**Mechanics.**

**Blessed.**

**Blessed** – The blessed have two main branches:

* **Harvesters** – able to extract essence from precious metals resulting in crystalline essence that can be used by channels in two ways – to enhance various attributes of the body speed, fortitude ect, and for use as fuel in the miniaturised steam engines that were invented in the last century.
* **Channels** – can utilise crystalline essence as a body enhancement, this will be implemented in game as a buff system working very much like the force powers in the jedi knight series.
* Those who are born with both sets of the blessing harvesting and channelling are incredibly rare and so coveted by each faction there have only been three in recorded history.
* Blessed can sense other blessed using their powers within a certain range.

**Regular soldiers.**

**Regulars** – despite the vast power the blessed have been bestowed they are few in number only one in a thousand are born with any decent level of power, these few are tested by each factions academy of the blessed and given duties according to their abilities.

Regular people untouched by the blessing are called mills (run of the mills).

Regulars use the sword and bow with limited skill.

**Enemy Blessed.**

The enemy blessed will reinforce the regular soldiers ranks however they are a rare resource and so their will only be a select few assigned to each battallion of regulars. Once these are eliminated the regular soldiers will be at your mercy.

**Academies.**

Once an initiate has been tested they are split into groups to live, train and eat together until the day of graduation. As they go through this training each year they are given a test, each testing is gruelling and fraught with real danger, many do not make it through to their graduation.

Each of the academies is hidden deep inside each realm and is a closely guarded secret, if the other academies knew the placement of each other then they would conspire to insert spies and bring about the downfall of such an academy.

The academy students once graduated are then filtered out to separate jobs and assignments around their respective realms, some powering the great steam engines others sent on covert missions behind enemy lines to undermine the other factions.

**Debuffs.**

These gifts make the blessed formidable, however like all gifts they come with consequences, each time a channel uses crystalline essence he becomes intoxicated and must wait before consuming more essence if a channel uses too much essence in one go they will suffer debuffs and with continued use die.

**Metals list and their world uses.**

**Rhodium** – allows the channel to heal at an incredible rate.

**Gold** – allows the channel to move at incredible speed.

**Silver** – allows the channel to emit a bright flash from their eyes

**Platinum** – allows the channel to become impervious to damage for a short time.

**Palladium** – allows the channel increased accuracy.

**Osmium** – allows the channel to influence a mind

**Gallium** – allows the channel to become a shimmer (invisible)

**Indium** – allows the channel to see in the dark

**Traversing the missions.**

The PC will be able to utilise these powers in game to find their own method to traverse the missions, several pathways will be available to them that will require mastery of the powers.

They will also be able to hide in shadows and use various elements of cover to stay hidden.

The player is equipped with a grapple and climbers spikes which will allow them to swing from building to building the climbing spikes will allow the layer to climb vertical surfaces.

**Concequences of lack of stealth.**

If a player is spotted the difficulty of a mission will increase as they have lost the element of surprise. This means that enemies will stay in an alerted state, making it harder to sneak around the mission.

Once a player is spotted the enemies will give chase and try to engage the player in combat, the player can fight or hide using the various types of hiding places give the enemies the slip. You will only be able to utilise the hiding places if you have broken the sight line between yourself and the enemy giving chase.

Despite the player being a very powerful individual the enemies have a few tricks up their sleeves as well as their own trained blessed, these will include but are not limited to spotlights made with silver and other crystalline essence weapons.

**Methods of Offense.**

The PC is equipped and trained with a number of weapons the sword, bow.

Combat will be in the form of hack and slash however will also contain quick time events much like in the game “shen mue” these quick time events are instigated when an opening has been left by an enemy for an instant kill. They will also be available to skilled enemies to perform on you, a quick time event will be available to counter these.

Utilising crystaline essesence will give the player significant advantages against run of the mill enemies.

The player can choose to silently kill an enemy by attacking them while they are unaware of the players presence usually from behind however above is also an option or confront them in an all out assault however if the enemy calls for help it will increase the alert level of all the enemies in a mission.

The player can use their powers to cause confusion amongst the enemy causing them to fight amongst themselves.

They can also use the environment to kill enemies collapsing rooves, other structures and precariously balanced objects can be manipulated to create unique death sequences.

**Player Controls.**

The player will be able to interact with the world using the “w a s d” for movement as well as the mouse for looking around. The “e” key will be used for interaction with doors and objects, the left mouse button for weapons use and the right mouse button for unleashing the selected power which can be cycled through with the use of the scroll wheel or mouse button three, these powers will also be mapped to the numerical keys on the top of the keyboard.