

Imperia and Armament

Imperia

Imperia is the energy source of the armament users. Imperia can be of seven types; **Fire**, **Water**, Earth, **Wind**, **Lightning**, **Light**, **Darkness**. This depends on the primary affinity of the armament user. A person may awaken another affinity or evolve their current affinity such as having from Water to Ice, or from Fire to Lava. The amount of Imperia in a person usually keeps on increasing as they train with Imperia and this could increase their power levels.

Armaments

Armaments are weapons that can be summoned by a person once they have awakened them. Armaments are awakened when a user finds their purpose in life or when they are under life-threatening conditions.

Armaments do not need to be stored or carried as they can be summoned and dismissed at the will of the user. Armaments also allow the users to get upgrades as their power levels increase such as resonance and fusion. Moreover, the armaments can also themselves evolve once their user has gained a certain level of resolve.

Power levels