

After the Dawn

You are an employee of Blacksteel Worldwide, a private military company based out of Columbia which sends its forces all across Terra. The squad is newly formed and you have not worked together before, but none of you are rookies either, and are at least somewhat experienced in BSW's operations.

You are *most likely Infected*. The squad is being sent into a dangerous Catastrophe zone, and Infected operators are preferred for such missions. If you are not Infected, you must have specifically requested to take part in the mission, and you are aware of the risk of contracting Oripathy and the likelihood the rest of the squad will be Infected.

You will need several things: your Origin, your Class, your Stats, your Talents and your Arts.

Origin

Besides the basics, you will have to include statistics such as codename, height and weight, birth date, amount of combat experience, and infection status.

The races of Terra are numerous, all sharing the same humanoid build and most with similar traits overall. There are no humans - every race has some kind of animal traits, whether from some ordinary Earth creature or a monster out of myth and legend. Animal ears and tails are nearly universal, mannerisms related to the animal are fairly common, and uncommonly a person can be, essentially, a bipedal animal. A complete lack of visible animal traits is rare, mainly limited to Aegir(sea creatures) and Liberi(birds).

The nations of the world number nearly as many as the races. All claim territory on a single landmass, with the far north and south impassable and the oceans unexplored. Much of the land is barely inhabitable and the majority of the population in most countries live in Nomadic Cities, always on the move to avoid the Catastrophes that make large long-term settlement impossible. Many smaller towns and villages exist, but they can never be entirely safe and it's not uncommon to find a village moved or wiped off the map after a few years away.

A list of the various nations will be further down. It will be pretty basic, so if you want to know more go play the game or read the wiki or something.

Class and Loadout

Combat operators at Blacksteel are divided into eight categories, commonly referred to as classes, based on their skills and equipment.

Vanguard: Scouts and pathfinders, Vanguarders are the first operators in and out of a situation. Vanguarders may carry their choice of a melee or ranged weapon, but shields and heavy weapons are unavailable, and they are lightly armoured. Vanguarders require Superior *Mobility* or higher.

Sniper: Snipers are one of the two primary ranged combatants, laying down fire from above or outside the range of their targets. Snipers are lightly armoured and may wield ranged weapons like bows, crossbows, or more unusual or custom made weapons. True firearms require special permission. Snipers have no specific stat requirements but the use of heavy ranged weapons will require higher *Physical Strength*.

Guard: Melee combatants, Guards are your usual frontline soldiers who can be found just about anywhere. They can wield any manner of melee weapons and are moderately armoured. Guards require Superior in either *Strength* or *Combat Skill*.

Defender: The iron wall protecting their comrades, Defenders are melee combatants focusing mainly on survival. They typically use a shield as their only weapon, and are heavily armoured. Defenders require Superior *Physiological Endurance* or higher.

Caster: The other primarily ranged combatants, Casters focus on the use of Originium Arts in battle. They carry an Arts unit such as a staff or wand and are lightly armoured. Casters require Superior in both *Originium Adaptability* and *Output*.

Medic: Doctors and healers, Medics have the expertise to keep their allies alive. Most Medics are knowledgeable in proper medical procedures, but mid-battle healing requires the use of Arts, so dedicated Medic operators carry an Arts unit and light armour similar to a Caster. Medics require Superior *Originium Adaptability* and at least two healing spells.

Supporter: Operators who focus more on assisting their team than on direct participation in combat, Supporters are a broad category that includes both Casters and technology users such as engineers. Either way, Supporters require Superior or greater *Originium Adaptability*, at least two supportive spells, and are permitted one healing spell. Caster-type Supporters use an Arts unit and light armour. Engineer-type supporters use medium armour, and may make devices such as drones or turrets instead of standard weapons and Originium Arts.

Specialist: A category for unusual operators who do not fit any of the above categories. Frequently these are operators who prefer to avoid combat entirely, with the most common being infiltration or assassination specialists. If you have a weird idea, it goes here.

Stats

There are six stats to distribute points in, with six ranks: Flawed, Normal, Standard, Superior, Excellent, and Outstanding. All stats begin at Normal, you have six points to distribute, and you may reduce two stats to Flawed if you want to have additional points.

Normal is around the level of a random civilian. *Standard* is around the value of a trained professional. An ordinary soldier without any notable feats or specialities would likely be *Standard* in most areas. *Superior* is high, but still within the bounds of a normal person. Ursus, for example, are widely known for their strength, and many Ursus will have *Superior* physical strength. *Excellent* and *Outstanding* are unusual even among races with a known specialty. *Flawed* indicates a significant issue that likely hinders the operator's day to day activities.

Physical Strength: Determines your attack power with melee weapons and bows, as well as your ability to wield heavy weapons and move large objects.

Mobility: Determines your ability to avoid attacks and move across the battlefield.

Physiological Endurance: Determines your max HP, as well as your ability to continue fighting or travelling for longer periods without rest.

Combat Skill: Determines your ability to land hits with your weapons and defend yourself from attacks, as well as the use of Battle Arts.

Originium Adaptability: Determines your ability to accurately and precisely use Originium Arts, as well as the number of spells you have access to.

Originium Output: Determines the power of your Originium Arts, as well as your maximum SP for using them.

Your HP is a base of 30 points at Flawed, 10 more points per rank, and an extra 10 if you have Outstanding *Physiological Endurance*.

Your SP has a base of 10 points at Normal, plus 5 more points per rank and another 5 for Outstanding *Originium Output*. Flawed Originium Output means 0 SP.

Healing Arts can restore your HP, but this means you are combat ready, not uninjured. You may need further medical treatment after the battle ends. SP does not regenerate during battle but will refresh with a rest period after battle.

Talents

Talents are passive abilities and specialties used by Operators. They may be part of the operator's racial or national background, a result of specific training, or just some quirk of their personality. You may have three Talents. *Specialists* may have access to talents normally belonging to other classes if you ask first.

Additional Armament: The operator is trained in the use of an additional weapon besides their class standard. A Defender could carry a pistol, a Medic could have a blade for emergencies, or a Sniper could carry a light crossbow for standard use and a heavy ballista for hard targets.

Anti-air: The operator excels in neutralising flying targets such as drones. Drastically improves effectiveness against these targets, allowing the operator to bypass their *Mobility* and armour. Particularly skilled operators may be able to intercept enemy ranged attacks with their own. Requires some sort of ranged attack and Superior *Combat Skill* or *Originium Adaptability*.

Art of Blade: The operator is a close combat specialist outside the reach of normal soldiers. The operator can repeatedly counter-attack multiple enemies so long as they have a large advantage in *Combat Skill*. Requires Excellent or higher *Combat Skill* and the use of a medium or smaller melee weapon.

Arts Armament: The operator's weapon has been modified for use as an Arts unit. This allows operators like *Guards* and *Defenders* to use Originium Arts in battle. When using this weapon, the operator can use their *Originium Output* instead of *Physical Strength* for weapon attacks.

Arts Resistance: You take reduced damage from Originium Arts and have a greater chance to resist the negative effects of Arts and Oripathy. Available to *Casters*, *Medics*, and Caster-type *Supporters*, other operators with Superior or greater *Originium Output*, and required by Sarkaz regardless of class or stats.

Battlefield Medicine: Allows the use of healing Arts that are normally restricted to *Medics* or *Supporters*. Available to *Vanguards*, *Defenders*, and *Specialists*.

Beastmaster: The operator commands an animal in battle. See [here](#) for some examples, other animals are also allowed. Their combat abilities are lower than the average soldier with a base of Normal in all stats, two points to distribute, and the option to reduce one stat to Flawed for an additional point. The creature lacks *Combat Skill* and *Originium Adaptability*, but it can be given one special ability, either some biological feature or a simple type of Originium Arts. The operator will also have the knowledge and supplies to perform medical aid on their animal.

Camouflage: Allows the operator to hide outside battle to avoid detection. When the squad enters combat, the operator with *Camouflage* will usually have the opportunity to remain stealthed in order to move into position and make a sneak attack. Available to *Vanguards*, *Snipers*, Engineer-type *Supporters*, and *Specialists*.

Charged Arts: Instead of casting Arts, the operator may use a turn to prepare for the next turn, either to restore some SP or to empower their next spell cast. The SP restore is equal to their 2 plus their level of *Originium Adaptability*, with the empowering raises cost by 50% but improves damage and additional effects. Requires Superior *Originium Adaptability*.

Close-range Shooting: The operator is skilled in the use of ranged weapons in close quarters, and can engage enemies in melee range without any penalties. Requires Sniper class, Superior *Combat Skill* and the use of a bow, crossbow, rifle, or similar weapon. Unnecessary for firearms other than rifles and useless for siege weapons. Cannot be combined with *Sharpshooter*.

Crimson Blade: A primal type of Originium Arts that ignites the operator's survival instincts. When suffering from a negative status effect or reduced below half HP, the operator's combat effectiveness will be increased at the cost of spending 3 SP every turn. Requires the *Arts Armament* Talent applied to a melee weapon and cannot be combined with *Will to Live*.

Dragon Blood: Perhaps literally, or perhaps not, the blood of dragons flows through your veins and grants you great vitality. You have resistance to negative effects like poison, sickness, hunger, exhaustion, and even Oripathy, and you regenerate a small amount of HP each turn. Available to reptilian races such as Archosauria, Pythia, and Lung. Required by Vouivre.

Dual Wield: The operator makes use of two separate weapons and can attack twice in melee combat. They may target two separate enemies if multiple targets are in close range. Requires Superior *Combat Skill* and medium or smaller melee weapons.

Elemental Focus: You are particularly skilled or knowledgeable with your brand of Originium Arts. Offensive Arts are able to inflict negative effects such as burning, freeze or corrosion without the need to use a dedicated status-inflicting spell. Multiple hits may be needed. Requires offensive Originium Arts, and the status effect must be related to the type of Arts.

Ex-military: The operator is a veteran of a certain nation's army, perhaps an officer or perhaps one of the rank-and-file. Time on the front lines has left them a survivor, able to wear armour one tier heavier than what is normally allowed for their class, and their great experience can allow them to notice traps and other dangers that the rest of the squad would miss.

Ex-Reunion: The operator is a former member of the Infected terrorist group Reunion. They joined the group out of true belief in the cause of the Infected, participated in Reunion's campaigns in Ursus or Lungmen, and eventually left the group behind for whatever reason. Possesses unusual knowledge(and probably strong opinions) on topics such as Reunion, Rhodes Island, Oripathy, and the Infected and their treatment. Particularly skilled at negotiating with the Infected.

Firearms Training: The operator is one of the rare number outside Laterano with the training and certification to use true firearms. Still, they are limited to semi-automatic pistols. Requires Superior *Originium Adaptability* and a period of formal training courses.

First Strike: Allows the operator's opening attack to put an enemy off-guard, increasing the effectiveness of the team's follow-up attacks. Only effective once per battle. Available to *Vanguards*, *Snipers*, and *Specialists* and requires Superior or greater *Mobility*.

Former Competitor: A former contender in a fighting competition such as the Kazimierz Major or Minos's Hymnoi Wisdom. You fight not just to win, but to entertain. Gain one additional slot for *Originium* or *Battle Arts*. This bonus Art must be something cool or flashy, fit to earn applause from the audience. Depending on your standing, you may have a reputation, but the citizens of other countries are unlikely to recognize you even if you're relatively famous in your home country.

Hold the Line: The operator excels at holding a position and blocking enemies from moving past. They can maintain the attention of 3 enemies in melee combat before being overwhelmed and forced to let others pass. Available to *Guards* with heavy weapons or shields and *Defenders* of any type.

Intervene: Allows the operator to intercept an enemy's attack to protect their allies. Activating *Intervene* will use up your movement for the next turn, unless you didn't move the previous turn in which case it will use that instead. You will continue defending until either your target moves or you move or take a new action. Available to *Guards* and *Defenders*.

Laterano Firearms Training: Advanced knowledge in the use of firearms exclusive to Laterano. Allows the use of weapons like submachine guns, shotguns, and rifles. Comes naturally to Sankta and is required by them, but Fallen Sankta lose the talent and may pick a different one. Other citizens of Laterano may take the talent but must learn it the hard way, requiring Excellent *Originium Adaptability* and several years of training.

Noble Scion: The operator comes from a noble family of some country or another. Maybe you still maintain a good relationship with them, or maybe you were disowned after contracting *Oripathy*. Either way, you still have some connections back home, and you have access to additional resources that the average Joe doesn't.

Oripathy Mutation: Rarely, *Oripathy* has strange side effects that cause physiological changes in the Infected. Fearsome horns or claws that can be used as natural weapons, scales spreading across the body that serve as armour, even the development of new Arts. Physical changes require *Moderate Oripathy*, and cosmetic-only mutations with no actual effect do not count against the 3 talent limit. Arts changes require *Severe Oripathy*, and these special Arts can be used at one higher rank of *Physical Strength* or *Originium Output* than your actual value.

Outside Contractor: The operator is not an employee of Blacksteel, but another group such as Laterano's Notarial Hall or Rhodes Island who is with BSW as part of a temporary work agreement. Provides knowledge and skills not normally available to BSW employees. The effects will be highly specific depending on the chosen faction.

Pure Bloodline: The operator can trace their lineage back through one of the unique subraces of Terra, such as the Pegasi, the Nightzmora, or one of the various Sarkaz subtypes. This does not count against the three Talent limit as it provides no real effects, but you have a unique appearance or aura that stands out among the regular populace.

Sea-touched: Aegir originally came from the sea, and the sea longs for their return. The operator saw something, heard something, or was touched by something from the sea and was changed by it. You have an unusual personality as a result, may have experienced physical changes, and you have access to Originium Arts that cause *Nervous Impairment*, inflicting mental damage to living and thinking targets. Aegir only, obviously.

Self Aid: The operator may use an action in combat to perform quick treatment on themselves without the need of healing Arts. Heals some HP and may allow the user to recover from status effects.

Sharpshooter: The operator excels at long-range sniping and can strike from outside normal combat range. However, they require some time to set up and an appropriate vantage point. Requires Sniper class, Superior *Combat Skill* and the use of a larger ranged weapon like a greatbow, heavy crossbow, or rifle. Cannot be combined with *Close-range Shooting*.

Sheer Power: Whether it be through genetics, a harsh training regimen, or sheer luck at birth, the operator is simply better than the rest. Gain one additional stat point.

Tailor-made: You are not an ordinary person born to two ordinary parents, but a special person born to fulfil a specific purpose. You could be a natural birth altered through some strange Originium Arts, or a living weapon designed in some unscrupulous laboratory somewhere. You may have unusual equipment and Arts that do not follow the normal logic of the world, and you may take Talents related to your purpose not normally available to your race or class.

Wanton Destruction: The operator is highly proficient in the destruction of non-living objects, and is capable of smashing stone, knocking holes in(or outright knocking down) buildings, felling trees, and similar. Enemy shields and armour are also less effective. Requires Excellent or higher *Physical Strength* or *Originium Output*.

Wasteland Survivor: The operator is a former denizen of the abandoned wastes outside the nomadic cities. They are no stranger to long treks through inhospitable locales, and are skilled at searching the wasteland, abandoned ruins, Catastrophe sites, and the like for resources or shelter.

Will to Live: A type of primal Arts that ignites the operator's survival instincts. You can remain conscious and keep fighting when reduced to 0 HP at the cost of spending 2 SP each turn and additional SP when taking damage. If you are healed back above 0 HP, *Will to Live* will deactivate and cannot be used again in the same battle. Requires Superior *Physiological Endurance* and cannot be combined with *Crimson Blade*.

Witchcraft: The operator is a practitioner of the strange Originium Arts dubbed “witchcraft”. It is possible to wield mystical Arts with no scientific basis and no relation to one’s normal type of Arts. Requires Leithania origin or a certain type of *Pure Bloodline* like Nightzmora or various Sarkaz. *Pure Bloodline* witchcraft is based on the unique traits of your bloodline. Leithanian witchcraft comes from the Witch King and is almost universally “dark magic” used for torment and subjugation. Both types allow for the direct manipulation of Originium without any technical knowledge.

If you have some idea that isn’t listed here, just ask. I may add additional things to the list.

Arts

Arts are active abilities used by Operators in battle. They are divided into two categories: Originium Arts are a type of magic that makes use of Originium, while Battle Arts are mundane techniques with no relation to Originium. Due to the exceptional abilities of the people of Terra, however, advanced combat Arts may *appear* magical to the outside observer.

Originium Arts

Despite the seemingly supernatural nature of Originium and Originium Arts, they are treated in a scientific light by most of Terra. Arts theory can be learned at schools and universities, and advanced knowledge of concepts like chemistry or thermodynamics may allow for the Caster to improve their Arts and devise new spells.

You must pick a theme for your arts. Elements such as fire, ice, or electricity are the most common, with nontraditional types of Arts including the manipulation of metal, blood, light, or even gravity. Some cultures and races treat Arts in a more mystical way and have access to ancient *Witchcraft* that defies the scientific foundation of modern Originium Arts. *Witchcraft* is rare and its practitioners are isolated, with most people unaware or unbelieving that such Arts even exist.

With Normal *Originium Adaptability*, you have no spells and are only afforded basic functions related to your Arts. A user of Normal Fire arts could start a campfire or heat up a room, for example. You will gain two spells for each further rank of *Originium Adaptability*, to a maximum of 8 at Outstanding. A source of Originium is required to cast Arts. Typically this is an item like a staff or wand tailor made for the purpose, but in unusual circumstances a Caster could make use of originium crystals or refined originium metal. An Infected could even use the Originium in their own body, but this comes at a terrible cost.

SP cost will be determined on a case by case basis. Infected are able to spend HP instead of SP to cast Originium Arts using their own bodies, but this comes with a severe risk of accelerating one’s Oripathy and is often considered a suicidal final option.

Battle Arts

Despite the similar name, Battle Arts have no relation to Originium Arts. These are the martial techniques used by the warriors of Terra, such as a sword slash faster than the eye can see, a defensive stance that allows one to deflect Originium Arts with an ordinary shield, or the ability to put an arrow clean through steel armour.

Ordinary soldiers with standard combat skill cannot use Battle Arts, and at least Superior skill is required. You are given two Battle Arts, three for Excellent, or four for Outstanding.

Battle Arts do not cost SP, but have cooldowns instead. Typically they can only be used once or twice per engagement. One can push past their limits to use Battle Arts before the cooldown is ready at the cost of HP, but doing so repeatedly will incur even greater penalties.

Equipment

BSW provides its employees with standard-issue equipment of a wide variety of types and solid quality. Certain special types of equipment will require an appropriate Talent to use, such as *Arts Armament* or *Firearms Training*.

Melee Weapons

Due to the high physical abilities of the people of Terra, who easily surpass normal humans, melee weapons are still in frequent use even among modern-day military. Some operators may make use of natural weapons such as claws instead of actual weapons, but this is generally seen as uncivilised or barbaric.

Light melee weapons include things such as knives and fists and can score multiple hits per attack.

Medium melee weapons include most types of swords, axes, and polearms. These are the standard for melee weapons and have respectable damage without any particular downsides.

Heavy melee weapons include the likes of greatswords, hammers, and larger axes and polearms. These have higher damage than Medium weapons and are able to hit multiple closely grouped targets at once. Superior *Physical Strength* or higher is required for heavy weapons like these, and if you find yourself locked in melee combat against an enemy with equal *Combat Skill* but a smaller weapon, they will have an advantage.

Shields are mainly used by Defenders and have less attack power compared to regular weapons. However, they can be used to reduce incoming damage and block attacks entirely. The typical heavy greatshield requires Defender class and Standard *Physical Strength*, though Guards may carry smaller shields.

Ranged Weapons

Due to the existence of Originium since antiquity, Terra never created gunpowder, so guns and explosives function on very different principles compared to Earth weapons. Use of a firearm requires the use of a small, precise casting of Originium Arts that most people lack the ability for, so other weapons like bows or crossbows are much more common.

Bows utilise *Physical Strength* for their damage. Using the bows of Terra requires at least Standard Strength, but heavier bows requiring Superior Strength do exist.

Crossbows do not use *Physical Strength*, and light crossbows can be wielded by even those with Flawed strength. Larger crossbows capable of punching through armour do exist, with correspondingly higher *Strength* requirements.

Siege weapons such as cannons and ballistae may be used by operators, but they require Excellent *Physical Strength* or higher. Due to their unwieldy nature, they require setup and time to fire that bows, crossbows, and firearms do not and use in close quarters is nearly impossible.

Firearms are limited to those with the appropriate *Talents*. They do not use or require any stats except those demanded by the *Talent*, and will do the same damage regardless of stats so long as the operator can use them properly. Pistols are the standard firearm without any special traits, Submachine guns may fire multiple shots per attack, Shotguns are more potent at close range, and rifles have a longer effective range.

Some operators make use of improvised or nonstandard weapons. A modified nailgun, for example, could work like a shotgun, but it is not a true firearm that makes use of Originium and its effectiveness would be lower.

Arts Units

A source of Originium is required to cast all but the most basic Originium Arts, and this usually comes in the form of an Arts Unit. Staves and wands tipped with refined Originium are the most common, but other types do exist, and standard weapons modified for use as Arts units are not uncommon.

Arts Units may be used to cast a basic ranged attack based on the user's Originium Arts that has low power, but does not consume SP. However, this attack cannot be used if SP has been reduced to 0.

The power of Originium Arts is determined by your *Originium Output*. The type of Arts Unit used has no effect and is just cosmetic.

Armour

The armour worn by operators depends mainly on their class. You can choose to take a lighter type of armour than the standard for your class, if you want.

Light Armour is worn by most types of operators, with the lowest defense.

Medium Armour is mainly worn by Guard operators and provides superior protection to Light Armour.

Heavy Armour is mostly used by Defenders and provides great defense. However, the weight reduces the *Mobility* stat by one rank in combat.

Ultra Heavy Armour is used only by elite Defenders, and requires a specific Talent to wear. Provides enormous defense against physical attacks, but reduces *Mobility* by one rank in combat. The great weight hinders the operator even outside combat and they tire more easily if travelling in the armour or using abilities such as the *Intervene* Talent.

Note that you cannot allow armour to reduce your *Mobility* below Flawed, so the operator must have at least Normal *Mobility* to be able to use Heavy or Ultra Heavy Armour.

Other Equipment

Besides the weapons and armour given to individual Operators, squads are also given other equipment and supplies for various purposes. This includes the following:

Essential supplies such as food, water, and first aid kits, including emergency Oripathy medication.

Communication aids such as personal radios, flares or radar beacons.

Terrain navigation aids such as ropes, grappling hooks, shovels, or portable ladders.

Other equipment may be provided if called for by the mission.

Engineer-type Supporters may create their own devices for use in the field. Besides weapons and armour, these work like Originium Arts mechanically. They have SP costs, the number you can carry is determined by your *Originium Adaptability*, etc. If you want a robot or similar that acts as a unit taking part in battle, take the *Beastmaster* Talent and make a machine instead of an animal.

Finally, all operators are provided one Additional Thing. This could be a backstory-related or racial ability not covered by Arts or Talents, like a snake's venom or an electric eel's shock. Alternatively, it could be a tool or piece of gear provided by Blacksteel, like flashbang grenades,

short-range ammunition for a gunlance, or emergency sanity potions for restoring SP. Depending on the item or ability, it could have a cooldown like Battle Arts or a limited number of uses.

Combat

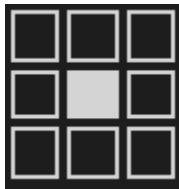
Will not be overly numbery because I hate numbers. Turn order will be decided by the combat situation, relevant Talents and Arts, the *Mobility* stat, and everyone's good friend the dice.

When your turn comes around, you get to move and take an action of your choice. You could attack, defend, use Arts, or something else granted by a Talent if you have one. If you want to drop everything and flee the battle for whatever reason, that takes your whole turn. You can pass your movement, your action, or both, but you don't get any benefit from this unless you have a Talent for it.

If you're reduced to 0 HP, you collapse and fall unconscious. Proper medical aid will be required after the end of the battle, and you will be in serious danger if you are targeted by enemies while out cold.

Movement and Range

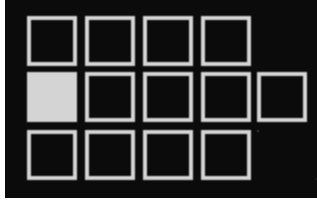
Battles will use maps with tiles. Your movement range is determined by your *Mobility*, with a base of 2 tiles plus 0.5 tiles per rank. This means *Flawed* has 2.5 movement while *Outstanding* has 5. A diagonal movement counts as 1.5, so someone with Normal *Mobility* could move diagonally twice for a total of 3 tiles. Climbing over or going around cover will require additional movement unless you have some sort of equipment or Arts to help.



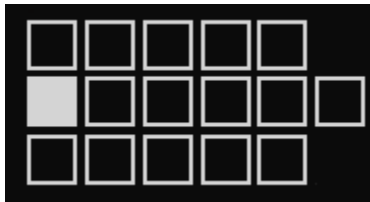
Melee Range: Used by melee weapons, what else?



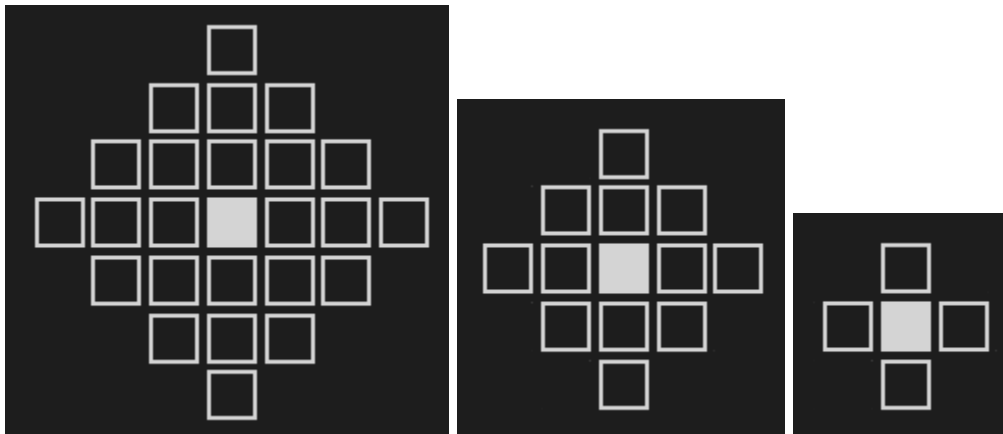
Short Range: A proper ranged weapon would be unlikely to have this range. More appropriate to the ranged attack of an Arts Unit or some sort of improvised weapon.



Medium Range: The standard range for typical ranged weapons. Unless specifically designed for longer range shooting, most ranged weapons will have this.



Long Range: Limited to siege weapons or dedicated *Sharpshooter* operators, most ranged weapons cannot accurately shoot this far. It might be possible to reach with a shorter-ranged weapon using a Battle Art, though.



These are the standard sizes for Large, Medium, and Small area of effect attacks. AoEs are not limited to these and may be lines, cones, etc.

Status Effects

There are several! They are mostly caused by Arts, but certain creatures may cause them by natural means and some weapons can also apply status effects.

Bind: Caused by various means. Movement is disabled, but the operator can still take non-movement actions normally.

Bleeding: Caused by severe physical injuries. The target will continuously take damage until receiving healing arts or other medical attention. Those with Superior or greater *Physiological Endurance* can recover from *Bleeding* on their own.

Blinded: caused by bright lights. The target has reduced accuracy for a turn. They can sort of see to use melee attacks, but use ranged attacks at your own peril.

Burning: caused by fire. For a few turns, the target takes some fire damage and has increased susceptibility to Arts. May damage the target's equipment.

Corrosion: caused by acid, usually. Damages the target's equipment, reducing its defensive or offensive capabilities. Too much *Corrosion* may destroy the equipment outright. If the target has no equipment to destroy, they take damage instead.

Chilled: caused by ice and cold. The target is slowed and has reduced *Mobility*. If the target is continually exposed to *Chilled* without a chance to recover, they can become *Frozen*.

Frozen: caused by severe cold. The target is entirely unable to move or act for a turn.

Muddied/encased: Same effects as Chilled and Frozen, but caused by mud or stone instead.

Silence: Uncommon, mainly caused by special Arts like *Witchcraft* or by technological devices created by engineers. The target is unable to use Originium Arts or related Talents for one turn.

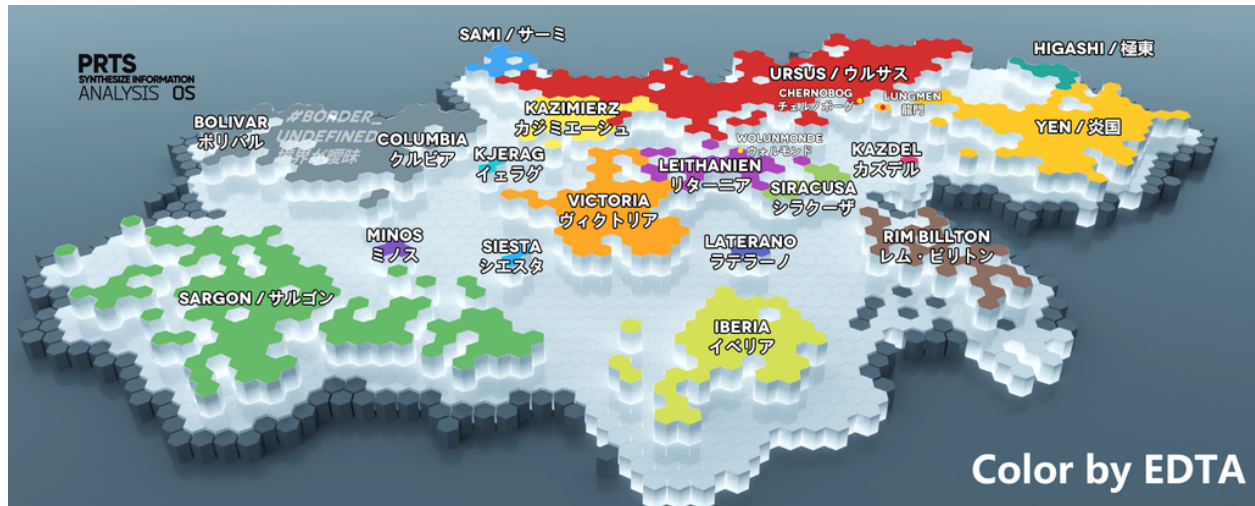
Sleep: Self-explanatory. The target will wake up if hit by something.

Stunned: caused by multiple sources, such as electricity or being knocked down. The target must spend part of their next turn recovering, meaning they can either move or act, not both.

Nervous Impairment: caused by things that lurk in the sea. The target is unable to think properly due to mental damage, and may not take logical action. If a player receives *Nervous Impairment*, they must submit a movement and an action for their next turn, and the GM will take one and make his own choice for the other.

Withered: caused by poison, sickness, or some rare *Witchcraft* Arts. The target's *Physical Strength* is reduced by one rank for three turns, and for one turn they cannot use Battle Arts, and their Battle Arts cooldowns will pause.

Terra



Terra is in many ways a land similar to our own, and in many ways very different. Most of the world's nations are clear analogues in language, culture, and history to real world nations, and their technology and culture is mostly similar to that of modern Earth. But feudalism remains the norm, with every country besides Columbia ruled by an unelected leader such as a king or an emperor, typically with an assortment of nobles under them.

Natural disasters of all kinds are known as Catastrophes, and are more frequent and destructive than those of Earth, not only laying waste to city and countryside but leaving a strange mineral known as Originium in their wake. Originium is highly valued for its unparalleled energy yield and highly unique traits not found in other stones or metals, but feared in equal measure for its extreme danger to most living beings.

A traditional modern city is one big sitting duck for Catastrophes, and their frequency and destructive power means such cities cannot exist. Instead, the nations of Terra contain nomadic cities - colossal mobile fortresses large enough to carry thousands, even millions of people. It is possible to predict Catastrophes with good accuracy, and these titanic vehicles allow the entire city and its population to avoid the disaster without the need to abandon homes and lives. Large sections of Terra have been reduced to wasteland by hundreds of years of Catastrophes, and the smaller non-mobile settlements in the more livable areas are usually given little attention by the nobility.

Nations

Victoria

Formerly the greatest world power in Terra, its status has declined in recent years. The goal of Victoria was to impose a single world order on Terra through any means necessary, and with many allies and vast military and economic might, it certainly seemed like a realistic goal. But years of losses, the independence of Columbia, the loss of Victoria's royal family and the following civil disputes have all led to a great decline, and its borders and agreements with other nations are constantly under pressure.

Ursus

The largest country on Terra, the Empire of Ursus was widely feared for its vast military strength rivalling Victoria. But after a surprise loss to the smaller eastern nation of Higashi, friction began between the military and nobility which only grew worse with time. Recent years even saw the loss of the city of Chernobog to a mere terrorist group known as Reunion, and while the details of the event are still unknown to the general public, the fall of an entire major city does not go unnoticed.

Columbia

The youngest nation of Terra and the only one with a democratic government. Columbia is a former colony of Victoria that rose up in rebellion while its mother state was dealing with other conflicts, and successfully gained its independence. Columbia is widely known for its diversity and equality, openly advertising for skilled immigrants from other nations and offering nearly equal rights for those suffering with Oripathy, who are normally shunned in other countries.

Yan

An ancient nation occupying most of the eastern reaches of Terra, Yan is best known for two things: its strict ideal of pacifism in international affairs, never taking the aggressive action common among other nations, and its old and wondrous history. The history and legends of Yan are a frequent topic of books and movies, particularly its many styles and schools of martial arts.

Lungmen is a semi-independent nomadic city within Yan, generally left to its own affairs, but it still falls under Yan's jurisdiction and is subject to inspections and the like to ensure it doesn't grow *too* independent. Since the Reunion Incident a few years ago, Lungmen has hardened its already harsh stance on the Infected, forcing the population out of the city entirely.

Sargon

A large country covering the southwest border of Terra, Sargon is covered mainly by desert. The various lords of Sargon openly war with each other, with the King of Sargon powerless to keep the nation unified. Its capital, the fabled Golden City known across Terra, is said to be an immobile city that only the most esteemed Lords may be invited to visit.

Acahualla is a rainforest found in the east. Though nominally part of Sargon, the tribes living in Acahualla remain independent from the rest of the country and mostly keep to themselves, besides some light trade with the outside. The tribes are mostly united under a single Great Chief, either chosen by vote among the tribal chiefs or more commonly by beating the other chiefs into submission.

Iberia

The nation bordering the southern coastline, Iberia is a formerly shining country fallen into ruin in recent times. Around 65 years ago, a great disaster called the Silence struck Iberia, resulting in massive losses for both its cities and military. Iberia promptly closed its borders, letting neither people nor information in or out, with the government growing increasingly harsh as time goes on. The actual events of the Silence are still a mystery outside Iberia to this day.

Bolivar

A country to the far west, past Columbia, that has been struggling to gain real independence for much of its history. First a colony of Iberia, later forced into war against Columbia by Leithania, and now torn apart by civil war. The two main factions in the war are backed by Columbia and Leithania even now, leading to the rise of a third faction wishing to drive the foreign influences out of the country.

Leithania

One of the nations in central Terra, Leithania is surrounded by aggressive neighbours like Ursus and Victoria. It's a land where Originium Arts are commonplace, with even most untrained citizens able to use basic Arts, and it was ruled by a fearsome Caster called the Witch King for decades. The Witch King was overthrown 25 years ago, but his influence remains among the old nobility and rare, quiet whispers of his return can still be heard.

Kazimierz

The Land of the Knights, Kazimierz is a country that maintains knightly orders even in the modern day. Campaign knights defend the borders against the likes of Ursus and Victoria, while competitive knights take part in duels and tournaments to earn fame and riches and entertain the masses. Kazimierz is also known for its fairly lax treatment of the infected, even allowing them to become knights and compete with non-infected.

Rim Billiton

Technically speaking, Rim Billiton is a corporation and not a country, but the company has a fairly uncontested claim over a large area of land. Its military is not nearly as large or powerful as the likes of Ursus and Victoria and it maintains its independence by taking care of a critical industry: Originium mining. Originium mines can be found all across Terra, but Rim Billiton is essentially an entire country of mines and miners, and due to the dangers inherent in Originium mining other nations that heavily discriminate against the Infected have no desire to increase their numbers further.

Siracusa

A nation controlled by Mafia groups known as the Six Families, Siracusa is a land that mostly keeps to itself. Its neighbours are either uninterested in war or too busy dealing with each other, leaving the Families to worry about their own business. On paper the Six Families are allies with equal control over the territory and major cities of Siracusa, but in recent years conflict has quietly started outside the notice of the average citizen.

Higashi

A small country bordering the northeastern ocean, Higashi is a land of samurai and ninja that has a strong relationship with Yan to the south. Two great noble houses control half of the country each, after alternately warring with each other and Ursus for many years, but both unable to claim victory over the other.

Laterano

A theocratic state north of Iberia, the Church and Pope of Laterano hold nearly absolute power, but the nation's laws are very unusual by the standards of other countries. Firearms, a rarity in the rest of Terra, are used so widely that access to them is a universal right of all citizens. Use of those firearms even in the middle of the street is entirely permitted, while something like "pointing your gun at a fellow citizen" is absolutely forbidden even in life-or-death scenarios, with permission only granted to a small number of government agents.

Sami

A tiny, frigid country bordering Ursus and Columbia, Sami rarely interacts with other nations except to repel aggression from Ursus. Much of the population is deeply spiritual, and its priests are among the most powerful Casters of Terra. The borders to the known further north are kept under heavy guard by these priests, and no outsider is permitted to even come close to the northern mountains.

Kjerag

Also called the Snow Realm, Kjerag is a mountainous region with a very religious population and isolationist policies. The terrain does not allow for nomadic cities, but also keeps the country safe from both foreign powers and Catastrophes, and they rarely interact with the outside world. Only in recent years has a company called Karlan Commercial engaged in trade with neighbouring countries.

Minos

A small country near Sargon, Minos is a confederacy of several nomadic cities that has long been enemies with the larger nation. Minos practices widespread hero worship venerating the Twelve Heroes who drove out the invaders from Sargon, and their stance on the Infected is quite lax. They are not permitted to be part of the priesthood but otherwise enjoy the same rights as uninfected citizens.

Siesta

An independent city-state near Victoria, Siesta was originally founded as a non-mobile city that served mainly as a tourist destination. It is famous for its beaches as well as the yearly Obsidian Festival, but it was eventually forced to transition to a nomadic city due to the impending eruption of a nearby volcano.

Kazdel

The homeland of the Sarkaz, Kazdel has a troubled history of both internal strife and frequent wars with surrounding countries. Many Sarkaz abandoned the nation and fled to either countries as refugees and mercenaries, and are frequently discriminated against both as “demons” and Infected.

Some years ago, the Kazdel Regent Theresis was able to seize control of Victoria due to the absence of Victoria’s monarchy. After a period of unrest, Victoria’s nobility united to drive the Sarkaz out of the country, and his current whereabouts are unknown, leaving Kazdel without a functioning central government.

Races

As mentioned above, most of the people of Terra look like regular humans with some animal features, though some are more or less so. Some races also take after mythical creatures like dragons or demons instead of real life animals.

Just look [here](#). Aslan, Chimera, Draco, and Ördög Sarkaz are banned. If you want to be something that’s not listed just ask.

Some races have a higher base stat of Superior instead of Normal. This isn’t free, and you do have to pay the stat points. You are allowed to reduce this stat to Standard like you can reduce a Normal stat to Flawed.

Archosauria, Cerato, Forte, and Ursus have Superior *Physical Strength*.

Vouivre and Petram have Superior *Physiological Endurance*.

Kuranta and Felines have Superior *Mobility*.

Pilosa have Flawed *Mobility*. No, you can't raise it. However, they can wear Heavy or Ultra Heavy Armour without receiving an additional penalty.

Oripathy

Unprocessed originium typically fills the air with small particles that enter the bloodstream through the lungs or open wounds, and if too much originium builds up in blood it can begin to spread to muscle and internal organs. Left untreated it will take over more and more of the victim's body, converting flesh into Originium until the poor infected can no longer function. Even death is not the end, as the Originium will spread even more rapidly and risk infecting the area around the corpse.

This condition is called Oripathy, and those who suffer from it are the Infected, widely shunned and stripped of their rights across Terra due to Oripathy's infectiousness and terrible effects. The actual chance of contracting the disease from an Infected is vanishingly low, and Originium itself is the real danger, but Infected suffer for it all the same.

Mild Oripathy is usually the result of a minor infection from inhaling small amounts of Originium dust and caught early for treatment. Symptoms are minor or nonexistent, the Infected require Oripathy-suppressing medication but no special treatment otherwise, and they can generally go about their lives normally. They may even be able to hide their Oripathy as long as they don't work in a field requiring medical examinations.

Moderate Oripathy is the most common, found far and wide across Terra for many reasons. Those caught in Catastrophes, workers in Originium mines, or just unfortunate enough to be injured in the wrong place in the wilderness. The symptoms of Moderate Oripathy are not serious, but the Infected require more potent or more frequent administration of medication, an expense too great for the average families in Terra.

Severe Oripathy is rare, and many potential patients never receive the aid they need before the disease kills them. The abundance of Originium crystals in the body causes harsh negative effects like memory loss or other neurological issues, blindness, or outright organ failure. BSW does not have the proper resources to treat Severe Oripathy patients, who must seek aid from one of the two corporations that are equipped for such a thing: Rhine Lab or Rhodes Island. Due to these issues, Severe Oripathy patients are typically released from employment with BSW, and you need a very good reason to remain.