

Character Design

FINAL FANTASY BRAVE EXVIUS

Miley the moth

A larvae born from a sect of seemingly immortal group of forest creatures far removed from the Hess and Aldore conflict, Miley, is sent by the behest of her clan to reestablish peace when the war had reached their forest's borders. Deceptively meek in her appearance, Miley wields ancient druidic magic and imbued power from her past lives to do whatever it takes to complete her mission and earn a lazy Sunday's rest.

Brief Gameplay info

Rarity: Neo Vision

Chain family: Chaos wave awakened

Acquisition: Rare summon

Role: Chain magic damage dealer, Healer, Support

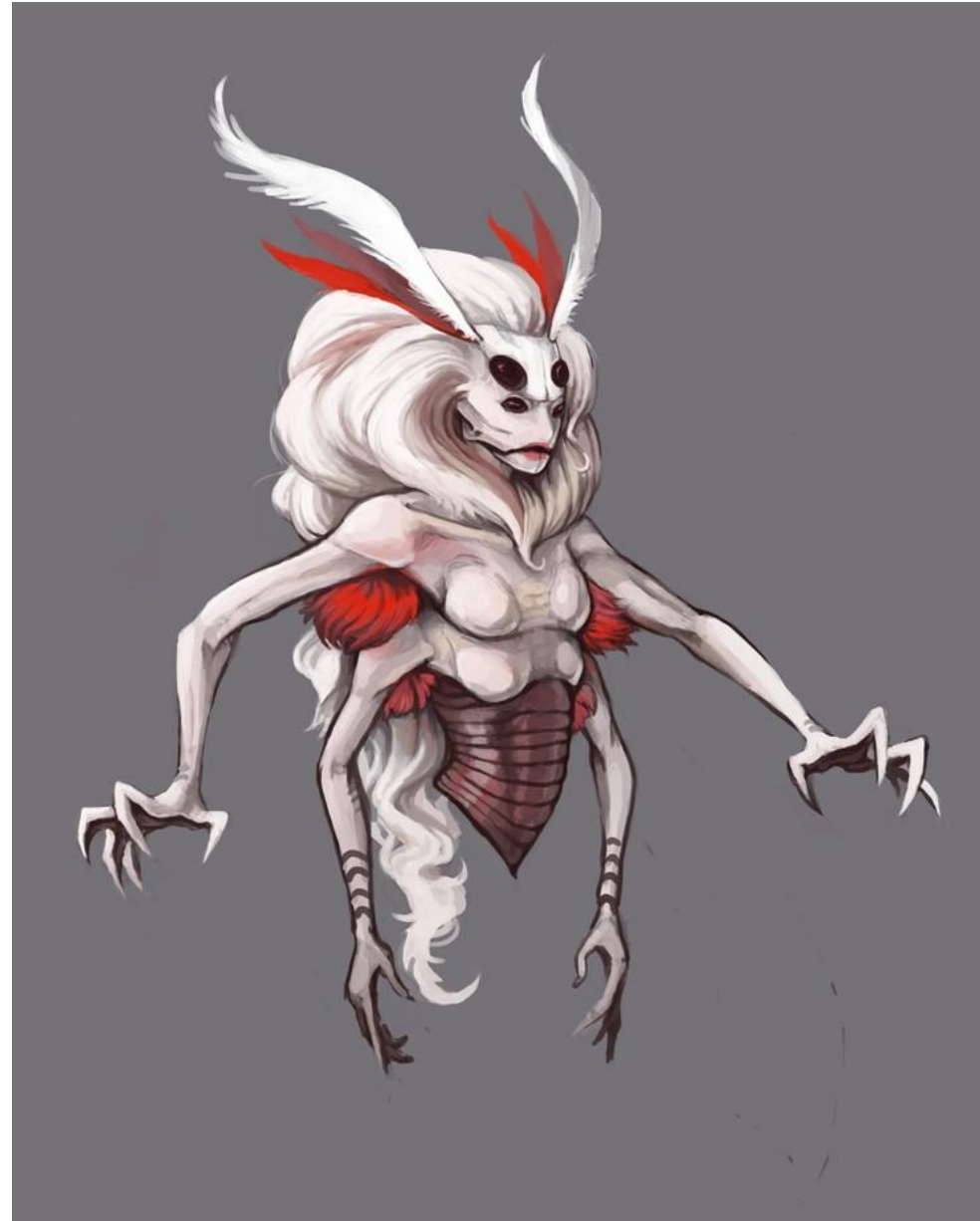
Gender: Female

Race: Insectoid

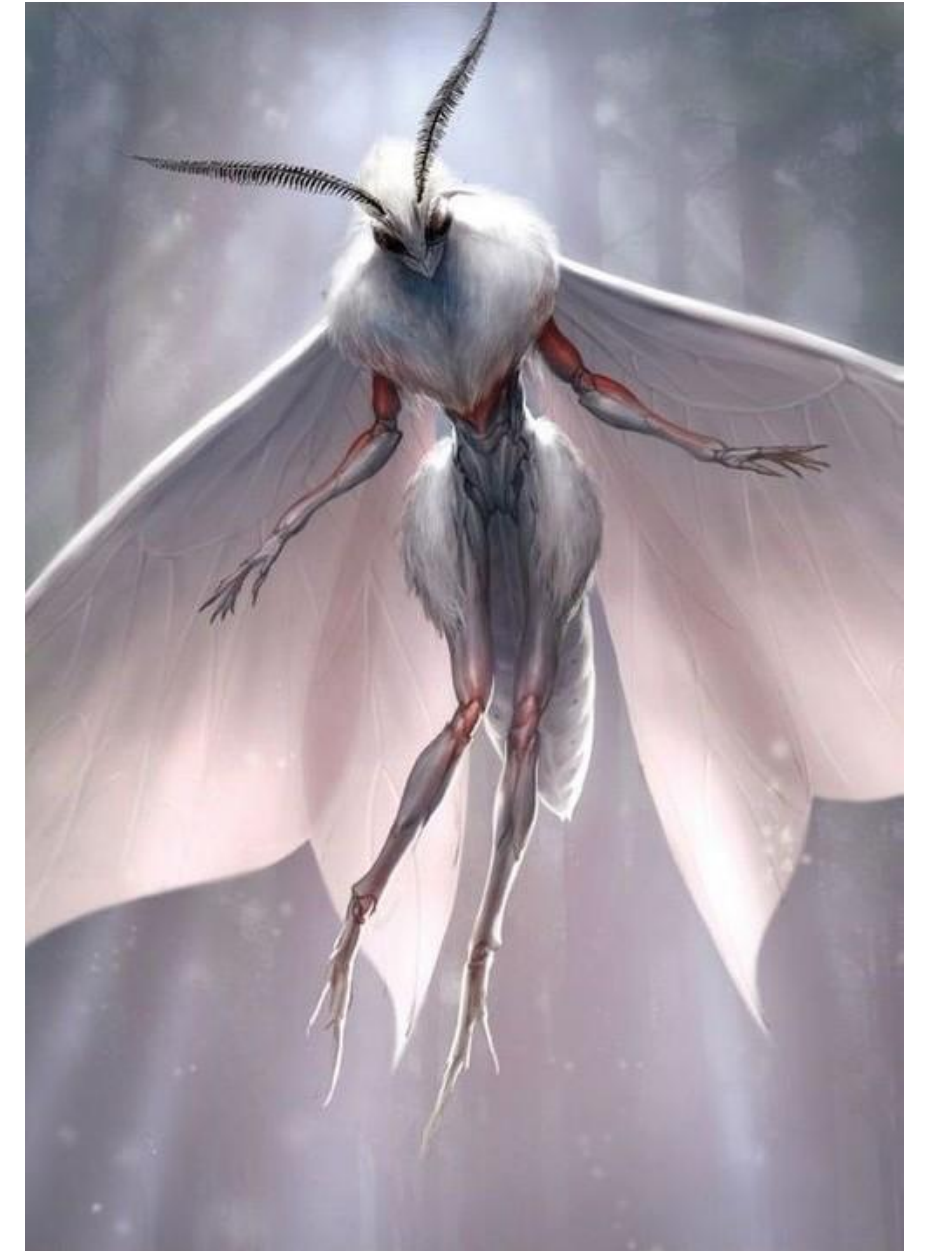
Character concept art inspiration board



Artist:
Pt8g



Artist:
KGMomo



Artist:
Jinhoo Park

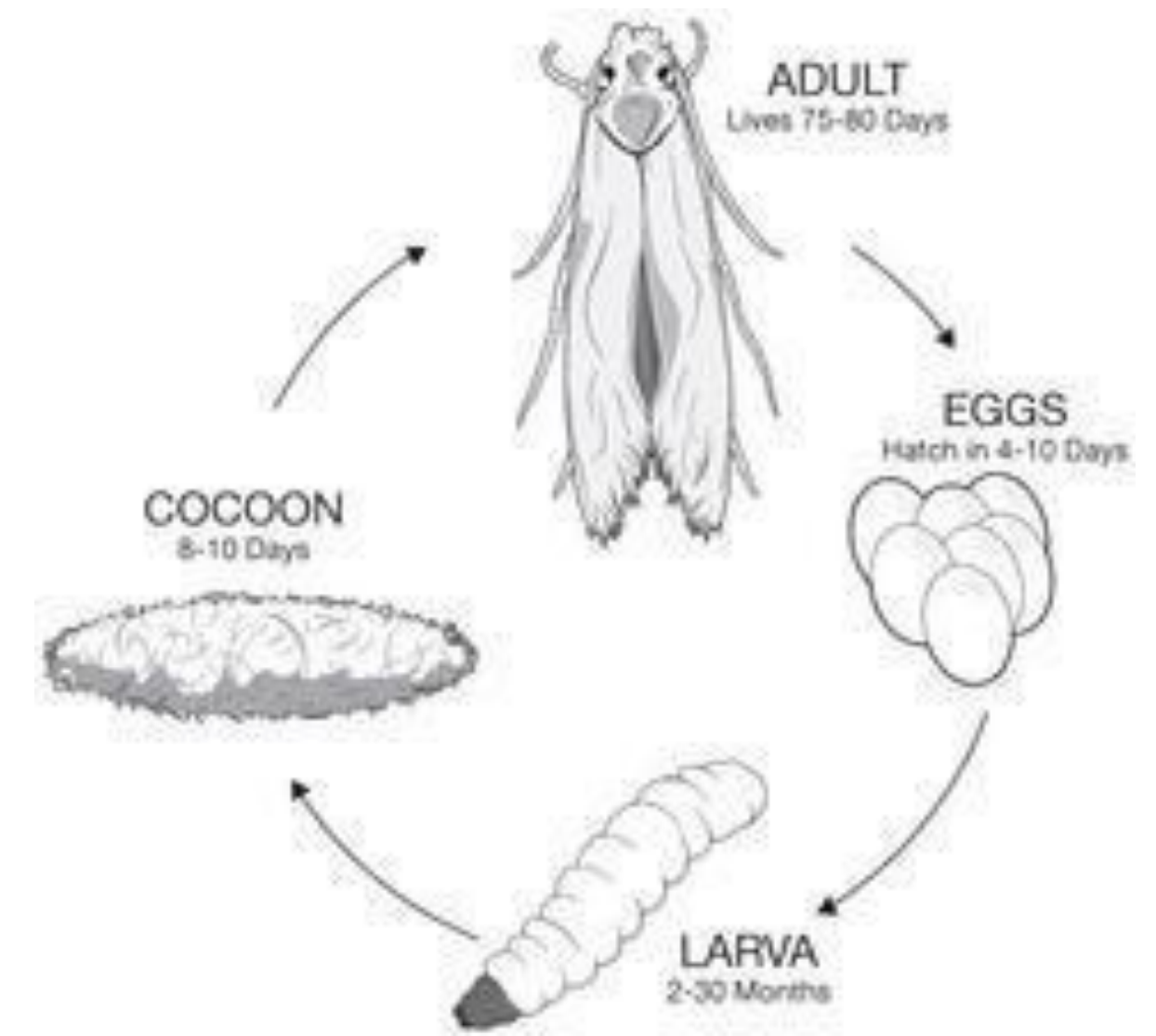
Character conception

I wanted to create a unit that would expand upon the brave shift mechanic and allow more utility. What if we gave the player different brave shifts that they could choose from according to their need in a specific situation?

As a player, I am always excited by units in rpgs that had a high risk and reward mechanic behind them.

As a designer, I was curious to see if I could implement a moth's life cycle to the brave shift mechanic in the game and gameplay loops in general.

The Yu-gi-oh cards: "Cocoon of Evolution", "Larvae Moth", "Great moth", and "Perfectly Ultimate Great Moth" served as inspirations to this unit's mechanics.



Unit's mechanics

Life Cycle

Miley is a versatile unit that changes according to the brave form she takes.

Her first two forms, Larvae and Cocoon, are weak and require protection from her teammates.

If the player manages to evolve Miley to her adult form through Brave Shifts, she takes the role of a powerful magic damage dealer, healer, or support.

By completing a life cycle in battle (Brave Shifting her adult form back to a larvae), she will inherit the abilities and stat points of her past lives.



Larvae



Cocoon



Damage



Healer




Support

Unit's moveset

Larvae form

Miley starts the battle in her vulnerable larvae

form, with one attack:

 *Devouring bite: Earth physical damage to one enemy*), and her Brave Shift, available for use in 3 turns.

However, if this attack kills an enemy, her turn is reset and the availability of her Brave Shift is reduced by 1 turn*.

With planning, it is possible to Brave Shift on the first turn.



Stats

HP: Low
MP: Med
Atk: Med
Mag: Low
Def: Low
Spr: Med

Brave Shift


Available on: Turn 3*
Larvae duration: Infinite
Cooldown to Brave Shift: 3*


Unit's moveset

Cocoon form

After Brave Shifting, Miley envelops herself in a cocoon, and has several abilities:

 *Sweet aroma: Enemies are 30% more likely to target this unit.*

 *Soothing presence: Allies have an increased 15% to dodge enemies' attack.*

 *Gratitude: Whenever an ally covers an attack intended for Miley, reduce the cooldown of her brave shift by 1 turn and her Brave Shift, available for use in 2 turns.*

Miley gains a moderate amount of stats in this form, but is still vulnerable to attacks and tanks with the cover ability will synergize well with Miley's cocoon form.



Stats

HP: Med

MP: Med

Atk: Low

Mag: Low

Def: Med

Spr: Med

Brave Shift

Available on: Turn 2*


Cocoon duration: Infinite

Cooldown to Brave Shift: 2*


Unit's moveset

Adult form (Damage)


After Brave Shifting, Miley emerges from her cocoon, and has several abilities:

 *Venomous spores**: Heavy earth magical damage to all enemies and gain 1 stack of accumulated magic for each damaged unit.

 *Venomous bite*: Heavy earth magical damage to 1 enemy and gain 3 stacks of accumulated magic.

 *Venomous storm**: Consume all (1-5) stacks of accumulated magic and do (1-5)x amount of earth magical damage to all enemies.

 *Entomophobia*: Enemies are 80% less likely to target this unit.

 *Inherited power*: In Miley's next life cycle, gain new abilities, additional stats, and access to her damage spells in her other adult forms.



Stats

HP: Med
MP: High
Atk: Low
Mag: High
Def: Med
Spr: Med

Brave Shift

Available on: Turn 1
Adult duration: 5
Cooldown to Brave Shift: 1

*Chains with Chaos wave awakened family

Unit's mechanics

Accumulated Magic

After making it to her adult form, it is time for Miley to wreak havoc on the battlefield.

Miley gathers stacks of accumulated magic (up to a maximum of 5) through her single or aoe abilities and expends them to enhance a powerful spell (i.e. *Venomous storm*) or accelerate her growth in the next life cycle.

Miley's limit break, *Power Reserves: instantly gives her 5 stacks of accumulated magic and allows her act again on the same turn*, is available in all her different forms.


Accumulated magic may be visually indicated by orbs floating around her sprite, similar to Dota 2's hero, Invoker.





Unit's mechanics


Inherited power


After 5 turns in her adult form, Miley is forced to brave shift back into her larvae form. However, she gains access to new abilities in her new cycle:

 *Growth spurt: Expend 3 stacks of accumulated magic to brave shift immediately to cocoon form.*

 *3 going 30: Expend 5 stacks of accumulated magic to brave shift immediately to an adult form of the player's choosing.*

 *Birthright (Damage)*: Gain a X% boost to MAG, healing spells now use MAG stat instead of SPR, retain access to Miley's damage spells in her other adult forms.*

 *Birthright (Healing)*: Gain a X% boost to SPR, magic spells now use SPR stat instead of MAG, retain access to Miley's healing spells in her other adult forms.*

 *Birthright (Support)*: Gain a X% boost to HP and MP, retain access to Miley's support spells in her other adult forms.*

Depending on the situation, players may choose to expend stacks of accumulated magic on doing damage or accelerating her next growth cycle and gaining more stats.

*Gained by Brave Shifting from the respective Adult forms (Damage/Healing/Support)





Unit's moveset

Adult form (Healing)


At EX+1, Miley unlocks her healing form, possessing these abilities:

 *Healing spores: Medium heal to all allies and gain 1 stack of accumulated magic for each healed unit.*

 *Living armor: Medium barrier* to 1 ally for the next 3 turns and gain 5 stacks of accumulated magic when the barrier ends.*

 *Full bloom: Consume all (1-5) stacks of accumulated magic, heal (1-5)x and provide a heavy barrier* that regenerates every turn for the next (1-5) turns for all allies.*

 *Entomophobia: Enemies are 80% less likely to target this unit.*

 *Inherited power: In Miley's next life cycle, gain new abilities, additional stats, and access to her healing spells in her other adult forms.*

*Scales according to Miley's SPR stat.



Stats

HP: Med
MP: High
Atk: Low
Mag: Med
Def: Med
Spr: High


Brave Shift


Available on: Turn 1
Adult duration: 5
Cooldown to Brave Shift: 1


Unit's moveset

Adult form (Support)


At EX+2, Miley unlocks her support form, possessing these abilities:

 *Weakening spores (1/2/3): Reduces elemental resistance (earth/light/dark) and decrease SPR to all enemies for 10 turns. When any unit does elemental damage corresponding to element of Weakening spores, Miley gains 1 stack of accumulated magic.*

 *Natural resistance (1/2/3): Increase elemental resistance (earth/light/dark) and increase SPR to all allies for 10 turns. When an enemy does elemental damage corresponding to element of Natural resistance, Miley gains 1 stack of accumulated magic.*

 *Soulsap: Consume all (1-5) stacks of accumulated magic, increase all damage taken by 25% and reduce all elemental resistance by 100% for 1 enemy for (1-5) turns.*

 *Entomophobia: Enemies are 80% less likely to target this unit.*

 *Inherited power: In Miley's next life cycle, gain new abilities, additional stats, and access to her support spells in her other adult forms.*



Stats

HP: Med
MP: High
Atk: Low
Mag: Med
Def: High
Spr: High

Brave Shift

Available on: Turn 1
Adult duration: 5
Cooldown to Brave Shift: 1

Overview

Miley is a versatile unit designed to reward both risky play and careful foresight.

Learning to read the current encounter's situation, when to spend stacks of accumulated magic, when to revert to larvae form, and what adult form to Brave Shift into are the cruxes of this unit's strategy.

Should the player need a quick burst of healing or damage, players can use their accumulated magic stacks on spells. If the player sees the fight running longer, they might invest in cycling through her other adult forms.

Having more role options with Miley opens up more opportunities for players to make tactical decisions. Should the player know that a boss is charging up a heavy damage spell (i.e. Megaflare), they are able to plan when to attack and cast that defensive barrier before the attack lands.

This also opens up more design options for enemy encounters (phases where enemies are immune, target a specific character), which in turn encourages players engage in and learn about these encounters and their different phases.

Miley synergizes not only with other units but herself, debuffing enemies one turn in her supporting form, then shifting into damage form in the next and exploiting their weakness.

Overview

I wanted to create a unit that could adapt to the battlefield's needs. While playing Final Fantasy Brave Exvius (FFBE), I found that it was easy to disengage and go on autopilot; the tanks would cover, healers would heal, and damage dealers would chain their most powerful spell over and over again. It was only during specific encounters like the Esper Bahamut that I had to pay attention to every command I assigned each unit.

With Miley's introduction, the player would be encouraged to think about their 2nd, 3rd, 4th moves ahead of time. What do I think is going to happen on the next turn and how can use this prediction to accumulate as much magic as possible in the turns to come? Should I spend it to accelerate Miley's next growth cycle or save it to launch a big attack as soon as she reaches adult form?

Since the game's systems already has the framework of a traditional JRPG, I wanted to lean into having more complexity during combat than one would expect from a hero collector RPG game.

Brainstorming how heroes interact with one another, themselves, and different boss encounters to create exciting exchanges are part of the fun of designing and playing RPG games.

Considerations

Of course, some players are drawn to mobile rpgs for their simplicity and autonomous nature. However, I believe that majority of FFBE's are fans of traditional rpg mechanics and yearn for something more complex. Introducing additional resource (accumulated magic) opens up dynamic possibilities and gives the player more control on the battlefield.

Another factor to consider would be her slow start. It is the cost of her versatility and she might not see use when there are other heroes that can do a major damage without a significant ramp up time. Her TMR/STMR could alleviate this, allowing her to enter battle in a random adult form, or increasing the raw power of her spells to make up the initial investment. As the player cycles through her different forms, Miley would have opportunities to gain more stacks of accumulated magic, likening her growth rate to a snowball rolling down hill. Should testing find Miley too powerful, tweaks to the conditions to how she gains accumulated magic can be made to find the right balance.

Conclusion

Overall, Millie has the potential to change how players engage with encounters, promotes foresight, and strategy, and character synergy. Hybrid units have a tricky time finding their spot in a party's composition, and I hope this character concept has changed your mind otherwise.