-Start-

1. character walking injured and infused after the explosion, changing/shifting/teleporting uncontrollably, walks to a pond or any pool of water to see his reflection \\ character customization starts which [after it is done] transitions in to a flashback of the main character getting ready to go on a mercenary mission to gather food from local wildlife for the benefit of the village.

2. injury system - certain enemies can injure the player like arm, leg, torso injury or head trauma. Skills are divided by how you use the skills...if using swords you use your hands and hand injuries may prevent you from swinging the sword and so on...

3. certain areas react to certain usage of atiness. for example: fighting in a forest that has infused plants and trees with elemental shaping of atiness, throwing fireballs and such, causes the plants to sense a large quantity of atiness and they consume it, rendering the players elemental part of shaping atiness useless in this area.