Day 5 — Progression & Karma

XP + Rank + Karma Interactions

Progression is governed by three connected systems:

- **XP (Experience Points):**
  Earned through gameplay actions such as combat, objectives, and match completion. XP determines **progress speed**.

- **Rank:**
  Rank increases when XP thresholds are reached. Rank represents the player's **progression tier** and unlocks core content.

- **Karma:**
  Karma does not affect XP gain or rank progression speed. Instead, it **modifies what content becomes available within a rank**.

Interaction Model:

- XP → increases Rank

- Rank → defines available unlock tier

- Karma → filters and directs unlocks within that tier

Engine Logic (Conceptual):

playerRank = rankFromXP(totalXP)

karmaState = evaluateKarma(playerActions)

availableUnlocks = getUnlocks(playerRank, karmaState)

Karma-Gated Unlocks

Karma gates **type and nature of unlocks**, not progression itself.

1. Card Unlocks

- **Good Karma:** Support, control, defensive cards

- **Neutral Karma:** Balanced and utility cards

- **Bad Karma:** High-damage, aggressive cards

2. Ability / Modifier Unlocks

- **Good Karma:** Protection, recovery, team-oriented abilities

- **Neutral Karma:** Flexible, situational abilities

- **Bad Karma:** Burst damage and pressure-focused abilities

3. Rewards & Upgrades

- **Good Karma:** Stable, low-risk upgrades

- **Neutral Karma:** Standard upgrades

- **Bad Karma:** High-risk, high-reward upgrades

Design Rule

Core progression (XP gain and rank advancement) is never blocked by karma.Karma only determines how progression expresses itself, reinforcing commander identity without restricting player freedom.