The Scrap Knight

Goal	Fiero, Dexterity, Empathising and Power Fantasy
Triggers	The boss will activate when the mc enters the arena
End conditions	The boss will stop when the MC is dead
Fake	/

Movement

No.	Name	Parryable?	Specific solution?		Breakable?	Phase? 1	2	3	Visual Anticipation	Audio Anticipation	Trigger(s)	Animation(s)
1	Equip	☐	☐		☐	☑	☐	☐			Start of the fight	"Frank_RPG_Warrior_Equip_Retargeted"
2	Walk	☐	☐		☑	☑	☐	☐		Footsteps		"Frank_RPG_Warrior_8Way_Walk_…"
3	Run	☐	☐		☑	☐	☑	☑		Footsteps		"Frank_RPG_Warrior_8Way_Run_…"
4	Sprint	☐	☐		☑	☐	☐	☑		Footsteps		"Frank_RPG_Warrior_Run02"
5	Step	☐	☐		☑	☑	☑	☑				"Frank_RPG_Warrior_Step_…"

Actions

No.	Name	Parryable?	Specific solution?		Breakable?	Phase? 1	2	3	Visual Anticipation	Audio Anticipation	Trigger(s)	Animation(s)
1	4 Attacks Combo	☑	☐	/	☑	☑	☑	☑	Lifting weapon		Random rotation	"Frank_RPG_Warrior_Combo01_All"
2	Stepback Combo	☑	☐	/	☑	☐	☑	☑	Lifting weapon		Random rotation	"Frank_RPG_Warrior_Combo05_All"
3	Uppercut	☑	☐	/	☑	☑	☑	☑	Crouching and lifting weapon		Random rotation	"Frank_RPG_Warrior_Skill05"
4	Dash Attack	☐	☐	/	☐	☐	☑	☑	Lifting weapon, Special attack particle		MC far from Boss	"Frank_RPG_Warrior_Skill02"
5	Shield Up	☐	☑	Charged Attack	☐	☑	☑	☐			At HP: 75%, 25%	"Frank_RPG_Warrior_Guard"
6	Stomp	☐	☑	Jump, Dash	☑	☑	☑	☑	Special attack particle	Steam release	Random rotation	*"Frank_RPG_Warrior_Skill03"*

Reactions

No.	Name	Parryable?	Specific solution?		Breakable?	Phase? 1	2	3	Visual Anticipation	Audio Anticipation	Trigger(s)	Animation(s)
1	Hit	☐	☐		☐	☑	☑	☑				"Frank_RPG_Warrior_Hit01" + "Frank_RPG_Warrior_Hit02" + "Frank_RPG_Warrior_Hit03"
2	Shield Bash	☐	☐		☐	☑	☑	☐			Shield is hit for three times with no guard break	"Frank_RPG_Warrior_ShieldAttack01"
3	Defensive Swipe	☐	☐		☐	☑	☑	☑	Lifting weapon		MC is close to Boss during phase change	"Frank_RPG_Warrior_Combo01_3"
4	Phase change explosion	☐	☑	Covering behind a pillar	☐	☑	☑	☐	Walking in the middle of the arena, many steam particles, crouch	High steam pressure		*"Frank_RPG_Warrior_Attack04"*