

Karma Specs List

Premise:

Karma will decrease each time the player upgrades a weapon (through the Holy Machinarium) or pick up a Sin.

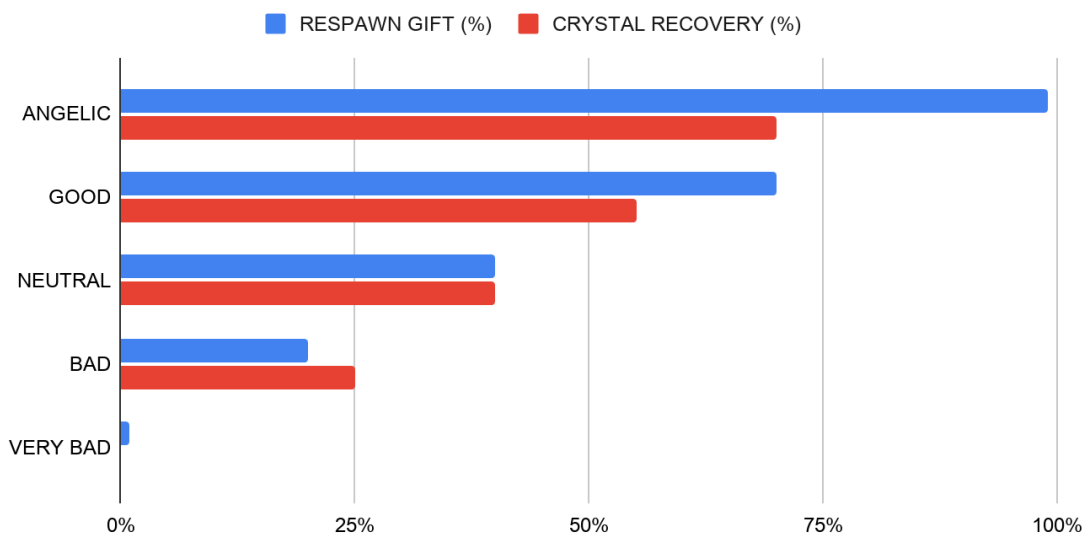
Player will be able to gain a maximum of **6 power ups** (2 for the spear, 2 for the shield and 2 for the glove) and **7 Sins** (every sin will be counted only once).

Karma has 5 levels: Angelic / Good / Neutral / Bad / Very bad.

- The Angelic Karma is simply an extra point, which can be achieved only if the player never died in the current run.

KARMA LEVEL	KARMA POINTS (130)	RANGE	RESPAWN GIFT (%)	CRYSTAL RECOVERY (%)
ANGELIC	130	1	99%	70%
GOOD	129-91	39	70%	55%
NEUTRAL	90-51	40	40%	40%
BAD	50-26	25	20%	25%
VERY BAD	<26	25	1%	0%

RESPAWN GIFT & CRYSTAL RECOVERY



Respawn Gift:

- The Respawn Gift is the **percentage** of obtaining a random power up, gifted by Beatrice, after player's respawn: it depends on **Karma Level**.
- This power up can only be a first-level one (Upgrade W1 in the charts below).

Crystal Recovery (Safezone spawn):

- Every room can become a safezone, thanks to a **crystal** always present at the end of the room. Upon interaction, the crystal will heal the player and make all the enemies in the room disappear (also preventing the enemies to spawn).
- The crystal can be activated depending on a **percentage** influenced by **Karma Level**.
- Furthermore, the crystal will remain inactive for a number of rooms after every use, regardless of the Karma Level. Example: if we will have 5 rooms, the crystal will be inactive for 1 room.

Karma Price List:

Some actions will cost the player some Karma points, as following:

LEGEND	ACTION	KARMA PRICE
W1 = Weapon upgraded once	W1	10
W2 = Weapon maximized	W2	20/30
S = Sin	S (first time)	10
	S	5
	Death (respawn)	1

The price to maximize a weapon normally is 20; however, if the weapon has been upgraded at respawn first, the price will be 30.

Upgrade Chart:

Here are some examples of how far the player can upgrade/sin while remaining in each Karma Level:

KARMA LEVEL	KARMA POINTS (130)	MAX UPGRADE EXAMPLES
ANGELIC	130	Nothing
GOOD	129-91	3W1, 1W1+1W2, 2W1+2S, 1W1+4S, 5S
NEUTRAL	90-51	3W1+2W2, 3W1+7S, 3W1+1W2+3S
BAD	50-26	3W1+3W2+1S, 3W1+2W2+5S, 3W1+1W2+7S
VERY BAD	<26	3W1+3W2+7S