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# FLORENSIA

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ESSENCE SYSTEM



**GIKUGAMES**

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## GENERAL

Welcome to this guide regarding the new feature for Florensia, the **Essence System**. This document shall clarify some of the upcoming questions and explain the system's functionality within the game.

First of all, this system functions as a second option besides **Upgrading** to improve equipment (armor and weapons) with additional stats. The player has a variety of different options to customize these bonuses based on their personal needs in the game.

As a result of bringing a new stat improvement system to the game, the current **Fusion System** will be removed and no longer be available once the **Essence System** goes live.

We are happy to answer any questions not included in this file on our Discord channel.

**DISCLAIMER: SHOWN GELT PRICES ARE OUT OF CONTEXT!**

## SLOTS

The player will combine essences with items to receive the corresponding bonus. Therefore, the items are required to have so-called **Slots** to contain these essences.

An item can have up to **4 Slots** at a time and has **0 Slots** by default. Items which can be extended are Armor (Upper /Lower); Shoes; Gloves, Weapons and Shields.

To add Slots on an item, the player needs to go the local Lords of any town. In the dialogue options the player will find a new choice [**Item Slot**] which contains the item slot management.



Once clicked, a menu will be displayed, offering multiple options regarding the slots of an item. The available options are **Extend**, **UnLock** and **Get Back**. **Get Back** is dedicated to the removal of essences - more on that later on.



Slot Management

## EXTENSION

To add slots to an item, the first step is to prepare it, which is to say “extend” the item, so it is able to have slots. For that, place an item in the corresponding field and press “apply”.



This process will cost a certain amount of Gelt, which increases depending on the item level and the number of extensions already applied to an item. This means that the extension process of an item that already possesses two slots will cost more than that of an item with no slots. Following the same logic, the first extension of a Lv50-item will cost more than that of a Lv10-item.

Please also note that each extension process has a certain success rate which can be increased through specific items. These can be obtained for example through monster drops. The success rate is based on the number of slots that have already been applied and the type of item that the player is trying to apply a slot to. There are “regular” and “gold” items. This value can be determined by looking at the color of the item name.



“Regular” Item



“Gold” Item

This is important since gold items can have one additional **Core Slot** - a certain type of slot which will be explained in the next point.

## SLOT TYPES

There are two types of slots, **Meta Slots** (blue) and **Core Slots** (yellow). An Item can have up to 4 Meta Slots at a time. A Meta Slot can be further extended into a Core Slot which is required for the placement of some essences. The extension of a Core Slot can only be achieved after an item has already gained and unlocked all 4 Meta Slots and there are no essences placed inside the 4<sup>th</sup> Slot, since this will be converted into a Core Slot. The extension will always take the Meta Slot on the far right and convert it into a Core Slot.



Each regular item can therefore have up to 3 Meta Slots and 1 Core Slot, and each gold item can have up to 2 Meta Slots and 2 Core Slots.



"Regular" Item maxed out



"Gold" Item maxed out



## UNLOCK

Unlocking a slot releases its potential and makes it possible to place an essence in this slot. This process functions the same way as an Extension in regards to the Gelt cost and chance, meaning it will be more costly and difficult the higher the target slot of an Unlocking process becomes. Certain items which increase the success rate are also available, as well as for the Extension process. An Unlocking process can only be done if the item in question has an unopened slot. It will begin with the slot on the far left. All Meta Slots (4) need to be unlocked before a Core Slot extension can be applied.



## ESSENCES

Essences are the key fragment of the new system. Each essence has its own stat bonus which will be applied to an item once it is placed in a corresponding slot. Essences are divided into different tiers and types which reflect their value and rarity. Some of them have special requirements to obtain or use them.



Majority of the Essence Icons

## TIERS

Currently there are five tiers of which four can be obtained (*all Essences above can be obtained*). Essences can be enhanced by means of the crafting option and converted into higher tiers. The amount of times an Essence can be enhanced depends on the Essence itself. Upgrading a tier will also increase the bonus that an Essence provides.

## TYPES

Essences are divided into two types and reflect the slot type (**Meta** and **Core**).

Core Essences are marked with a yellow plus and can only be placed in a Core Slot. A **Core Essence** is generally a more valuable Essence and offers a better bonus than a Meta Essence.




## OBTAINING ESSENCES

There are different means of obtaining an Essence. Each way has its own requirements and options. The main way of receiving basic Essences is through monster drops. Each monster has a classified monster type and drops a corresponding monster essence.

For example, a Fungi Essence  - one of the first Essences a player can find - will be dropped by:

- Weak Fungi
- Fungi
- Strong Fungi
- Mushroom Leader

The Mushroom leader is an exception here, since it is a boss monster and has its own Essence  apart from the Fungi one. Therefore a rare situation can occur in which a *Mushroom Leader* drops two Essences instead of one.

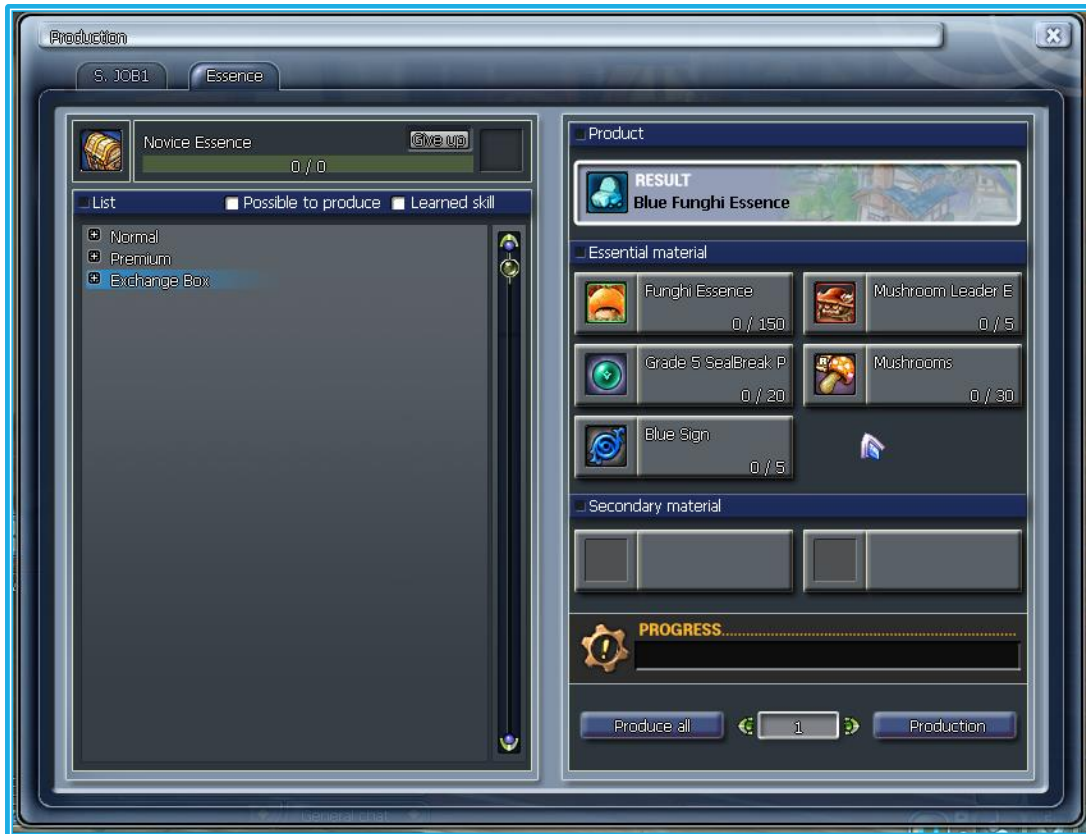
In general, the player should remember that each monster has the potential to drop a corresponding Essence and bosses and special monsters can drop their own essences as well. To reach the highest bonus of an Essence, the player needs to enhance it through crafting.

## CRAFTING

Crafting is a way to improve the power of an individual Essence. To be able to use this ability the player needs to go to “Jaime” - the Master of Divine Association, located in Roxbury.



Players can unlock the crafting process for their character without any further cost by selecting “Extension” and simply clicking “Learn”. Once they have learned this, the new option is available under the “Second Job” tab. Note that this does not count as the “Second Job” and no points are required, meaning the player has direct access to all recipes available, whether Normal, Premium or Recycling.




To craft an essence of a higher tier, the player requires all materials stated in the corresponding recipe. The image above showcases the Recipe for a **Blue Funghi Essence** the next higher tier of a **Funghi Essence**.

As multiple recipes may require the same essences to be processed, it would be wise for the player to decide which essences they want to focus on first since some recipes also require other rare materials besides essences such as crafts from different second jobs, monster drops or boss monsters drops.

Note, high value materials from second jobs or boss monster drops can be traded with other players if a character itself have not the required job acquired for these materials.


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## PREMIUM RECIPES

To offer a less time-consuming option for regular essence creation, premium recipes can be used to craft the same Essence as with a regular recipe, but with a smaller material investment. However, this process has an additional item requirement, the **Chameleon Essence** . This item will only be available in the cash shop.

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
## RECYCLING

If multiple Essences of a type are no longer needed, the player can use them together with a specific cash item - the **Essence Refinement**  - to exchange them with other Essences of the




same tier. This process is similar to the normal crafting of Essences and all recipes for this are listed under “Exchange Box”.

The player can craft a Box from which they will receive an amount of random Essences of a different kind. Note that these boxes will not fail to provide a different Essence but will always provide less Essences than the amount used to create the box.

A special version of these recipes provide the option to increase the amount of random Essences by using two instead of one **Essence Refinement**  to create a Box.

## PLACEMENT

Once a player has extended a slot and unlocked an item, they can proceed by placing an Essence inside it. To do so they have a new “Action”-Skill . Once clicked, the player can choose an item and place Essences into the available slots via drag and drop. This will show the bonus that the selected Essences would give once they are applied, as well as how much this process would cost. The Gelt cost is based on the tier and strength of the Essence.



Each Essence has a restriction apart from its Slot requirement (meaning which item it can be placed on). Also, no more than two Essences of the same kind can be placed on one individual item. This doesn't include Essences of different tiers such as the Fungi Essence and Blue Fungi Essence. If we consider our Fungi example again, we can see that the regular **Fungi Essence** can be placed in all slots on items of all levels and types, however a **Blue Fungi Essence** requires an item of level 10 or above to be placed.



## REMOVAL

Some actions require an item slot to be empty. The player can therefore return to the Slot Management available at the city Lords to remove an essence that has already been placed.

In the **Get Back** tab, the player can right-click to select the corresponding Slot or select “Destroy all” to automatically select all Slots at once. Then the player can remove the selected Essences from the item for a fixed cost per Slot. The Essences will be destroyed during the process.



## RECOVERY

If a player wants to recover an Essence from a Slot rather than destroying it, they require one of four specific items. These items can be found within the game and in the cash shop and provide a certain chance to recover an Essence instead of destroying it.

The player can only try to recover one Essence per help item. If the recovery fails, only the help item and Gelt cost will be consumed. The Essence itself will stay within the Slot, so the player can try to recover it again if they wish to.

## TRADING

As the items are connected to the power of a character, there are some special rules regarding trading an item with Slots and Essences.

Items which have Essences in them cannot be traded. It is first required to remove all Essences from the item a player wishes to trade. The extensions remain on the item. So, if a player trades a regular item with maxed out Slots - 3 Meta Slots and 1 Core Slot - the item will continue to have these Slots. Essences themselves can be traded normally.