# RANK — Color & Shading System Guide

## Primary Colors

Charcoal Black (Background) — #0F0F0F

Depth Black (Cards) — #1A1A1A

Steel Gray (Lines) — #3D3D3D

Soft White (Headlines) — #E5E5E5

## Secondary & Accent Colors

Molten Amber (XP Fill) — #FF8A2B

Rank Gold (Coins / Highlights) — #FFD873

Ember Red (Heat Indicator) — #FF4D2E

Low-Emphasis Text — #CCCCCC

Muted Label Text — #777777

## Shading Gradient System

Rank uses a simple shading ramp for depth and hierarchy. Below is a left-to-right gradient scale illustrating common UI tonal steps.

## Usage Notes

• Backgrounds should always stay below #1A1A1A for true Rank contrast. • Cards and modules use #1A1A1A or #2A2A2A. • Lines and separators always use #3D3D3D (never pure white). • XP, progress, and achievements must use Molten Amber or Rank Gold. • Danger, spice, and "heat" cues use Ember Red (#FF4D2E).