

What Makes the Sky Blue

GENERAL GAME RULES

These rules are subject to change.

The game is primarily story-driven, split between 70-30 in terms of RP and Combat.

My 3 tenets of this game are:

Player Agency

The world and system have been crafted in such a way where players have the capacity to do everything they want, and experience the type of game they want. I try my best to put players of similar interests/goals in the same group.

Collaborative Storytelling

The world and system are malleable - players should speak to me if they have ideas or concepts that they want to use within the game. I am more than open to listening and implementing them, barring certain Overpowered ideas.

Rule of Cool

I have the final say when it comes to rulings - if something comes up mid-session that can't be quickly addressed, I'll make a ruling, and then we can discuss the issue after the session.

We may encounter some dark themes in the story, but any player can "fade to black" and we move on to the next scene.

OF THE SYSTEM

These rules are subject to change.

Rolling for stats and luck are just about the only types of rolls you have to make in the game.

Stats

Once you are given a character sheet, you can hover over the names of the stats (amongst other things) to see what they do.

You do not assign your own stats, instead, I assign your starting stats depending on your backstory.

How to Roll

Each ordinary stat check will require you to roll a number of d10s equal said stat. The formula for this is listed within the sheet. After you roll this on discord, Avrae will automatically tell you the number of successes you have, which determine if you succeed or fail the check.

Do give it a try, as it's rather simple to understand after you do it a few times, rather than simply asking about it.

What exactly am I rolling?

The system functions using Degrees of Success, with each stat point being a single d10, and you are required to roll over a 5 to succeed.

Skill Triggers

Skill Triggers grant you +2 to a Roll that involves it.

OF THE APPLICATION

These rules are subject to change.

Applicants need to create a full character to join the game.

Thinking about the game and your character

What kind of game are you looking for? What kind of story do you want to tell? What kind of character do you want to play? These are the questions you should ask yourself before jumping into character creation.

Choosing a Nationality and Race

Once you have an idea of what you want your character to be, look through the 3 playable races and the different nations of Terra and choose one to be a part of.

Developing a Backstory

A backstory is the most important part of your character.

The world is your oyster. You can be born into nobility, tied to important NPCs, or invent your own institutions. Megacorporations that experiment on the poor, cults that operate at night, a family business, a debt you inherited. The more detail you give me, the more the world will reflect you.

Please do not create a character who is Ghost Rider + Iron Man + Dr. Stone who got 'isekaied' from another world. I am not joking, this was one of my previous applicants.

OF THE LORE

The lore is subject to change.

The full lore is available for reading and character knowledge after you are accepted into the game. The summaries listed below are for Applicants to create their characters.

About the Magic System:

Arts is the overarching name for magic. There are many kinds of Arts, ranging from simple flame conjuration all the way to oratic Arts used to control minds.

About Blight

Blight is the name of a strange phenomenon that has plagued the world since its inception. Blight manifests in many ways, but has the same outcome - the destruction of both corporeal and ethereal concepts in the area it appears in. Reports show that Blight seems to appear after extensive use of Arts within an area.

Blight is deeply intertwined with the world, and is the overarching issue influencing the main story.

Main Story

Although there are several different intertwined worlds, all players begin in Terra.

All Players will eventually become Blighted, either through in-game events or established backstories. Depending on various factors, you'll begin with certain types of knowledge and stats, and have prior information on specific NPCs.

Players are then brought together (by force or by choice) to Rhodes Island, an organization established to both keep the Blighted in check and find out the secrets of the Blight.

OF CHARACTER CREATION

Talk to me whenever you have issues, problems, questions, or ideas. I'm open to almost everything and anything.

List of Races

Terran – aka Human, the standard race originating from Terra. Found everywhere, in every nation, at every station.

Sarkaz – a demonic race originating from Kazdel. Sarkaz have unique Arts and traits, and a deeply complicated political situation almost everywhere they live. *Talk to me if you want to play one.*

Sankta – an angelic race originating from Terra, native to Laterano. Sankta are born with halos and wings of light, have innate proficiency with firearms, and carry the blessings of their Lord. *Talk to me if you want to play one.*

List of Terran Nations

Victoria – The wealthiest nation in the world, ringed by legendary walls and stuffed with gold. Its king was publicly hanged in his own palace garden and the throne has sat empty ever since; eight Grand Dukes now run the country and none of them will let another take the crown.

Leithanien – Nine states bound by a constitution that is not written but *performed* – a psionic composition every Leithanian is inside of. Home to the finest Arts academies anywhere.

Laterano – The holy city, homeland of the Sankta, governed by the Pope under a constitution granting thirteen rights to every citizen. Every Lateran is required by law to own a firearm.

Gaul – Gone. Once the centre of the world, dismembered two decades ago by five nations at once and its capital razed in a day. Two million Gauls have no homeland.

Iberia – Once the greatest naval power alive; now a theocracy ruled by the Inquisition, isolationist and afraid of the sea. Half its territory is underwater.

Ursus – A militarist empire where the Emperor is nominally supreme and actually powerless, caught between scheming generals and loyalist aristocrats. Widely considered the most corrupt nation in the world.

Kamigawa – The only island nation, connected to the mainland by ancient technology. Recently unified after four hundred years of civil war, now run by eight clans who despise each other and cooperate anyway.

Sami – No capital, no currency, no government a diplomat would recognise. Tribal chieftains and Snowpriests keeping a bargain ten thousand years old. Foreign corporations are moving in fast, but the land of Sami will fight back.

Kjerag – A mountain theocracy that has gone millennia without a single Blightstorm, which every other power has noticed. Ruled by three feuding clans in the name of a sleeping goddess.

Northland – The kingdom of the willing dead. Ruled by an order of knights who are also administrators and clergy, in a country where the dead hold posts and attend meetings. Founded by exiles who were driven out of Victoria twice, and they have not forgotten.

Columbia – The youngest superpower, a melting pot of dreams and diligence. The most upwardly mobile place in the world if you arrive with nothing. Also runs an arms race, secret research programmes, and a frontier settlement scheme that sends the poor and the Blighted into land nobody else will touch.

Methuselah – The largest nation and the largest army. Aggressively atheist: worship, scripture, and prayer are criminal offences, enforced by officers called the Seekers. Luminous cities, proud people, and a state that considers religion a public health problem.

Sargon – The empire that invented the idea of a state. Now a fiction held together by tribute, in which the King of Kings sits in a golden city while his own lords fight each other with hired mercenaries.

Rinesota – A khaganate of the eastern steppes whose mountain-cities were built from the plunder of a hundred conquests. Nearly every nation in the Heartland has a grievance against them. Their Khan went south nine hundred years ago and never came back, and the throne has been kept warm ever since.

Kazimierz – Knighthood as a commercial product. A feudal chivalric confederation that a merchant class quietly bought out from underneath, where knights fight in sponsored tournaments for an audience. Beneath the neon, the old hierarchy is entirely intact, chattel slavery included.

Siracusa – Twenty-two city-states on paper; twelve criminal families and one woman who holds no formal office in practice. Sixty years of the most stability the country has ever had, resting entirely on her personal authority.

Rim Billiton – A conglomerate of industry, being the source of an enormous share of the world's Originium. The world's gateway to power and resources, but also its jailer.

Aegir – An undersea technocracy most surface-dwellers believe to be a myth. Vastly more advanced than anything above the waves, and currently losing a war against something that came out of the deep.

Yan – An ancient bureaucratic empire run by mandarins and examinations. Openly tolerant, comparatively lenient toward the Blighted, and holding a wall against something in the north that it does not discuss with foreigners.