**Mechanics.**

**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,

**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.

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.

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

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.

**Metals list.**

**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

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.

The PC will be able to utilise these powers in game to find their own method to traverse the missions.

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

If a player is spotted the difficulty of a mission will increase as they have lost the element of surprise.

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.

The PC is also equipped and trained with a number of weapons the sword, bow, grapple and climbers spikes which will allow them to climb vertical surfaces.

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.

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 can counter these.

The player could 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.

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.