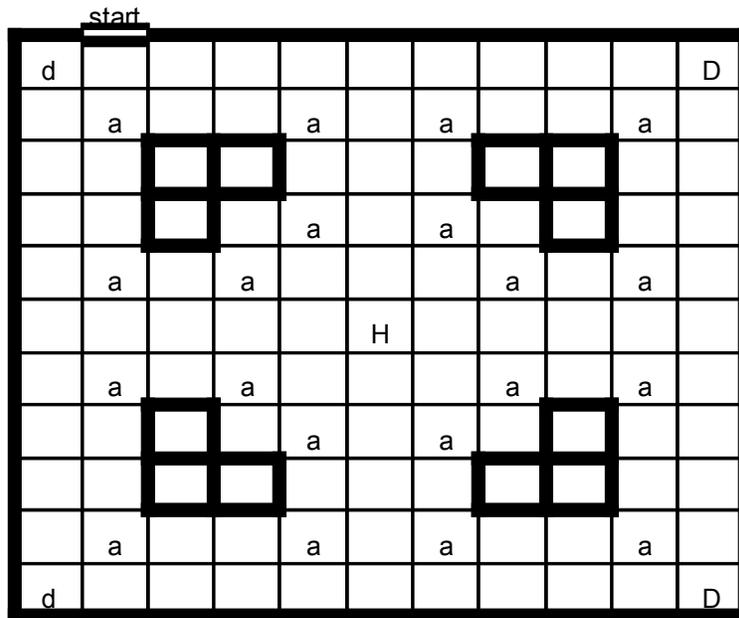
The following is a map(s) of the Valley of Forgotten Kings Area :



- d, D == drop points  
 G == Ghoul spawn points  
 M == Mummy spawn points  
 B == Anubian spawn points  
 a == enemy/helper ai node points

## Boss Arena Map

The following is a map of the boss arena where Horus is fought :



- d, D == drop points
- H == Horus' spawn point
- a == enemy/helper ai node points