Progression:

**When you level up, your Soul Gate’s durability goes up. Your damage stat doesn’t.**

At level 1, you’re going to be using spells at the bare minimum manaflow that causes them to have an effect. As you level, you’re going to be re-using the same spells but you’re going to start to leave the minimum manaflow requirements for spells like Burst, Mana Burn and Concentrate Life and their damage will start to come into their own.

PROS: It creates a road to mastery not just for the player, but also for the character. As you figure out more combos and stuff, you gain the ability to use them. If you figure them out too early, now you want to keep playing.

CONS:

GAMEPLAY: This makes Crumble REALLY good early-game because its damage is constant. Instead, make it scale with maximum Soul Gate durability. Corpus spells mana demand also have to scale based on max Soul Gate durability.

Spellcasting:

**Spells are broken into three Arcana, which are each divided into three Schools. You get one Arcana and can freely choose two other Schools to cast from.**

Ex. VED, Artifaction, TT.

You may forego taking an auxillary school, and instead perfect a school you can already cast from, i.e. VED, Perfected Artifaction.

**Casting a spell drains mana from the Ether, which damages the caster’s Soul Gate. If the Soul Gate is ruptured, some dramatic and bad things happen, but they can be used in beneficial ways. The Soul Gate repairs rapidly.**

A full Soul gate repair takes about 4-8 seconds, depending on <Not fortitude>.

Health:

**Fortitude represents the amount of calories left in your body. Strenuous activity and healing burns Fortitude, and healing efficiency increases with remaining Fortitude.**

Eating restores a miniscule amount of fortitude over time, but it goes up WAY faster while resting in a safe zone. This keeps the cleric from being the solo carry.

**Health and Fortitude scale with Constitution, which is a stat increased by travelling.**

Microtransactions can give Constitution potions, but they can’t increase Constitution beyond its cap (cap increases with level).

**When your health hits 0, you can choose to eat half of your remaining fortitude to “GET UP”. If you keep getting up, mobs will aggro your body.**

Health hitting 0 is called Incapacitation. While you’re incapacitated, you can’t do anything except “GET UP”. Health restored by “GET UP” is proportional to fortitude eaten; if you eat a quarter of your fortitude, you’ll still have maximum health. Re/Animate can’t revive an incapped character, but normal healing can.

**If you run out of Fortitude, you die. Death is INCREDIBLY meaningful.**