

Alaria: Valor & Company is a sandbox style TTRPG set in the fantasy renaissance world of Alaria. The project is separated into two parts, the development of the Alaria setting, and the TableTop RPG system that it is presented with Valor & Company. An introduction to both can be found in this overview.

## An Intro to Alaria

Alaria is a high fantasy, socially complex campaign setting, rife with dangers both natural and man-made. This setting can accommodate many different types of campaigns, giving the players vast, treacherous wilderness and grimy, seedy city to play, a rich history and culture, plenty of custom magical creatures, and a slew of morally ambiguous public figures breathing life into this setting.

### 1. Alaria is an isolated, trouble ridden civilization

Alaria was originally a small colony founded by seafaring voyagers who became stranded in the valley after traversing the black sea. Human beings and Volx, a reptilian race, were among the colonists originally stranded in the Alarian Valley. It has been over six centuries since Alaria was founded, and a large city surrounded by farmland now dominates the valley.

Alaria Valley, where nearly all Alarians make their home, is surrounded by inhospitable wilderness and sea. Over generations, the Alarian civilization has lost almost all ties to foreign powers. Belgrav, a small coastal town, is the only other population center in the valley, and occasionally brings in foreign goods. But it is a particularly perilous journey that only few traders are hardy enough to make.

As Alaria developed, so did its societal issues. The needs of the growing population are becoming harder and harder to meet by the governing class, while inequality and political turmoil have given rise to crime and corruption. Government, activists, crime families, rebels, corporations, unions and even the odd noble with a private army make up the many competing factions vying for power.

### 2. Alarias developed magic

Over generations, Alarians developed powerful magical abilities that they believe were gifted to them by the gods watching over the Valley. However, this magical “gift” affected the two races in different ways. Humans inherited an easily malleable form of magic that could be woven into spells and blessings. Volx on the other hand, inherited a chaotic form of magic that was powerful, yet unpredictable. Centuries later, untrained use of Volx magic still results in harm to the user or others nearby.

Early on in Alarian history, as chaotic magic accidents became more common (and more dangerous), there was a well supported initiative to push Volx magic users out of the main city into more secluded areas away from population centers. This eventually led to an extremely segregated society complete with social inequality and prejudice. As the Volx learned better control over their magic, it was eventually reformed centuries afterwards. However, many societal troubles that were born from this era still remain unresolved.

### 3. The Wilds are dangerous

Mountains and Highlands are found to the north of the Alarian Valley; to the south, there are boggy swamps, and to the east, the Dark Sea. The terrains in these areas are particularly difficult to traverse and Alarians often require an experienced guide to venture beyond a few hours travel. Moreover, the territorial flora and fauna do not take kindly to being disturbed in their habitats. Some creatures and plants even use some natural form of magic to waylay any competitors or travelers.

To date, no Alarian has crossed The Impenetrable Swamp, and an exceptional few have ventured over the highlands and mountain regions. The Dark Sea is the most easily explored area around Alaria, but only for those who have a seaworthy vessel, and are prepared for pirates.

### 4. The Holy City

The Holy City of the Ancestors floating near the mountain peaks North of the Valley remains the most notable landmark in the setting. Expeditions sent to the Holy City have retrieved both mundane and magical artifacts that have greatly improved the lives of those living in the cramped valley. Sadly, many expeditions are lost, presumably due to hostile wildlife and unforgiving terrain but in reality, the true fates of the explorers are often lost with the expeditions themselves. Despite these dangers, being chosen for an expedition is regarded by many as a high honor. Every few months, a new government sanctioned expedition heads out to the city hoping to retrieve new artifacts to improve the quality of life in Alaria Valley. What exactly happened to the original race of peoples that inhabited the city remains a mystery.

## Valor & Company Introduction

Valor & Company is a new **rules heavy, low bookkeeping, quick execution, high customization** tabletop roleplaying system. The key features of Valor & Company are summarized below.

Key Features:

- **Speed:** The resolution of all interactions is fast and intuitive by design. Players are likely to spend less time executing mechanics and more time in the world of the game.
- **Scalability:** Minimal bookkeeping and the assist feature allows players to easily control multiple characters in roleplay and combat. Large combat encounters with many combatants may be handled quickly and elegantly.
- **Flexibility:** Despite needing to keep track of less information, Valor & Company is a complete TTRPG system with flushed out skill mechanics to resolve nearly all actions a player might perform.
- **Choice:** Many combat interactions are controlled by a resource management system rather than random chance. More impactful decisions, less reliance on luck.
- **Depth:** Scalability and Choice add significantly to the depth of the system. Players can assemble a squad, rather than just a single character. They are also given tactical agency in order to choose how they split up their actions and resources to press the advance or focus on defense.

#### Elaboration:

Many traditional tabletop roleplaying games have systems that focus on ideal forms of play. Dungeons and Dragons for example, focuses on group adventuring play, and has many different rule systems to support whatever the players may encounter on their adventures. In contrast, Warhammer 40k has a system more engineered towards combat and can facilitate that at a massive scale that would be awkward to use with the Dungeons and Dragons system, but might lose out on the flexibility that is needed for adventuring play.

This is where Valor & Company sets itself apart. Nearly every RPG or game is designed around an experience that they want the players to experience. Instead of an experience, Valor & Company's core system is designed around how to simulate interactions with speed, scalability, flexibility, choice, and depth which are the key features of the system.

The rules are designed to execute quickly, and promote player choice over random chance to provide a consistently smooth and engaging player experience while retaining tactical and character depth. The inclusion of simple resource management allows the removal of many numerical randomness factors in favor of promoting player choice, while also reducing the amount of stat bookkeeping players and the GM have to do. Checks are mechanically streamlined and all interactions are resolved such that adventuring and combat turns are expedient and transition with little overhead. Lastly, the system is designed and balanced to allow every player the option of controlling 1 or more characters. This combination allows the system to play well in traditional adventuring environments, but also uniquely facilitates small to large scale, cooperative, squad based adventuring, combat, and tactics. The character sheets are simple one-pagers and allow for incredible diversity. In addition, the core mechanics are designed to facilitate adaptability and diverse playstyles. If both the GM and the players are familiar with the mechanics, the game is flexible, fast and deep.

When it comes down to it, the tabletop roleplaying game Valor & Company is not a game designed to tell any specific story. Whether players would like to experience a friendly, narrative driven game or a long tactical siege of an enemy stronghold with lots of combat, both are facilitated by the rules of the game. More importantly, both are designed to be enjoyable experiences without any changes to the system. The system allows players to choose the way they play through each adventure, while keeping a high standard of player engagement throughout all aspects of the game.