

Gameplay Systems

- Mastery
- Scaling
- Affinities
- Resources
 - Calcified Time
 - Temporal Essence
 - Dices

Mastery

Mastery is an additional scaling system on top of existing ones. Its purpose is to enhance the power of abilities not just through flat numerical bonuses but by upgrading or altering their mechanics.

Each acquired talent of a given Affinity grants one point of Mastery to that group, improving its abilities.

Each talent has its own unique Mastery effect, which may follow common patterns—such as additional strikes, longer durations, or more frequent DoT ticks—or introduce entirely new mechanics.

Some Mastery effects scale indefinitely as long as the player continues acquiring talents of that type, while others have a soft cap.

Scaling

Affinities

- Blood
- Arms
- Storm
- Earth
- Fire

Resources

Calcified Time

Permanent resource

Temporal Essence

Temporary resource used only during single run, after completing it (or dying) all resource is lost

Dices

Used to re-roll some options during run: rewards, or power choices