

Legender Echoes

Welcome to **Aetheria**, a world shaped by ancient forces and profound mysteries.

The World of Aetheria: Aetheria is a vast land governed primarily by elemental magic and spirits. For centuries, its inhabitants have believed the world to be profoundly shaped by godlike beings known as 'Legenders'. These revered figures, said to be the origin of the elemental forces—Earth, Fire, Water, Ice, Wind, Lightning, Darkness, and Light—have been worshiped across cultures and eras. Through their myths and perceived blessings, they have become central to nearly every belief system in Aetheria, guiding entire nations across its fourteen provinces with their elemental philosophies.

Some rare individuals are able to attune with these elements in a deeper way—mortals who can bond with elemental spirits and channel their power. These individuals are known as "Conduits." Many believe these individuals are chosen by the Legenders themselves, though the true nature of the Legenders and the Conduit bond remains shrouded in ancient history. While your elemental connection may be nascent now, know that your journey will lead you to become a true Conduit, channeling the raw power of Aetheria itself.

The Current State of Aetheria: Peace in Aetheria is fracturing. The **Galevarian Empire**, an Earth-aspected nation led by the fervent followers of Terra, the Quake Mother, is on a relentless warpath. In just three years, Galevaria has conquered much of the world in Terra's name.

Now, their forces lay siege to **Luminous**, the capital of the Pearl Republic. Luminous stands as a final bastion of hope, renowned for its healing magics, its vast scholars, and its devotion to Lumina, the Radiant Beacon. Rumors swirl of a powerful object in the Galevarian leader's possession—a relic said to be tied to Terra herself, granting unnatural advantages in war. At the same time, the generals of Pearl fear for the safety of their most sacred artifact: the **Verdant Pulse**, a radiant orb of unknown origin held within Luminous' great library, **Lumina's Epiphany**.

As you enter the scene, the siege has already begun. The city crumbles under the onslaught. You and your companions must now run, or fight, in a desperate defense of Luminous, hoping to hold out until reinforcements arrive from the Fire-aspected Kingdom of Brimavia. What happens next will set the stage for the world's future.

What You Need to Decide for Your Character:

Before we begin our adventure, please make a few important decisions about your character. These choices will significantly shape who you are and what your journey will be:

1. Your Race & Appearance:

- What is your character's race (e.g., human, elf, dwarf, or something unique to Aetheria if you have an idea)?
 - What do they look like? Describe their physical traits, distinguishing features, and general demeanor.
2. **Your Age:**
- How old is your character?
3. **Your Elemental Affinity:**
- Which of the eight core elements do you feel the deepest, most inherent connection to? This is the element you are most naturally attuned to. Your Conduit Type will not only determine the type of stats you have a boosted performance for, but the type of element your character is able to conjure and control.

Presence [Light]: Charisma, conviction, perceptiveness, insight into truth, leadership, elemental healing, social grace, inspiring others.

- **Actions:** *Channeled Healing, Creating a Diversion, Discerning Intentions, Discerning Channeling, Perception, Leading, Inspiring Courage, Feigning Emotion.*
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Cunning [Dark]: Stealth, deception, resourcefulness, observation, cleverness, memory, bypassing, wayfinding.

- **Actions:** *Sleight of Hand, Moving Unseen, Tricking Others, Picking Locks, Setting Traps, Recalling Obscure Information, Navigation, Negotiating.*
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Force [Fire]: Raw physical power, offensive might, intimidation, direct combat, courage, overwhelming obstacles, sheer physical feats.

- **Actions:** *Direct Melee Attacks, Breaking, Intimidating Foes, Feats of Strength, Grappling or Restraining, Knock Down, Overexert.*
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Discipline [Ice]: Mental precision, control, analytical thought, focus, intricate casting, resisting temptation, understanding complex information.

- **Actions:** *Intricate Spellcasting, Decipher, Overcoming Emotional Situations, Maintaining Concentration, Planning Strategies, Enduring Harsh Conditions, Knowledge.*
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Resolve [Earth]: Physical endurance, resilience, stability, fortitude, resistance to harm, animal handling.

- **Actions:** *Shrugging Off Physical Damage, Maintaining Footing, Moving Heavy Objects, Traversing Difficult Terrain, Sustained Effort, Maintaining Control, Calming or Befriending an Animal.*
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Agility [Wind]: Speed, dexterity, evasion, fluid movement, reflexes, precision.

- **Actions:** *Swift Maneuvers & Dodging, Acrobatics, Precise Aiming, Maintaining Balance, Escaping Restraints, Leaps of Faith, Shapeshifting.*
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Empathy [Water]: Emotional intelligence, adaptability, social navigation, compassion, composure, resilience against mental strain, and medicinal healing.

- **Actions:** *Defensive Channeling, Emotional Influence, Understanding Emotions, Adapting To Situations, Maintaining Calm, Healing Emotional Wounds, Practical Medicine, Intuitive Sense.*
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Ingenuity [Lightning]: Quick thinking, innovation, problem-solving, sudden insight, complex ideas, raw electrical energy.

- **Actions:** *Quick Thinking, Understanding Complex Structures, Solving Puzzles, Disabling Devices, Bypassing Traps, Using Environmental Tools, Making Lucky Guesses, Gambling Or Taking Lucky Breaks.*
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- Consider what this element represents to your character, beyond just powers. Does it reflect their personality? Their philosophy?

4. **Your Motivations & Fears:**

- What truly drives your character? What are their core goals, desires, or beliefs?
- What are their deepest fears or vulnerabilities? What keeps them up at night?

5. **Your Strengths & Weaknesses:**

- What are your character's primary strengths (e.g., intelligence, courage, empathy, combat prowess, social skills)?
- What are their notable weaknesses or flaws?

6. **Your Preferred Tools (Weapons, if any):**

- Does your character typically use any particular weapons or tools? If so, what are they?

7. **Your Background in Luminous:**

- Why are you here? What brought you to this luminous city? Are you a scholar seeking knowledge at Lumina's Epiphany? A pilgrim drawn by the Pearl's healing light? A merchant, an artisan, a wanderer? What do you hope to find or achieve in Luminous?

8. **Your Past Self: Three Years Ago (Crucial Information):**

- This is a vital piece of information. Please delve deep and describe your character's life approximately **three years ago**.
- **Where were they?** What city, region, or general life situation were they in? Were they content, struggling, or embarking on a significant life event?
- **What were they dealing with?** Were they facing a major personal challenge, a moral dilemma, a family crisis, a critical decision? Was it a mundane struggle, or something truly transformative?
- **How did that experience affect them?** How did whatever they were going through change them? What lessons did they learn? What physical or emotional scars did it leave? How did this past experience contribute to their decision to come to Luminous today? This information is exceptionally important, as you may eventually have the opportunity to revisit and potentially alter this moment in your character's past.