World of Tetris: Fragments of the Sleepless Realm

9. Character Mechanics Overview

This page consolidates all remaining character-related mechanics and abilities into a unified system view. All mechanics described here are layered on top of the Core Gameplay Loop and must not violate the canonical Tetris rules.

9.1 Shared Character Systems

1   Ability Gauge: Fills through clean play, combos, and pressure management

2   Cooldown System: Prevents ability spam and enforces timing decisions

3   Risk–Reward Scaling: Stronger effects increase Pressure or Baron aggression

9.2 Class Ability Summary

Class	Primary Role	Signature Mechanics
Warrior (Alexielle)	Tank / Stability	Pressure reduction, extended lock delay, recovery windows
Sorceress (Zirielle)	Control / Burst	Targeted destruction, freezing, lightning disruption
Cleric (Lucia)	Support / Recovery	Pressure decay, mistake mitigation, safety nets
Rogue (Drobadan)	Trickster / Taunt	Baron provocation, AI misdirection, effect cancellation
Dragon (Edea)	DPS / Chaos	Pressure amplification, combo explosions, high-risk burst
Thief (Dexter)	Opportunist / Control	System theft, effect delay, timing manipulation

9.3 Ability Activation & Costs

Abilities are activated manually and consume the Ability Gauge. Higher-tier abilities impose indirect costs such as increased Pressure or reduced future gauge gain.

9.4 Interaction with Difficulty & Pressure

Difficulty modifies ability efficiency and gauge generation. Pressure amplifies both the power and the risk of abilities, ensuring no ability trivializes challenge.

Educational Notes

This page demonstrates layered system design, where multiple mechanics interact without direct coupling. It serves as a reference for students implementing abilities in a deterministic system.