Shattered Charms: Through The Veil (SCTTV) - Datas

Player Movement & Core Stats:

Variable	Value	Notes
Max HP	100	Standard RPG scaling
Max Mana	100	Used for Charms. Recovers ONLY via Enemy/Chest "Mana Value" drops
Max Stamina	100	Used for Sprinting
Stamina Consumption	5.0 / sec	Drains 1.0 every 0.2s while sprinting
Stamina Generation	25.0 / sec	Recovers 5.0 every 0.2s when not sprinting
Max Walk Speed	400.0 cm/s	Standard exploration speed
Sprinting Speed	480.0 cm/s	Consumes Stamina
Sword Upgrade Level	0, 1	Gate for Combined Powers
Interaction Key	Q	Universal for NPCs, chests, and shrines

Sword Combat Data:

Variable	Value	Notes
Weapon Type	Sword	Melee / Combo-based
Sword Damage	5 per hit	Quick 3-hit combo
Sword Trace Radius	25 units	Sphere trace hit area

Charm System Data:

Charm Name	Type	Description & Exact Effect	Unlock Method	Mana Cost	Duration
Veil Harmony	Passive	Sets DamageReductionMultiplier to 0.35 (65% damage reduction)	Priest Quest reward	0	0
Shatter Pulse	Passive	Sets ResourceDropRateMultiplier to 1.75 (+75% item drops)	Defeat farmer ambush	0	0
Veil Burst	Active	Triggers 300-radius pulse, dealing 20.0 Base Damage	Gift by the Temple Guardian	10	0
Shatter Strike	Active	Sets bNextMeleeIsBuffed to True (+50% next melee attack)	Defeat Board Game NPC	15	15s
Veil Shatter Burst	Combined	**1.75x Drop Rate Multiplier + 300-radius / 20 dmg pulse**	Equip Pulse + Burst	25	0
Veil Shard Strike	Combined	**0.35 Damage Reduction Multiplier + +50% next melee buff**	Equip Harmony + Strike	25	15s

AI & Boss Balancing:

Global AI Vision Parameters (All Enemies):

- **Sight Radius:** 3000 units
- **Peripheral Vision Angle:** 90.0°

Attribute	Enemy 1 (Base)	Enemy 2	Enemy 2 (Stronger)	Enemy 3	Boss (Veyla)
Max HP	14.5	18.5	56	69	100
Max Mana	100	100	100	30	100
Max Walk Speed	375.0 cm/s	375.0 cm/s	375.0 cm/s	425.0 cm/s	500.0 cm/s
Sword Damage	3.5	7.5	11	16	16
Projectile Damage	-	-	-	30	30
Ranged Mana Cost	-	-	-	-	5
Drop: Jewel Value	3	3	5	20	500
Drop: Heal Value	20	10	15	20	100
Drop: Mana Value	0	10	15	20	100

World Gating & Progression:

Area	Landmark / Feature	Logic & Gating
Destroyed Home / Forest	Ruined debris, Fake Shrine	Tutorial area. Introduces movement, sprint, jump, and chests (Jewel economy).
The Market (Hub)	Large houses	Central safe hub. Key NPC gives guidance and unlocks progression paths.
Underground Temple	Hidden entrance	Explores lore. Unlocks new mechanics, upgrades the sword, introduces Charm System.
Farming Area	Corrupted fields	Emergent questing. Clearing enemies to save the owner yields new rewards.
Final Arena	Sealed gate	Boss encounter. Unlocks only after proving worth and collecting every charm.