Refined Idea:  
  
**⚔️ Core Game Loop**

1. **Team Building Phase**
   * Pick **4 characters** (tank, DPS, sub-DPS/buffer, healer/support).
   * Assign each **1 relic** (powerful, unique effects).
   * Start with basic weapons → upgrade later.
2. **Battle Phase** (Turn-Based, Speed Determines Order)
   * Each round = **5 actions** (4 players + boss).
   * Characters & boss act in order of **Speed stat**.
   * Each action generates **Credits** (damage, healing, buffing, shielding).
3. **Shop Phase** (Between Turns)
   * Spend credits to buy **Weapons, Boons, or Relics**.
   * Can swap relics or upgrade weapons mid-run.

**📊 Character System**

Each character has:

* **Stats** → Atk, Def, HP, Speed, Crit Rate, Crit Damage
* **Allegiance** → Light, Dark, Chaos, Serenity, Abyssal, Heavenly, Neutral, Void
* **Affinity** → Allegiance dmg bonus
* **Aversion** → Allegiance dmg resistance
* **Alignment** → Allegiance mastery (similar to EM in Genshin)

**Roles**

* **Tank** → Claymores / Shields / Clubs
* **DPS** → Swords / Katanas
* **Sub-DPS/Buffer** → Staves / Spears / Polearms
* **Healer/Support** → Books / Artifacts

**🌌 Allegiances**

Think of these like *elements*, but with unique gimmicks.

**Neutralization (Double Damage + Ability Trigger)**

* **Light x Dark** → Affinity scaling
* **Abyssal x Heavenly** → Alignment scaling
* **Chaos x Serenity** → Atk/Def/HP scaling
* Triggering requires:
  + 1 character to apply an allegiance effect (e.g. Gleam = apply Light)
  + Another character to strike with the opposite allegiance (e.g. Dark Slash)
* **Neutralization Ability** → Only the higher Alignment stat triggers their ability.
  + Example:
    - Light buffer (Alignment = 300) + Dark DPS (200).
    - Buffer’s neutralization ability triggers (e.g. reapply Light instantly).

**Void (Consumption Mechanic)**

* Doesn’t neutralize.
* Instead → “Consumption”: every successful Void hit **stacks power**.
* High damage potential but team is also more vulnerable → *gambling playstyle*.

**Neutral (Double Passive)**

* No neutralization.
* Gains **extra passive ability** instead → stable, jack-of-all-trades.

**🪐 Harmony System**

Boosts team scaling through synergy.

**By Team Composition:**

* **2 Light/Dark** → Increase Affinity scaling.
* **2 Abyssal/Heavenly** → Increase Alignment scaling.
* **2 Chaos/Serenity/Neutral** → Increase Atk, Def, HP.
* **3 Void** → Increase Crit Rate & Crit Damage, but increase vulnerability to Void dmg.

**By Buffs:**

* Buffers can **re-apply allegiance** → extra harmony stacks.
* Example:
  + Team has 2 Dark.
  + Buffer applies Dark → that character gets *double harmonized*.

**🛡️ Relics, Weapons, Boons**

* **Relics** (unique passives, 1 per character, swappable mid-run, gimmicky buffs).
  + Example: Guerrilla Warrior’s Crest: “First hit crit damage +50%”
* **Weapons** (upgradable, tied to role/weapon type).
  + Example: Epic Rarity Polearm = Every time equipped character buffs another, increase speed by 5 %.
* **Boons** (Hades-style buffs, temporary or permanent, allegiance themed buffs).
  + Example: Blood Hound’s Howl = “Chaos attacks heal 5% HP.”

**⚡ Battle Mechanics**

1. **Turn Order** → Speed decides who acts first.
2. **Actions** → Attack, Buff, Heal, Shield.
3. **Allegiance Interactions** → Neutralization or Consumption.
4. **End of Turn** → Apply DoTs (burn, bleed, poison, shock).
5. **Credits Awarded** → Based on performance.
6. **Shop Access** → Buy upgrades.

**🧩 Example Turn (Expanded)**

**Example 1 – Light + Dark Neutralization**

1. **Light Buffer casts Gleam → applies Light, lowers Dark resistance.**
2. **Dark DPS uses Dark Slash → higher dmg due to aversion + triggers Neutralization.**
   * **Neutralization deals bonus dmg scaling off Alignment.**
   * **Since Buffer has higher Alignment, their neutralization ability triggers → reapplies Light.**
3. **Boss attacks → deals AoE damage.**
4. **Healer heals team.**
5. **Tank shields team.  
   → End of turn → credits awarded → shop phase.**

**Example 2 – The Power of Boons**

* **You’re running a Neutral DPS that normally just hits hard with physical damage.**
* **The boss is constantly aligned with Heavenly. Normally, your neutral hits won’t cause any neutralizations.**
* **In the shop, you buy the boon “Abyssal Corruption” → *converts all of this character’s damage into Abyssal-aligned damage*.**
* **Place this boon on your Neutral DPS and BOOM — now *every single attack triggers Abyssal x Heavenly neutralization*!**
* **Because the character is Neutral, they don’t have a neutralization ability — they just constantly proc bonus neutralization damage.**
* **But imagine if that same DPS were Dark-aligned → even though *Dark x Heavenly = nothing*, the boon forces their attacks into Abyssal, so every hit both neutralizes and triggers a Neutralization Ability which could be something like triggering instance of bonus dark damage.** 
  + **This can turn a simple DPS into a neutralization machine, chaining insane amounts of extra damage.**

**This example shows how boons are game-changers:**

* **They can completely alter allegiance interactions.**
* **They allow for *creative combos* (e.g., turning a boring Neutral hitter into a neutralization monster).**
* **They open up meta-strategy → you don’t just build teams, you pivot mid-fight by buying the right boon.**

**🎮 Inspirations Mapped**

* **HSR** → 4v1 boss, turn order, team comp.
* **Genshin** → Allegiances (elements), Harmony (resonance).
* **Pokémon** → Speed turn order, type matchups.
* **Hades** → Boons & roguelike shop progression.
* **League/Valo** → Shop & credit system.