

World of Tetris: Fragments of the Sleepless Realm

Game Design Document — Page 14

Character Skills — Visuals & Mechanics

14. Character Skill Definitions

This page enumerates all active skills for each playable character. For every skill, the name, visual representation, and mechanical effect are defined. All skills respect the Core Gameplay Loop and interact with Pressure, Difficulty, and Black Baron AI.

■ ■ Warrior — Alexielle

Iron Guard (Basic)

Visual: Steel aura surrounds the field edges.

Effect: Reduces Pressure gain and increases lock delay.

Shield Breaker (Advanced)

Visual: Shockwave across unstable blocks.

Effect: Stabilizes uneven field surfaces.

Stand Firm (Powerful)

Visual: Crimson shield sigil appears.

Effect: Grants temporary immunity to Baron interference.

Last Bastion (Ultimate)

Visual: Massive fortress silhouette.

Effect: Prevents imminent game over and resets Pressure.

❄ ■ Sorceress — Zirielle

Frost Touch (Basic)

Visual: Icy glow freezes falling piece.

Effect: Temporarily halts gravity for precision placement.

Arc Lightning (Advanced)

Visual: Lightning strikes targeted blocks.

Effect: Destroys obstructive blocks or lines.

Frozen Domain (Powerful)

Visual: Snowstorm over entire board.

Effect: Global gravity slowdown.

Absolute Zero (Ultimate)

Visual: Board encased in ice.

Effect: Stops play briefly and cleans critical zones.

■ Cleric — Lucia Alexandria

Gentle Light (Basic)

Visual: Warm halo of light.

Effect: Reduces Pressure and extends lock delay.

Sacred Stitch (Advanced)

Visual: Golden threads mend gaps.

Effect: Completes near-finished lines.

Divine Shelter (Powerful)

Visual: Protective dome forms.

Effect: Reduces penalties from mistakes.

Miracle Grace (Ultimate)

Visual: Radiant wings spread.

Effect: Major Pressure reduction and stabilization.

■ Rogue — Drobadan Coxx

Mock (Basic)

Visual: Laughing shadow taunts.

Effect: Increases Baron error chance.

Sabotage (Advanced)

Visual: Disruption glyphs.

Effect: Cancels pending Baron actions.

Mind Game (Powerful)

Visual: Distorted mirror effect.

Effect: Forces Baron to misapply effects.

Grand Taunt (Ultimate)

Visual: Baron enraged silhouette.

Effect: Triggers chain of Baron mistakes.

■ Dragon — Edea Flamberge

Ember Rush (Basic)

Visual: Flames ignite combos.

Effect: Boosts scoring and combo rate.

Flame Break (Advanced)

Visual: Explosive fire wave.

Effect: Destroys part of the field.

Inferno Flow (Powerful)

Visual: Field engulfed in fire.

Effect: Increases gravity and rewards.

Dragon Apocalypse (Ultimate)

Visual: Dragon inferno eruption.

Effect: Massive destruction with extreme risk.

■ Thief — Dexter Claw

Swipe (Basic)

Visual: Quick claw slash.

Effect: Steals negative effect.

Tripwire (Advanced)

Visual: Snare lines appear.

Effect: Alters next piece behavior.

Smoke & Mirrors (Powerful)

Visual: Smoke clouds distort vision.

Effect: Desyncs Baron timing.

Perfect Heist (Ultimate)

Visual: Vault door snaps shut.

Effect: Turns multiple negatives into benefits.

Educational Notes

This page demonstrates how visual feedback reinforces mechanical clarity. Students can use this section as a blueprint for implementing readable and expressive abilities.