Unnamed High Fantasy Realm

An unnamed and underdeveloped universe made with the concept of being an RPG game in mind. It is largely medieval high-fantasy with a dash of steampunk and Victorian themes. Think **The Witcher** and **Skyrim** crossed with a little bit of **Dishonored** and an even tinier bit of **Bioshock**.

The world of [UHFR] is split into two major eras: Pre- and Post-Dragon War (proper names pending.) **The Dragon War** is a major defining event, starting with human and dragon powers grew weary of one another and ultimately culminating in war. The aftermath of which left almost the entire dragon species eradicated.

The setting currently features only one major prominent character, Mika. A soul-bound dragon outliving the extinction of all dragonkind. Now hiding amongst humankind as a war wages inside herself, the powers of Relica attempting to overthrow what humanity and morality remain within.

Species - Civilized

Lizards (Undeveloped)

Not-Khajiit (Undeveloped)

Species - Feral

No entry

Felnac

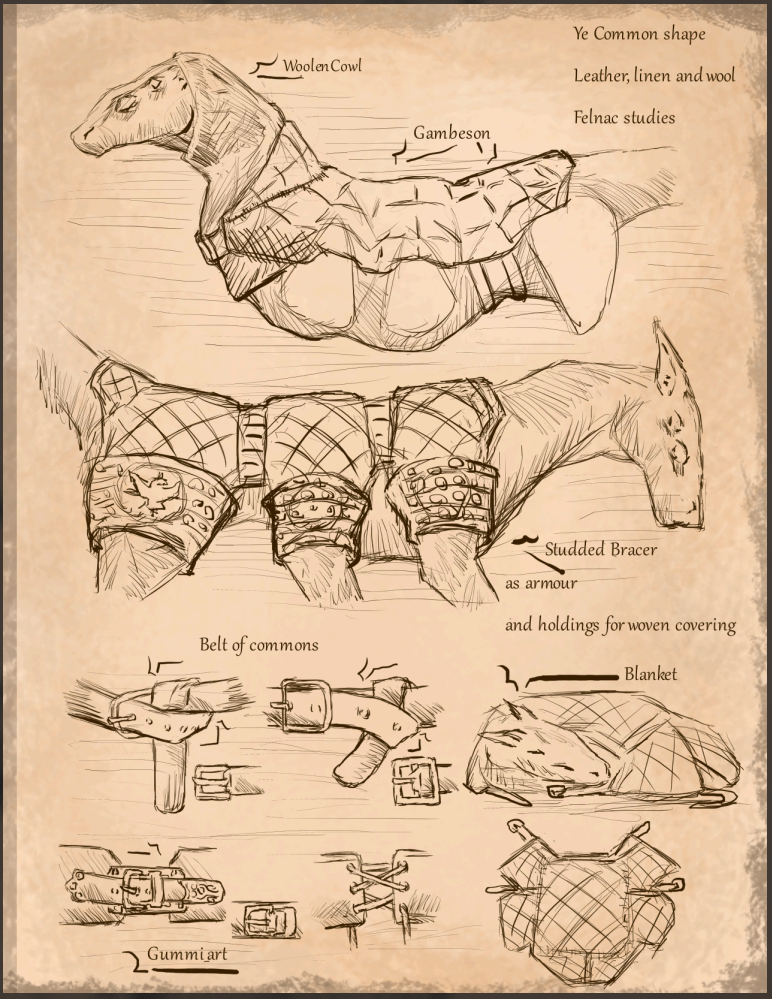
Illustration by Ket-DawnAtSunset

Felnac, often referred to as "darkseekers," are six-legged omnivorous mammals. They are nocturnal predators with a shocking amount of dexterity despite their size, standing at about 3 feet (~91 cm) at the shoulders. They are fully covered in short black fur, dark enough to absorb most light and, in optimal conditions, effectively render the animal nearly invisible.

They have two pairs of eyes; a larger "primary" pair, which are geared towards low-light environments, and a smaller "secondary" pair, which are more effective in the light. In addition, they have three pairs of legs, the front-most of which terminate in appendages that bear a striking resemblance to the human hand, and function much the same.

Felnac are highly intelligent, comparable to an adult human, which makes them significant foes when threatened, and also excellent companions to those not dissuaded by the felnac's fearmongered ill-reputation.[1]

Companion felnac are usually equipped with a variety of utilities. From clothes and armor to weapons and bags. The most common pieces include gambesons or cloaks, and goggles. But some felnac, especially those in the company of travelers, hunters, and most anyone who would venture into danger, are typically given some form of protection. Usually this is in the form of lighter armor that allows the animal to retain most of its original flexibility. But those exposed to the highest of threats may be given full plate armor.



Geodrake

No entry

Phobia

No entry

Heartwyrm

A heartwyrm is a small lindwurm, averaging approximately 15 inches (38cm) long from tip of snout to tip of tail.

World

No entry

Civilization

Relica

An ancient magic embedded deep in the world, glowing a bright violet hue. Every dragon’s soul has an innate connection to Relica, and draws from its well of power.

Post Dragon-War, Relica has no vessel for expression, and has become effectively “sealed” deep in the planet. Until the last dragon, Mika, reawakens, at which point it uses her body as a sole conduit, allowing her incredible power.

Gameplay

No entry

Combat: Rage

At will, the player or NPCs may enter a berserker-like rage state. However, rage in [UHFR] differs largely from how most games handle it. Upon becoming enraged, all damage resistance and attack is increased substantially. However, the enraged creature will lose all ability to control themselves, moving and attacking without direct command. This can result in friendlies or neutrals being targeted, not just enemies.

The only way to exit rage is to wait until it is spent, or to actively fight against the actions being performed. Such as attempting to block during an attack or trying to move in the opposite direction, however this still cannot be done very quickly.

Effectively utilizing rage should not be difficult, but should still require relatively careful planning to ensure minimal negative side-effects.

There could also possibly be a Relicant form of rage, providing the same damage resist and attack increases, but without removing control.

Combat: Quick Spells

Some smaller spells can be cast even with a weapon equipped, heavily inspired by Oblivion.

When cast, with the dominant (weapon-holding) hand, the character swaps the weapon to the off-hand to cast the desired spell, before returning the weapon to the dominant hand.
Higher levels and/or skill could make this action even quicker, allowing near-instant spell casting during combat.

Unnamed Eldritch Thriller

Hellhounds

Anomalies/Outcasts

Characters

Mika

Syre

Orosan

Ktzahev & Uzkharva

King

Oluko & Tai

Unnamed Rey Dau

Unnamed Odogaron(?)

Scrapped Characters

Ante

A Watcher who was not affected by the Derangement. By design as a reconnaissance machine, Ante was to be intensely curious. He may also have possessed some form of self-awareness. Ante's right leg was badly damaged at one point, later having a prosthetic built by a human who took him into care.

Ante was scrapped because his concept never quite took off, and his story never sat comfortably, constantly changing and never with clear direction.

I would like to revive Ante eventually, but for now there are no plans to do so, and as such he gets to remain in the scraps bin. Sorry, buddy.