

Addition of Armor Break System

As a new system during "Imperial Knights" battles, we will be implementing an 'Armor Break' effect that enemies will use with a certain probability.

Well, it's kind of like this.

Armor breaking occurs at a certain probability as an effect of unique skills used by enemies.

Originally, the undressed state is one that depends on a character's remaining HP, but "Armor Break" is a terrifying technique that forces an undressed state. (For more information on the combat system→ please see [here](#).)

The armor break cut-ins introduced this time are only of Diana, but we will prepare them for all of the female characters.

In the trial version, you will be able to see Lysithea and Diana, so please look forward to it (´▽`)

However, if armor breaking occurs frequently, it will become a somewhat annoying skill, so if we have difficulty adjusting the balance, we're thinking we can use it as a cut-in that occurs when a character is in a normal undressed state.