

Weapon Techs

Weapon Techs are the term for skills endowed by weapons.

Small-fry battles tend to become a task in RPGs.

If battles like these become too complicated, the game's tempo will inevitably worsen.

Therefore, as the easiest way to reduce the load of this task, this work will use the method of "reducing the amount of inputs."

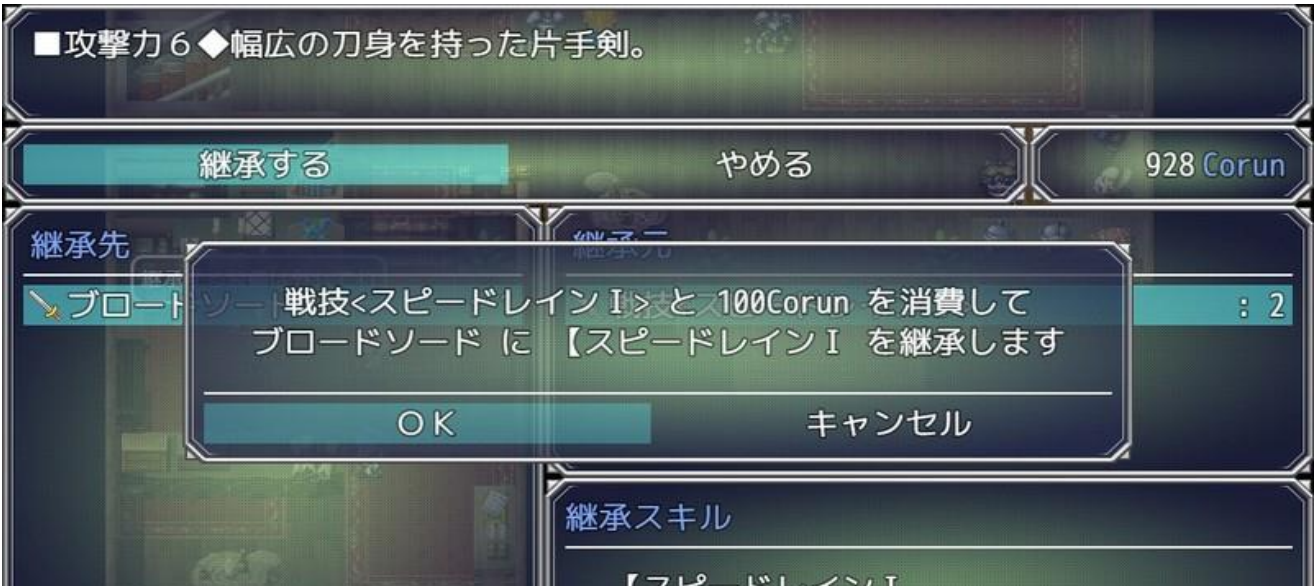
That is the Weapon Tech system.



Weapon Techs, when used, allow you to use skills as you would a normal attack, without having to open the Skill Menu from the Command Menu.

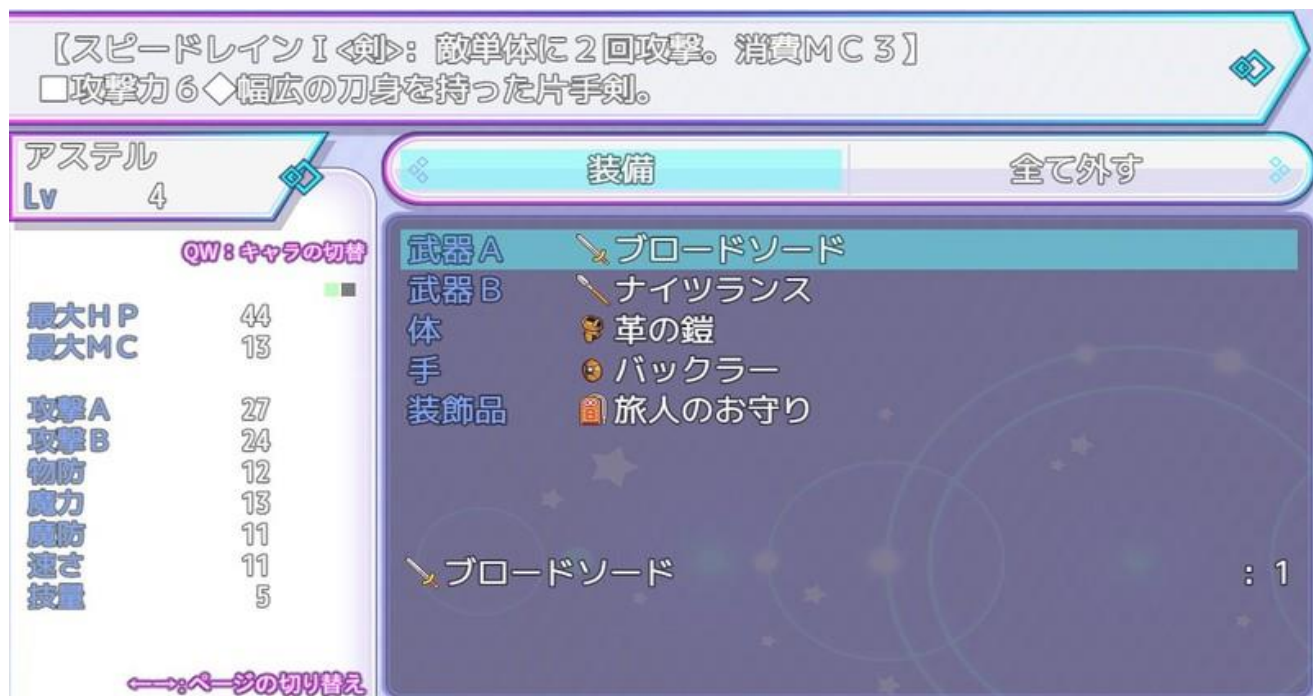
Weapon Techs inherited from weapons

require ingredient items, called "rusted weapons," which can drop from battle.





If you have the ingredient items, you can inherit Techs at a Weapon Tech Inheritance Shop, or from the item 'Blacksmith's Satchel.'



When the inheritance is completed, the weapon's flavor text will change, and an original weapon is completed.

Even with the same Weapon Tech, they will be set from Rank I-III, with a Rank III Weapon Tech being powerful.

Also, there are Weapon Techs that are not only for attacks, but for buffing and recovery as well.

To inherit Weapon Techs, you must unequip the weapon you want to endow it to, so be sure to re-equip the weapon after the inheritance!

About Making Money

In The Hero, the prime way to make money is through erotic part-time prostitution in town, or from money drops from monsters, or selling the items they drop.

When you don't need 'rusty weapons,' you can sell them as is, but they will sell for a little more if they've been inherited on a weapon.

Follower Pre-Release Illustration

This time as well, here are CGs of "Extravaginal Negotiation."

Erotic scenes are divided into 2 types, story, and part-time.

90% of the story type is rape-related, while about 10% is comical, while by repeatedly playing through the part-time type, it will develop in stages from sexual harassment to the real thing.



You can see the conversation differences of these Event CGs with the Support Plan.