World of Tetris: Fragments of the Sleepless Realm

12. Character Progression Overview

This page defines the canonical character progression system used by all playable heroes. Progression is designed to reinforce mastery rather than replace skill, ensuring that player decisions remain central to success.

12.1 Leveling Rules

1   Maximum character level: 100

2   Each cleared game level grants +10% character XP

3   Every character level grants one skill upgrade point

12.2 Skill Slots & Cooldowns

Slot	Tier	Cooldown	Intent
1	Basic	5s	Frequent, low-impact assistance
2	Advanced	10s	Tactical control
3	Powerful	20s	High-impact decision
4	Ultimate	30s	Critical situation reversal

12.3 Skill Scaling (Levels 1–25)

Each skill can be upgraded up to level 25. Upgrades improve effectiveness, duration, precision, or AI-awareness, depending on the skill type. No upgrade removes risk or bypasses core gameplay rules.

12.4 Player Input Mapping

Skills are activated manually via keyboard inputs: Key 1 — Basic Skill Key 2 — Advanced Skill Key 3 — Powerful Skill Key 4 — Ultimate Skill

12.5 Interaction with Difficulty & Pressure

Higher difficulty increases the cost and risk of skill usage by amplifying Pressure and antagonistic response. Pressure acts as a soft limiter, ensuring skills are used strategically rather than reactively.

Educational Notes

This progression system demonstrates scalable character growth, controlled power creep, and decision-driven advancement. It is suitable for teaching long-term balance design.