



ALBUM / CONCEPT ART:

(Note: All images below were found on Pinterest and are the property of their respective artists, however I edited the above image to imitate Dislyte's Esper-image style)



BASIC INFO:

Augustus is a manipulative Controller Esper who specializes in removing buffs from enemies, blocking them from re-buffing, and then causing them to miss their targets more often.

Ability 1: Sucker Punch attacks and blocks an enemy from receiving buffs in addition to poisoning them.

Ability 2: Darkest Depths is a passive ability that when Augustus attacks an enemy it extends the duration where they cannot be buffed and causes them to miss their attacks more often.

Ability 3: Tides of Despair attacks all enemies, poisoning them, dispelling a buff, and has a high chance to block them from receiving further buffs.

ESPER ABILITIES:

ABILITY 1	BUFFS / DEBUFFS
<p>SUCKER PUNCH Lvl 1 Attacks 1 enemy 2 times. Deals 90% ATK damage. 60% chance of inflicting Buff Blocker and Poison on them for 2 turns. --- Lvl 2 Damage increased to 100% Lvl 3 Trigger Chance increased to 70% Lvl 4 Damage increased to 110% Lvl 5 Trigger Chance increased to 80% Lvl 6 Damage increased to 120%</p>	<p>BUFF BLOCKER Cannot be buffed.</p> <p>POISON At the start of each turn, deals damage equal to 4% of the debuffed Esper's max HP.</p>

ABILITY 2	BUFFS / DEBUFFS
<p>DARKEST DEPTHS (PASSIVE) Lvl 1 Attacks against enemies with Buff Blocker increase the duration of Buff Blocker by 1 turn. If the enemy is affected by at least 2 debuffs, inflict Miss Rate Up for 2 turns. --- This ability cannot be upgraded.</p>	<p>MISS RATE UP +50% Miss Rate.</p> <p>BUFF BLOCKER Cannot be buffed.</p>

ABILITY 3	BUFFS / DEBUFFS
<p>TIDES OF DESPAIR Lvl 1 Attacks all enemies. Deals 100% ATK damage and inflicts Poison on them for 2 turns. Dispel 1 enemy buff. 70% chance of inflicting Buff Blocker if a buff is removed. Cooldown 5 turns --- Lvl 2 Damage increased to 105% Lvl 3 Damage increased to 110% Lvl 4 Trigger Chance increased to 80% Lvl 5 Damage increased to 115% Lvl 6 Cooldown reduced by 1 turn</p>	<p>BUFF BLOCKER Cannot be buffed.</p> <p>POISON At the start of each turn, deals damage equal to 4% of the debuffed Esper's max HP.</p>

CAPTAIN ABILITY
Increases ally HP and ACC in All Miracles by 20%

BASE ATTRIBUTES:

Level 1

ATTRIBUTE	VALUE
ATK:	258
HP:	4,565
DEF:	245
SPD:	106
C.RATE:	10%
C.DMG:	150%
ACC:	0%
RESIST:	20%

Level 60

ATTRIBUTE	VALUE
ATK:	927
HP:	16,230
DEF:	887
SPD:	106
C.RATE:	10%
C.DMG:	150%
ACC:	0%
RESIST:	20%

ASCENSION PHASES:

PHASE	ATTRIBUTE INCREASE	COST
PHASE 1 BONUS:	DEF +70 HP + 340 ATK + 25	15 Basic Shimmer Wave 3,000 Gold
PHASE 2 BONUS:	HP +950 ATK + 25 DEF + 25	20 Basic Shimmer Wave 6,000 Gold
PHASE 3 BONUS:	Ability Upgrade (DARKEST DEPTHS): Attacks against enemies with Buff Blocker increase the duration of Buff Blocker by 1 turn. If the enemy is affected by at least 2 debuffs, inflict Miss Rate Up for 2 turns. Added: When attacked, if the enemy is affected by any debuff extend its duration by 1 turn and extend the duration of Augustus' buffs by 1 turn.	25 Basic Shimmer Wave 15 Advanced Shimmer Wave 9,000 Gold
PHASE 4 BONUS:	ATK +10%	20 Advanced Shimmer Wave 10 Elite Shimmer Wave 12,000 Gold
PHASE 5 BONUS:	SPD +7	30 Advanced Shimmer Wave 15 Elite Shimmer Wave 15,000 Gold
PHASE 6 BONUS:	ACC +20%	40 Advanced Shimmer Wave 30 Elite Shimmer Wave 18,000 Gold

DIVINE GATES (RESONANCE):

GATE RANK	GATE NAME	GATE INFORMATION
DIVINE GATE 1:	Tides of Despair - Overload	Tides of Despair: Final Damage +10%
DIVINE GATE 2:	Sucker Punch - Morph	New Effect - Lingering Ailments: Poison and Buff Blocker extended to 3 turns.
DIVINE GATE 3:	BLESSING	Base ATK, Base DEF, and Base HP +15%
DIVINE GATE 4:	Sleeping Oceans	Attacking a Poisoned enemy puts them to Sleep for one turn and adds one further stack of Poison.
DIVINE GATE 5:	AURA	Base ATK, Base DEF, and Base HP +20%
DIVINE GATE 6:	Tides of Despair - Morph	New Effect - Deep Despair: This ability can't be resisted.

GLYPH SET RECOMMENDATIONS:

[1] Most Popular		35%
Wind Walker Set x4 +25% SPD	Apollo's Bow Set x2 +25% ACC	

[2] Most Popular		18%
Wind Walker Set x4 +25% SPD	The Enchanter Set x2 Grants a 30% chance of extending the Poison and Bleed debuffs inflicted by 1 turn.	

[3] Most Popular		5%
Astral Witchcraft Set x4 Grants a 20% chance of getting an extra turn when the Esper takes action. (Can only be triggered once. The extra turn does not affect ability cooldowns.)	Apollo's Bow Set x2 +25% ACC	

PROFILE:

NAME:	Augustus
GOD/BEING:	Cthulhu
REFERENCE: <i>(not shown in-game)</i>	The Great Old One, Cthulhu, is said to have come from beyond the stars, and lays sleeping under the Ocean in the lost city of R'lyeh.
ROLE:	Controller
ATTUNEMENT:	Shimmer
RARITY:	Legendary
ESPER INFO:	Walking the Earth to spread the word of the Great Miracles, August channels the cosmic will of Cthulhu to bring revelation to the ignorant masses.

AGE:	38
HEIGHT:	176cm
IDENTITY:	Wandering Preacher
FAVOURITE:	Deep Sea Diving
AFFILIATION:	Miracalists <i>(The True Believers / Wanderer)</i>
RELATIONSHIPS:	N/A <i>(Until other Cosmic Horror Espers are written)</i>

CAREERS:

	ENTRY TAGLINE	ENTRY TEXT
I:	The devious schemer with a delightful smile	<p>Augustus is the charismatic leader of a cult known as the Miracalists, serving the malign Star Lords in their desire for galactic conquest.</p> <p>These Miracalists have given themselves over to the Star Lords in body and mind, believing their "<i>Miracles</i>" to be Holy Blessings, with the Star Lords themselves as divine beings to be worshipped.</p> <p>As the Miracalists grew in strength and numbers, Augustus remained at the forefront, leading his followers towards their ultimate goal of serving the Star Lords and paving the way for their inevitable arrival.</p>
II:	The Sleeping Miracle will rise	<p>Augustus was once a diving instructor, leading scuba-diving tours and exploring the depths of the ocean. One day, while diving in a remote location, he stumbled upon a monolithic structure that had lain dormant at the bottom of the ocean. The Sleeping Miracle.</p> <p>However, Augustus soon discovered that the monolithic structure was actually a tool of the Star Lords, a powerful and mysterious extra-terrestrial race with designs on taking over the planet.</p> <p>As he delved deeper into the Sleeping Miracle, Augustus was corrupted by the Star Lords and became convinced that he was their chosen implement, tasked with furthering their goals on Earth in preparation for their coming.</p>

III:	Spreading the word of the Star Lords	<p>In his quest to spread the influence of the Star Lords, Augustus began gathering other like-minded Espers and formed a cult known as the Miracalists.</p> <p>This group, devoted to worshipping the Star Lords and their mysterious powers, quickly grew in size and influence, with Augustus serving as their prophet.</p> <p>Under Augustus' guidance, the Miracalists sought to prove their loyalty to the Star Lords, to be granted their boons and unlock the full potential of their Esper abilities.</p>
IV:	Beyond oceans vast, to the dreaming city	<p>With the Miracalist cult growing in size it was no longer feasible to try and hold on to any semblance of his old life, with Augustus and his followers setting their sights on establishing a base of operations in the vibrant city of Gyrate.</p> <p>Under the guise of a helpful religious group, they set up shop in a large and well-appointed compound, attracting new followers with their charismatic leadership and promises of aid and shelter.</p> <p>In reality, however, Augustus and the Miracalists were secretly recruiting Espers to their cause, using their influence and powers to sway others to their way of thinking.</p>

DIARY:

	ENTRY TITLE	ENTRY TEXT
I:	Diary Entry 1: My Personal Miracle	<p>I remember the day I first discovered the Sleeping Miracle, that ancient and mysterious monolith that lay dormant at the bottom of the ocean. As I explored its depths, I was granted power beyond my wildest dreams, abilities that allowed me to perceive and manipulate the world around me. But it wasn't until I encountered the Star Lords, those powerful and enigmatic beings who blessed us with their divine light, that I truly understood the purpose of my gift.</p> <p>They chose me to be their prophet, tasked with spreading their generous gifts to the people of the world. And so, I set out on a journey to gather others like me, those with similar powers and a desire to spread the word of our new lords. Together, we formed the Miracalists and have begun our great work.</p> <p>Establishing our base of operations in the vibrant city of Gyrate, we attracted new followers, disillusioned with the Esper Union, who would willingly follow our cause in the pursuit of enlightenment and greater power. Despite the opposition and scepticism that we faced from the Union, we remain determined to spread the influence of the Star Lords, to serve them and enlighten those ignorant of their truth.</p>
II:	Diary Entry 2: Blessings from Beyond	<p>I discovered the Sleeping Miracle while on a diving expedition. It had lain dormant for many years, much longer than my own lifespan, and said to possess ancient and powerful secrets. Few knew of its existence, and even fewer dared to venture near it.</p> <p>But I, Augustus, was not one to be deterred by tales of danger. As a man with a thirst for adventure, I regularly braved the depths of the ocean, exploring sunken ships and underwater ruins. And it was on one of these expeditions that I stumbled upon the Sleeping Miracle.</p> <p>As I explored the structure, I was confronted by one of the great Star Lords, a powerful and mysterious extra-terrestrial being. This Star Lord granted me my Esper abilities - psychic powers that allow me to perceive and manipulate the world in ways beyond ordinary men and women.</p>

	With my newfound abilities, I willingly became their servant, dedicated to spreading their influence throughout the world. Though I have faced many challenges and dangers on my journey, I remained determined to serve my masters and achieve greatness in their honour.
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ANIMATIONS & VOICE LINES:

ACTION	ANIMATION	VOICE LINE
OBTAINED:	<i>Rises out of a puddle of ocean water, holding his hat to his chest, before putting it on.</i>	"I am the chosen of the Miracles!"
PROFILE-OPEN:	<i>Rises out of a puddle of ocean water with tentacles following him but then shrinking back as the puddle closes.</i>	"Humanity has so much to learn."
PROFILE-CLICK:	<i>Removes his hat, bowing a little as he holds it against his chest.</i>	"From the depths, I bring you the gift of revelation!"
PROFILE-IDLE:	<i>Occasionally takes off his hat, a few tentacles falling out of it before being sucked back in, then he puts his hat back on.</i>	"Do you believe in Miracles?" <Writer's Note: "You sexy thing! Oh! Where you from!? You sexy tha-ang!">
VICTORY:	<i>Removes his hat, holding it up as tentacles come out of it and flail around.</i>	"Glory to the Miracles!"
ABILITY 1:	<i>Holds out his hat, a tentacle lashing out of it to strike the enemy.</i>	N/A
ABILITY 2:	N/A (Passive)	N/A
ABILITY 3:	<i>A black ocean-puddle forms beneath all enemies, tentacles lashing out of it all around them.</i>	"Lords of the Stars, answer thy servant's prayers!"

DESIGNER NOTES:

First of all, thank you for taking the time to look at the first Esper Design I have created, I had a lot of fun designing Augustus/Cthulhu as I am an avid Cosmic Horror genre fan... and I hope to follow him up with both Epic and Rare Cosmic Horror-themed Espers who would be released in the same Patch in different ways.

- Augustus would be the Banner Esper of a Cosmic Horror themed Patch I'm working on designing. Players would be able to obtain him via Gold Records or Wish Stones, like the other Banner Espers from past patches, and once obtained can be put into the Wish Pool.
- The story event would revolve around Augustus travelling around Gyrate and the surrounding lands, trying to find people to join his Miracalists cause. After the event ends, it will unlock the **Sleeping Miracle** that will become a standard Miracle just like the Sonic or Ritual Miracles.
- During the story event players will be able to earn a new Rare Esper that follows the Cosmic Horror theme, and then also purchase a new Epic Esper from the Event Store when they reach enough currency. These new Rare/Epic Espers would then also become part of the Echo once the event ends.
- The Miracalists would be a new faction, distinct from the Esper Union or Shadow Decree. They would be a collection of Wanderers who band together to worship the gifts of the Miracles and Star Lords, rather than fighting against them.
- The Artwork used here was not drawn by me (*shocking, I'm not multi-talented!*), and was found via Pinterest... where most people go looking for paper-designs if they can't draw themselves. Thus, Augustus would need completely original 2D and 3D models created for use in-game.
- The first image on the design sheet was created by me using an amalgamation of the art from Pinterest and the existing preview images for other Espers, alongside some Photoshopping and then fitting together in PowerPoint (*I know PS is more powerful, but things were easier for me in some regards using PP*).
- Augustus would be the first second third Shimmer type Legendary tier Controller Esper, with the Epic tier Controllers being Zhong Nan and Odette, and finally Melanie in the Rare tier (*Update Jan 9th, 2023, a*

Shimmer Controller "Feng Nuxi" was announced for patch 3.1.8... stealing Augustus' thunder! Followed by Toland in 3.3.2! Noooooo!).

- As Shimmer Espers, especially Legendary tier, are harder to obtain than the other types, their kit is seemingly better in some ways than other Espers in the same tier. Not always more "powerful", but more "useful", for example the Legendary Espers Jiang Jiuli (*Fighter*), and Unas (*Support*).
- When I use **Orange Text**, that means it is a STANDARD value for the Esper based on its Rarity, and nothing to do with its individual design.
- The websites online don't give all the information on the Ascension costs, and when they give some... some of it was wrong and don't include the gold cost. So, what did I do? Went through in-game and recorded it all myself for all rarities. This was a pain in the backside, but it'll work out better for me when designing other Espers.
- I started this a while back, but due to illness it fell by the wayside, and now I come back to it... the Resonance System was overhauled into the Gate System! I'm not sure how I like it, considering how hard it is to 6-Gate/Resonance certain Espers, especially Legendary ones, even with the new Wish List system. However, it does add more depth to the Esper and their Skills, so from a design standpoint it's something extra to tweak and fiddle around with!
- I'm not a statistics and numbers guy. If anything looks "off", please let me know so that I can double-check it and see what needs to be changed (*however in-general most stats are almost identical for non-Shimmer Legendary Controllers*)... it would help me a whole bunch! I'm also talking about "wording"; I've tried to be as accurate as possible to in-game wording on skills as possible, but if there are better ways to phrase things based on the actual in-game wording, I'd love the feedback!