

Warning: I have no experience making games or in general coding nor do I have a completely accurate idea of how dishonored 2's systems work some of what I say may not actually be viable as options in the game due to how it's set up but I took general assumptions and did my best to balance the changes game wise and thematically , thank you.

Knockout meter

For the rest of the ideas I've created to work I've come up with a simple way to implement them into the game called the knockout meter. This is basically a pool of hit points equal to any given target's total health as just the same when damage is done the number of hp in the pool is reduced once zero, as in the case of the knockout meter, they will fall unconscious. Any damage that is considered lethal like from crossbow bolts or pistol shots will not take points out of this pool but non-lethal damage such as from the ideas listed below will. From here on be aware when I refer to health I mean in terms of this meter.

Equipment

Needle bolt: the needle bolt is a crossbow bolt that instead ending in the traditional heading has a sharp short needle at the end that is coated in a potent sedative. The needle bolt is fired from the crossbow and when fired acts like a normal bolt doing damage equal to if it were a crossbow bolt but instead the target dying when their health hits zero they will be knocked unconscious. Any effects a bolt would normally have like if you shoot someone in the leg they fall over occurs with the needle bolt as well apart from any action that kills them would then knock them unconscious.

Rubberized bullet: rubberized bullets are similar to regular bullets but are made from specialized hardened rubber that can be shot from a gun and though it does hurt significantly it will not kill a target if it hits a vital spot. Rubberized bullets will attack like regular bullets when fired from a gun dealing damage as a bullet normally would instead when a target's health is dropped to zero they will be incapacitated on the ground suffering broken bones or other such maladies to injured to continue fighting moaning in pain. Upon picking up an incapacitated person you will hit them in the head knocking them unconscious this animation will not take longer than a normal carry animation. Shoots to the feet will knock a target down as usual and shoots to the head that would kill instantly knocks a target unconscious. Repeated shoots to the head of an unconscious person will kill them.

Gas bomb: the gas bomb is similar to a grenade functioning in the same way but upon detonation it releases a cloud of highly potent paralytic gas that if inhaled in large enough quantities will paralyze a target for an extended amount of time. Once gas is exposed to air it quickly degrades and becomes inert. For game play sake it will say they are unconscious but some flavor text could be added saying they may appear this way but they are simply unable to move while their senses are still functioning aka they can hear and feel yet and are probably terrified of you when you're around thinking you're going to kill them. Or a simple paralyzed condition text could be added basically meaning they are considered unconscious but hinting at

that idea of functioning senses making you feel a bit cooler as an Assassin. When the gas bomb detonates it will act like a normal grenade dealing damage to targets as a grenade normally would but if their health drops to zero it causes them to be knocked unconscious instead. If a target receives damage but does not die out right less subsequent non-lethal damage will be needed to cause them to fall unconscious or be incapacitated dependent upon the damage to their health by the gas bomb.

Spider bomb: the spider bomb is a hybrid weapon of the sticky grenade and the gas bomb having both the paralytic gas and the ability to adhere itself to targets and objects. Game wise the spider bomb will have the same properties that the gas bomb would in addition to being able to stick to things like the sticky grenade. Overall self explanatory.

The striker: the striker is a weapon designed to incorporate the utility and combat aspects of your sword and a hammer. It's designed like your sword being able to retract and extend as well as a cross guard but the main portion of the weapon is made of a strong metal rods ending in a thick heavy hammer head. You are able to block and parry with it as normal as well focused strikes with it will have the same effects as a sword such as hits to the head stunning enemies momentarily. When you hit a target with the striker it will do the same damage to their health as if it were a sword though being that any killing blows would knock a target unconscious or incapacitate them. While using the striker if you perform a non-lethal take down after parrying a target you will go into special animations seeing you breaking hands and bashing heads leaving them ultimately severely injured but still alive and unconscious so you can feel like a badass and still play non-lethally

Lethality switch

Most of the powers in the game already have non-lethal options and others are neutral and aren't lethal or non-lethal but for the ones that don't offer non-lethal options why limit the fun cause you don't want to kill so i've made a simple solution called lethality switch. It works when you're in the powers menu and hover over certain powers which will prompt you to press x to switch it to a lethal or non-lethal variant. Making a normally lethal power non-lethal won't change the core of how a power works or it's effects nor any upgrades it has and will only tweak things like how a power looks when used or animations. Of course any time a switched power is used if it kills an enemy it will knock them unconscious. Most of what is below is flavor text so you can understand my thinking and how these changes would work in a thematic sense. Any powers or upgrades I feel need augmentation are listed and detailed below.

Powers

Devouring Swarm: when switched ,the power now called voidless swarm, rather than summoning a swarm of rats will summon a swarm of void spiders that will bite targets injecting venom that will knock a target out. Once a target is unconscious the spiders will web the victim in a cocoon and they will be dragged into the void temporarily out of sight until they regain

consciousness ensuring no one will find your downed targets until you're long gone. All upgrades will act the same as in effects to the size or number of swarms you create won't be changed.

Windblast: overall windblast does need much changing and the only thing I'll suggest tweaking is the upgrade that allows you to use it to break through doors and kill enemies that hit walls and such. With the non-lethal variant you can still do all the things you'd normally be able to do expect when it comes to killing a thrown target corvo basically pulls his punches a bit and thematically speaking before they hit the wall he draws out all the oxygen from their bodies and makes an air cousin with it and because no oxygen is in their bodies at all they will have passed out within 2 seconds and won't be getting up anytime soon even after the air is returned to their system.

Doppelganger: the doppelganger ability will over all work exactly the same and the upgrades will function normally as well with two changes. The first one will be that the "doppelganger" will use the striker instead of a sword and in combat won't kill but will incapacitate enemies for you and secondly when doing Assassinations they will instead perform choke outs which will take as long to do as the assassination animations would normally as not to have it be unbalanced.

Shadow kill: when switched the ability now called shadow rend will cause knocked out or incapacitated targets to dematerialize and be taken into a Demi plane of the void where they will stay until they awake long after you have left. All upgrades will work the same as they normally would and the only changes would be to style and animations as well as the normally required lethality would be changed obviously.

Blood thirst: blood thirst, now called pain reve, will function in the same way allowing you to insta kill enemies when your adrenaline meter is full, of course you won't be killing them but knocking them unconscious. Actions like choke outs, attacking with the striker, parrying, and drop knockouts will build your adrenaline meter. All perks will function the same and in replacement of the brutal kills will be equally as gritty knock outs where you can see yourself breaking your enemies' limbs, snapping off fingers, cracking noses, and smashing out teeth.

Reflexes: reflexes will function as it does normal and its upgrades will as well but when you deflect a projectile at a target it deals both damage to their health and to the knock out meter and if this would normally kill them they fall incapacitated instead. Thematically you purposely deflect the projectiles at crippling but not life threatening areas of the body like the knees, lower spine, or jaw.

Rewiring

As a concept I love that you can use the machines around the game against your enemies but in a non-lethal playthrough rewiring is useless as it will always cause your enemies to die so listed below are so simple changes to make it viable. To rewire any of the machines listed below you simply press y while looking at the security panel.

Wall light: you switch the wall of light's enemy perception and change the voltage so that it acts like a giant stun mine knocking targets out as they pass through.

Arc pylon: you switch the arc pylon's enemy perception and change the voltage so that it acts like an indefinite stun mine knocking targets out as they pass by.

Clockwork soldier: you change the clockwork's enemy perception and send it into a "crowd control" mode where they use the blunt back sides of their blades to essentially mercilessly beat their targets in to submission and unconsciousness as well as when they use their electric shock they turn into mobile stun mines knocking out any it normally kill.

Watch towers: you change the watch tower's enemy perception and send it into a "riot suppression" mode where it switches over to gas canister missiles that upon detonation release clouds of potent knock out gas to subdue targets.

Alarms: you deactivate the alarm and the shock users get is lower so that it knocks them unconscious instead like a stun mine.

Equivalents

Here is a list of what equipment items are the non lethal and lethal versions of each other just in case you may be interested.

Crossbow bolt / needle bolt
Incendiary bolt / sleep darts
Howler bolt / neutral ammo type
Stringer bolt / neutral ammo type
Pistol / rubberized bullets
Grenade / gas bomb
Sticky grenade / spider bomb
Springrazor / stun mine
Sword / striker

Non-lethal play in dishonored as a whole

One of the reasons why dishonored 2 is one of if not my favorite game is because though it's like assassin games which I love already it offers something that no other game like it does which is the ability to play the whole thing without killing anyone which I find amazing and to be honest I enjoy more than the traditional kill everyone style. I usually play my first run of any dishonored game non-lethal and I like to think about just how badass of a message that I'm sending when everyone wakes and realize what happened and they know if I had wanted to kill them I could have and for the rest of their life they are gonna have to have it in the back of their mind I maybe coming back. Also to mention the fact that not killing anyone is the biggest

statement of dominance ever basically saying I'm such a unit you are so worthless and beneath me I'm not even going to kill you cause your not even a enough threat for me to care. Your a game not a challenge and one day if I decide to kill everyone I could and there is nothing you can do to stop me. Just badass period. The morality scales in the game are nice as well, making how you engage the game matter though I feel like making your overall chaos be more meaningful in the end as it's a bit watery and maybe even a neutral chaos play style might be nice. In future games seeing how you played past levels effect levels later on like how more blood flies show up would be nice but through things like npc behavior or conversation. As example maybe hearing news or rumors about how you handled important figures in other levels or even having civilians or worried guards over exaggerate things you have done talking about a mysterious figure who came through a town and killed everyone there leave no witnesses or how they say they have been finding guards still alive with their tongues cut out or their hands chopped off. Overall I'd like to see non lethal be more brutal going the route of i won't kill you but this is gonna hurt a lot for along time as it sucks to come across someone you really think deserve to die and you can only kinda slap them on the wrist I'd rather have the option to feel like I'm giving them a good reason not to keep doing what they are through means of breaking their bones, permanently crippling them for life, or even taking fingers and or eyes. Lastly no wishy washy non-lethal target options I want to take the main targets down in a way that feels weighty like with Jindosh when you melt his mind which to him was his most valued possession, it's personal, cruel even, and some would say worse than death more of that please.

- thank you for reading. Hopefully you have enjoyed this if you have any questions or if you wish for me to go into more details on anything feel free to comment and I'll try and get back to you. If you are interested in some of these ideas share this and maybe in future games we will see something like it as well if you are interested in more content like this I'm working on some ideas for other enemies that could be implemented to make future games more interesting thanks.