



HEROES OF AVAN

Rules, Lore, and Everything In-between



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RULES

Character Creation Guide

When creating a character for this system, there is much to consider. Not only must you construct a D&D character with all the intricacies there, but you also must augment it with the many bonuses this system offers. The following guide will provide an enumerated checklist to assist with going through everything and ensuring one has all the necessary details. The succeeding sections will provide detail on everything there is to know about what you're engaging with.

- I. **Create a "Standard" D&D Character.** Before anything, the first thing you should do is go through the process of preparing a 1st-level D&D character using the standard rules. This system, for the most part, does not replace a D&D character. Rather, it is meant to augment and advance characters and many mechanics build on existing rules and features. Having a solid understanding of your base character and features will be incredibly important. As always, be sure to check with your DM as to what sources you're allowed to pull from for character creation.
- II. **Notate Original Values.** Because this system is built on the idea of augmentation, there are many opportunities your character may get to increase their hit point maximum or ability score beyond the bounds of what is possible in vanilla D&D; however, these opportunities are invariably volatile. Depending on certain conditions, you may temporarily lose access to your hit point maximum bonus. As such, it is important to also have noted the original values you've assigned to your character's statistics in case such a situation arises
- III. **Explore Major Artes.** Artes as they are shall be further explained in later sections; however, in general, they describe the mighty powers your characters will attain. Major Artes represent your character's primary set of abilities and provide the majority of your features. Once your character is established, getting an idea of what your character will do and what is possible will be an important creation step. Details on Major Artes can be found in *The Akashic Records*
- IV. **Gain Initial Bonuses.** This system works by outlining what bonuses a character will get to work with each level with the DM serving as the primary arbitrator. Once you have an idea as to the direction you want your character to go, learn what all your character will have to start with. This system works by offering characters a currency called "power slots" which are divided into three kinds: Arte, Ability, and Ascension – each will be explained in further detail in later sections. Depending on your starting level and the ruling of the DM, you'll start with some amount of power slots of specific types. While you aren't required to spend them and can save them up, it is still recommended you at least spend enough to start with 1 level of a Major Arte (depending on the campaign)

V. **Level Up.** As this is augmenting vanilla D&D, the leveling system stays mostly the same.

Check with your DM to find out what level you'll be starting at and then level your character in sequence, taking stock as to how many power slots you gain each level. Just as with character creation here, be sure to start by gaining your vanilla features and changes before worrying about anything this system offers. Additionally, always be sure to notate original, vanilla values and any changes made to them before augmenting them through this system

VI. **Spend Gained Slots.** Power slots of any type can only be spent upon gaining them or gaining a level, so as you're going through the leveling process and notating how many slots you have available at each level, be prepared to start spending them. There are a variety of benefits you can gain by spending power slots – all of which are detailed in the following sections – but in brief and in general – Arte Slots: Major & Minor Artes; Ability Slots: Feats, Boons, and Masteries; Ascension Slots: Major Artes, Health, Augmentations. Major Artes, Minor Artes, Masteries, and Augmentations are all explained in further detail in *The Akashic Records*. This is likely where you'll spend most of your character creation and design time as there are a wide variety of options to consider, take your time and feel free to ask the DM for advice for directions to explore

VII. **Check for Augmentations.** Augmentations are further explained in *The Akashic Records* but in brief they're minor modifiers made to a Major Arte. At 4th, 8th, 12th, 16th, and 20th level, characters get a free 1st-level augmentation they may roll for. Be sure to notate your levels and check if it's a level at which you can roll for an augmentation

VIII. **Design Amp & Weakness.** Amps & Weaknesses are further explained in more detail in later sections but in brief they are special conditions that either increase the power of Major Artes or completely nullify Major Artes. Once your primary character statistics are established, don't forget to read through the details and design a custom amp and a custom weakness. They need not complement each other but be sure to get approval from the DM

IX. **Choose a Last Stand.** Last Stands are further explained in more detail in a late section but in brief they are your character's final push when backed against a wall. They come up rarely but when they do, they are spectacular showings of absolute power. Be sure to look through the rules there and choose one that best fits your character

Artes

- Within the world of Avan, Artes – the name for super-powers in the world – have two primary classifications
 - *Major Artes:* When one thinks of a hero or villain, often what comes to mind is a superpowered individual with a mighty ability known as a Major Arte. These Artes are the primary marks of superpower and offer a vaster range of abilities to the maven possessing them as compared to Minor Artes. They are divided into 3 tiers of power (Levels 1-3) as well as a special Overload state of power only achievable via

special means. Each tier represents a new set of abilities unlocked and/or strengthened as one develops their Artes.

- *Minor Artes*: While Major Artes are the abilities evocative of the epic clash of heroes and villains, in the world of Avan, Minor Artes are the more common and mundane of power manifestation. While they do offer superhuman abilities could feasibly achieve, they typically do not develop or evolve with time or skill and are often just generally weaker than anything a Major Arte could do; however, they are not to be underestimated or ignored. The power they offer is still well beyond anything a regular individual could achieve and the right Minor Arte could mean the difference between life and death, victory, and defeat

Power Slots

- Power Slots are the general representation of an individual's quintessence to grow and evolve. Mechanically, they can be expended by a player to gain Major Artes, Minor Artes, Feats, Boons, or Masteries.
- Power Slots can be saved or immediately expended; however, different benefits have different costs for what type of power slot and how many slots of that type must be expended.
- Power Slots are divided into three types, each of which are gained and tracked separately and allow for the gaining of different benefits:
 - *Arte Slots*: Can be expended to purchase Major and Minor Artes. Most Minor Artes cost either 1 or 2 Arte Slots and a single level in a Major Arte costs 3 total Arte Slots.
 - *Ability Slots*: Can be expended to purchase Feats, Boons, and Masteries. Most Feats and Boons cost 1 Ability Slot while Masteries range from 1 to 4 Ability Slots, depending on their Tier
 - *Ascension Slots*: Can be expended to purchase Major Artes, augment current Major Artes, or gain the bonus hit points of a current Major Arte

Arte Slots

- Arte Slots comprise the foundational potential of quintessence and allow for the gaining of Major and Minor Artes.
- Major Artes are primarily gained through Arte Slots and a single level can be purchased for 3 total Arte Slots. Levels are bought incrementally, starting with 1st-level, and ending with 3rd-level, with the Overload being accessible only through other means. Upon purchasing a level in a Major Arte, a character gains all benefits listed under the level gained, retaining features from previous levels, and replacing those marked with a (DNS); additionally, upon gaining a level in a Major Arte, a character gains the bonus hit points.

- Minor Artes can also be gained through Arte Slots and have varying costs ranging from 1-2 Arte Slots, depending on the overall power level of the Minor Arte to be gained. While Minor Artes are generally weaker and less versatile than Major Artes, they offer more specific benefits for less slots; additionally, while weakened, Minor Artes remain usable.

Ability Slots

- Ability Slots represent the capacity for one to supernaturally attain new levels of skill, allowing for the gaining of Feats, Boons, and Masteries.
- Any feat can be gained for **1 Ability Slot**, though prerequisites must still be followed, and the same feat still cannot be gained multiple times unless otherwise stated.
- Most boons can be gained for **1 Ability Slot**, but certain boons have different costs or rules applied.
 - The following boons cost **2 Ability Slots**:
 - Boon of Irresistible Offence
 - Boon of Recovery
 - The following boons cost **3 Ability Slots**:
 - Boon of Immortality
 - Boon of Perfect Health
 - Boon of Resilience
 - Boon of the Fire Soul
 - Boon of the Stormborn
 - Boon of Truesight
 - The following boons can be taken multiple times, with their effects stacking
 - Boon of Fortitude
 - Boon of High Magic
 - Boon of Quick Casting
 - Boon of Spellmastery
- Masteries are divided into tiers with Tier I Masteries costing 1 Ability Slot and 1 additional Ability Slot for each Tier above Tier I

Ascension Slots

- Ascension Slots represent a massive jump in the raw power and presence of one's quintessence.
- A single Ascension Slot can be expended to gain a level in a Major Arte, under the same rules as gaining Major Artes with Arte Slots
- Alternatively, 1 Ascension Slot can be spent to gain augmentations. When gaining an augmentation in this way, you must already have at least 1 level in a Major Arte. Choose

one of your Major Artes can either work with the DM to devise a custom augmentation or it or roll on the Rank III Augmentation Table (your choice)

- Finally, 1 Ascension Slot can be spent to immediately gain the bonus hit points of one Major Arte an individual already has

Slot Gain Over Levels

Low-Power Campaign

<i>Level</i>	<i>Arte Slots</i>	<i>Ability Slots</i>	<i>Ascension Slots</i>
1	0	0	1
2	0	2	0
3	1	0	0
4	1	1	0
5	1	1	0
6	0	2	0
7	0	2	0
8	1	1	0
9	1	0	0
10	1	0	0
11	0	1	0
12	1	1	0
13	1	0	0
14	1	0	0
15	0	1	0
16	1	1	0
17	1	0	0
18	1	0	0
19	0	1	0
20	0	2	1

Mid-Power Campaign

<i>Level</i>	<i>Arte Slots</i>	<i>Ability Slots</i>	<i>Ascension Slots</i>
1	0	2	1
2	1	3	0
3	1	1	0
4	1	2	0
5	0	2	0
6	1	2	0
7	1	1	0
8	1	2	0

9	1	1	0
10	2	0	1
11	0	3	0
12	1	2	0
13	0	2	0
14	1	1	0
15	1	1	0
16	1	2	0
17	0	1	0
18	1	0	0
19	1	2	0
20	3	2	1

High-Power Campaign

<i>Level</i>	<i>Arte Slots</i>	<i>Ability Slots</i>	<i>Ascension Slots</i>
1	0	3	1
2	1	3	0
3	1	2	0
4	1	2	1
5	0	3	0
6	2	2	0
7	1	1	0
8	1	2	1
9	0	3	0
10	2	1	1
11	1	3	0
12	1	2	1
13	1	2	0
14	1	2	0
15	1	1	0
16	1	2	1
17	1	1	0
18	1	3	0
19	1	2	0
20	6	4	1

Variant Rules

Class-Based Slots

- Rigid Style
 - In this variant, Arte Slots and Ascension Slots can only be expended to gain Major Artes that offer the increased bonus hit points for their classes – making class selection a more integral mechanic to consider
- Open Style
 - Extra
 - In this variant, whenever a character gains an Ability Score Improvement feature in one of their classes through leveling, they gain an extra Ascension Slot that can only be used on Major Artes that offer the synergistic bonus hit points for that class – increasing the overall power level of the campaign while making class selection more important
 - Replace
 - In this variant, whenever a character gains an Ascension Slot, it may only be used on Major Artes that offer the synergistic bonus hit points for one of their classes – making class selection more important while still maintaining a relative openness in options

Minor Arte Only Arte Slots

- In this variant, Arte Slots can only be spent on Minor Artes – locking Major Artes behind Ascension Slots. This decreases the overall power of the campaign whilst making Major Artes a rarer, sought-after commodity.

Line Purchase

- Free Buy Style
 - In this variant, 1 Arte Slot may be spent to gain a single line (employing “line rules”) from any Major Arte at 1st-level or 2nd-level, functioning similarly to a Minor Arte; additionally, 2 Arte Slots may be spent to gain a single line from any Major Arte at 3rd-level. Lines from Major Artes do not offer the bonus hit points. This increases the value of Arte Slots while heightening character customizability; additionally, this potentially increases overall campaign power level and decreases the impact of weaknesses.
- Forced Buy Style
 - In this variant, Arte Slots can only be spent on Minor Artes and lines from Major Artes, using the pricing and rules listed above; additionally, Ascension Slots are worth the bonus hit points from 1 Major Arte the character would gain the class synergy bonus hit points from while augmentations are now applied to Minor Artes and Major Arte lines. This greatly alters the scope of the game and the approach to character creation and diminishes the negative impact of weaknesses.

- Because of the variance present in the many lines of Major Artes, the DM may choose to increase the cost of purchasing a line – either through increasing the required number of Arte Slots or requiring you to spend Ability Slots as well.

Minor Artes For Ability Slots

- In this variant, Minor Artes can be gained from expending Ability Slots, not just Arte Slots. For every 1 Arte Slot the Minor Arte would cost, it can be gained through expending 2 Ability Slots. This increases the range of use for Ability Slots while making Minor Artes easier to acquire, adding a new dimension to character customization.

Specified Slots

- In this variant, at the DM's discretion, Arte Slots and/or Ability Slots gained at specific levels of their choice may only be employed to purchase benefits determined by the DM. For example, the DM may decide that 1 of the Ability Slots gained at Level 2 can only be used to gain a racial feat. This allows for greater control over the power level of the campaign at the discretion of the DM at the cost of customization options.

Revelation Artes

- In this variant, the DM designs special secret Major Artes that can only be purchased by players after gaining an associated Minor Arte – one that typically costs at least 3 Arte Slots (or more, depending on the power level of the associated Major Arte). This variant should only be used in longer, higher-power level campaigns due to the work demanded of both the DM to design the Artes and the players to save enough slots to purchase any of the Artes. Revelation Artes function similarly to Major Artes in that they will offer bonus hit points of some value and be divided into 3 levels and an Overload level. It is recommended to increase the number of Arte Slots gained or the number of Ascension Slots gained in a campaign that employs Revelation Artes.

Last Stands

- In truly heroic fashion, last stands are special awakenings of latent power during times of great desperation through sheer will. In a sense, it is a forced temporary ascension to a far higher level of power
- There are 4 last stands:
 - *Overload*: For the next 10 minutes, one of the character's Major Artes instantly reaches its overload state

- *Exaltation*: For the next 10 minutes, all the character's ability scores are set to 30 and they may take 2 turns each round, one at their regular initiative and the other turn at their initiative minus ten
- *Consecration*: The character fully heals and, for the next 10 minutes, all their attack rolls that hit become critical hits.
- *Retribution*: All hostile creatures within 200 feet of the character take a non-avoidable, non-reducible 100 damage in an explosion of energy, and, for the next 10 minutes, that character may take up to 3 actions on each of their turns.
- Activating a last stand is a last-ditch effort at the brink of death. Immediately when a character hits 0 hit points, isn't killed outright, and doesn't have their weakness present, they may choose to activate their last stand as a free action.
- Upon activation, the character instead drops to 1 hit point and gains a great power depending on the type of last stand they possess for the next 10 minutes. During those 10 minutes, even if the character drops to 0 or is killed outright, they do not fall unconscious/die and stay standing. Any damage they take after hitting 0 results in a death saving throw failure and reduces the remaining last stand time by 1 minute per 50 damage taken from a single source (to a minimum of 30 seconds). Even after getting 3 death failures, they do not die and stay standing until the time is up.
- A last stand pushes a user far beyond their natural limits and, as such, it takes an incredible amount of energy. In general, after activating a last stand, a character cannot activate one again until they complete 2d4 long rests. Additionally, after the last stand concludes, the character suffers one of the following detriments (of their choice):
 - The creature's hit point maximum is reduced by 40 points to a minimum of 40 – bypassing immunity to hit point maximum loss – only a *Wish* spell or effect of similar or greater power can restore these hit points.
 - One ability score of the creature's choice is reduced by 4 to a minimum of 6 (overriding ability score minimums gained from certain major Artes) – only a *Wish* spell or effect of similar or greater power can restore these hit points.
 - The character loses access to 1 level in a single Major Arte of their choice – losing all associated benefits, including the bonus hit points. This lasts until the character either spends 2d10 days doing nothing but light activity and relaxing or expends an ascension slot. Until then, the character cannot regain that level through any means. A character cannot choose this detriment if they have no levels of Major Artes to lose.
 - The character permanently loses 4 ability slots worth of benefits – losing unspent ability slots first. After losing a feat or boon in this manner, that feat or boon cannot be regained until the character either spends 2d10 days doing nothing but light activity and relaxing or expends an ascension slot. A character cannot choose this detriment if they do not have 4 ability slots worth of benefits (or 4 unspent ability slots) to lose.

- If, somehow, all a character reaches all possible minimums and cannot choose any of the detriments, they can still activate their last stand but after the 10 minutes ends, they instantly die and, even if revived, may never use a last stand again.
- At 20th level a character may gain use of a second type of last stand but may still normally only use 1 last stand per 2d4 long rests.

Line Rules

- Certain game rules, game effects, and Artes may rely on the “lines” of a Major Arte. In general, those instances (such as when employing the variant rule of ‘Line Purchase’ or when employing the 3rd-level *Division* Major Arte) employ what are known as line rules, which follow.
- Lines include all sub-bullets immediately beneath them.
- If the creature has a line from an Arte above 1st-level, a line marked by ‘DNS’ is no longer applicable from lower levels.
- If a line has effects dependent on rules of other lines – that aren’t sub-bullet lines – then those lines are also included, the entire bundle counting as “one line”
 - Alternatively, at the DM’s discretion, if employing the ‘Line Purchase’ variant rule, you may have to spend the appropriate amount of slots to collectively buy the entire bundle of lines at once.

Spellcasting from Artes

General Rules

- Many Major Artes offer the ability to cast spells at will, employing the following rules:
 - Unless otherwise stated by other abilities possessed by the maven, concentration is maintained as normal and both verbal and somatic components must be provided
 - Unless otherwise stated by other abilities possessed by the maven, leveled spells cast this way are cast at the lowest level possible
 - Cantrips are cast employing the total level of maven to determine the damage dice used
 - Material components do not need to be provided unless the spell lists a material component that is consumed or a material component with a listed value
 - If a material component with a listed value is given, the maven may substitute it for actual money they possess

Stale Spells

- Because the spells cast from Major Artes have no direct cost, they can be cast an unlimited amount of times; however, in trade, casting a spell in this manner continually comes with a detriment.
- As one casts the same spell within the same expanse of time, the spell becomes “stale”, weakening its power until its use is curtailed
- After a spell is cast is a way that employs an Arte for the 2nd time within a minute, it is then stale.
 - Each casting of that same spell thereafter receives a cumulative -5 penalty to any attack rolls, and/or to the spell save DC for every time it has been cast since that 2nd that second casting
 - Additionally, if the spell dealt damage or recovered hit points, the damage and/or recovery is cumulatively halved for each casting
 - Finally, the spell’s duration is also cumulatively halved for each casting, to a minimum of 1 round (6 seconds)
- Stale spells reset upon successfully completing a long rest

Organic Effects

- Major Artes, spells, and many class features are incredibly powerful boons to health and disease; however, they have a limit as to the miracles they can perform.
- When considering effects that grant immunity to natural detriments such as disease or allow for the instant cure of such things, there is a distinction to be made between what shall be called **Organic Effects** and **Nonorganic Effects**
- An **Organic Effect** is a natural development in a creature (whether disease, madness, or death) with no direct source from a maven’s abilities, a spell, an attack, etc. It is simply a natural, entropic occurrence.
- A **Nonorganic Effect** is any such effect that results in disease or blinding due to a maven’s abilities, spells, etc. It is an unnatural, intended occurrence.
- Effects that offer anything from the proceeding list solely offer immunity to Nonorganic Effects. For example, a character immune to the blinded condition with still be considered blind if they lose their eyes, or a character that is immune to the frightened condition can still get scared, or a character immune to disease may naturally get sick; however, in contrast, a maven’s flash of light would not blind the character immune to the blinded condition, a spellcaster casting *Fear* on a character immune to the frightened condition would fail, and a character immune to disease would be safe against the diseased fangs of a Death Dog.
 - Immunity to disease
 - Immunity to madness
 - Immunity to the blinded condition
 - Immunity to the deafened condition

- Immunity to the frightened condition
- The distinction between organic and nonorganic effects becomes even more interesting and important when considering curing them. In general, a supernaturally or magically sourced cure to a disease or madness will only work on an organic effect that occurred within a week of attempting the cure. Past that, it becomes a purely organic effect that can only be cured through more conventional means.

Ability Stacking

- Certain benefits offer from multiple Artes – such as advantage or skill proficiency – lack any sort of inherent bonus to having multiple. Should your DM allow it, you may employ this variant to have a general baseline benefit present whenever multiple instances of these bonuses occur.
- These benefits are on top of any other benefits noted by Artes involved.

Advantage/Disadvantage Stacking

- Whenever you make a roll at advantage and an Arte-sourced ability would offer more instances of advantage, you employ this rule to add an additional die roll as a bonus to your total. At 1 extra instance the die roll is a d2, at 2 it's a d4, at 3 a d6, and so on – to a maximum of an extra d12 bonus at the 6th instance. If there are more instances past the 6th, add another die and increment that die accordingly.
- Conversely, if you make a roll at disadvantage and an Arte-sourced ability would offer more instances of disadvantage, employ this rule to add an additional die roll as a penalty to your total, using the same rules as above.
- At the DM's discretion, they may add **Bonus Dice** or **Penalty Dice** to a check made at advantage or disadvantage if they find the situation calls for it. Note that abilities that set die roll totals such as School of Divination Wizard's *Portent* or the *Balance* Major Arte do not bypass including the **Bonus Dice** or **Penalty Dice** rolls in the check's total.

Damage Resistance/Vulnerability Stacking

- Whenever you would apply damage resistance to damage you take and an Arte-sourced ability would offer more instances of resistance, you employ this rule to halve an additional time for each instance of resistance, still rounding down as normal.
- Conversely, whenever you would apply damage vulnerability to damage you take and an Arte-sourced ability would offer more instances of vulnerability, you employ this rule to double an additional time for each instance of vulnerability, still rounding down as normal.

- Game effects that would ignore/bypass resistance or set vulnerability such as the *Boon of Irresistible Offence* or Grave Domain Cleric's *Channel Divinity: Path to the Grave* affect all instances of resistance or vulnerability (if applicable)

Proficiency Stacking

- If you have proficiency in a skill, tool, or saving throw, and an Arte-sourced ability would offer more instances of resistance, you employ this rule to add a +2 bonus to any checks made with that skill, tool, or saving throw for each additional instance of Arte-sourced proficiency.

Amps & Weaknesses

- The volatile nature of Artes leads to differences in major Arte level based on the chaos of one's energy. The arcane volatility of one's energy mass is often naturally manipulated by some element of the world due to odd synchronizations with either the smell of the element, the look of it, the natural energies or it, the sound of it, or mental reaction of the wielder of the Arte.
- Amplifiers (or "amps") naturally stabilize the mass of energy, while in its presence, all your major Artes count as 1-level higher and if already at 3rd-level, the Arte reaches its Overload level
- Weaknesses disrupt an Arte, leading to greater chaos in the masses of energy. Meaning all of one's Major Artes cannot be used while in the presence of a weakness.
- Effects last either until you are no longer within 200 feet or within the parameters of the amp/weakness
- Because powers naturally tend toward chaos, weaknesses are generally more impactful than amps
- While under the effect of both an amplifier and a weakness, rather than being unable to use your Major Artes, all your Major Artes count as 1-level lower to a minimum of 1st level.

Amp & Weakness Types:

- **Activation-Type:** Amp activates after a specific action is taken by the subject
 - **Ritual-Style:** To activate the amp, the subject must perform a specific ritual, prayer, or other such sequence of actions uninterrupted over time. The longer the specific ritual takes, the longer the user can be amped. While amped in this way, the amped state does not fade even if the user goes unconscious or dies. It *only* fades once the time passes, starting as soon as the ritual concludes. No matter what though, one the amp ends, the ritual has no effect until the subject takes a long rest. The ritual

is tied specifically to the amp and as such, cannot be changed nor can new ones be learned

- 1-Min Ritual = 5-Min Amp (Minimum)
- 2-Min Ritual = 10-Min Amp
- 10-Min Ritual = 50-Min Amp
- 12-Min Ritual = 1-Hour Amp (Maximum)
- **Instant-Style:** Activation of the amp is instant upon merely taking a specific action; however, it only lasts 1 minute, fades if the user goes unconscious or dies, and can only be used once per 3 days.
- **Constant-Type:** Amp is only and always active while directly within a certain environ, climate, or other such condition (Examples including darkness, storms, The Nine Hells, etc.). The amped state lasts until the subject leaves the specific environ; however, for every cumulative minute spent amped this way, the subject gains 1 level of exhaustion to a maximum of 5 levels with the counter resetting upon taking a long rest.
- **Reactionary-Type:** The subject is amped in reaction to certain external conditions around them or afflicting them. Once the conditions have been met, the subject can then use their reaction to amp. Occasionally, if the condition is dependent upon other creatures acting in a certain way it may require a group check.
 - **Stimuli-Style:** To amp, the subject must be physically aware of a certain stimulant typically dependent upon actions undertaken by other creatures or specified environmental conditions (Examples being entering the amped state in reaction to praise or in reaction to the smell of petrichor). The subject is then amped for 1 minute (fading if the user goes unconscious or dies) and is unable to amp again until they take a short rest
 - **Condition-Style:** To amp, a specific pre-defined condition must be met (Example being, must have attacked 3 different creatures within a single minute), and only then can the subject take their reaction to amp. Unlike the other styles, after the condition is met, the user has a 10-minute window to activate the amp whenever they wish. Once the amp is activated, it lasts 1 minute but doesn't instantly fade upon going unconscious or dying. The user is then unable to amp again until they take a long rest.
 - **State-Style:** To amp, the subject must be in a certain, pre-defined physical, mental, or emotional state. While the state must be genuine, if the user is forced into it (for example, the Emotional Manipulation power is used on them) it will still be valid. Only while in that state, so long as the user can still consciously make decisions, the reaction can then be taken to amp. The amped state lasts 1 minutes, fades on going unconscious or dying, and can only be activated once per short rest.

Weaknesses have similar types/styles; however, as soon as the condition is met, the user is immediately weakened with no choice in the matter. In the case of **Activation** (Example being the

user making a certain type of attack) and **Reactionary** (Example being the user being melancholy) weaknesses, they last either 1 minute at a time or until the state fades (if applicable).

Weakened vs. Suppressed

- Certain game effects and abilities may lead to a character's Artes becoming suppressed, but what does it mean for an Arte to be suppressed and how does it differ from being weakened?
- While weakened, a character's inner energy mass (known as their *Quintessence*) is disrupted and given way to an uncontrollable chaos, making one's Major Artes unusable but still, in a manner, accessible in that the physical effects of the Major Artes are still somewhat present.
 - This means, while no abilities can be used from any Major Artes while weakened, one will retain any hit point maximum and ability score modification; however, all the following are still lost: damage immunities, damage resistances, and augmentations.
 - Additionally, because one's quintessence is directly affected by a weakness – anything resulting from this quintessence will vanish, meaning: all non-permanent spell effects from Major Artes are dispelled, creatures summoned vanish, any control over creatures ends, items spawned from Major Artes all vanish, etc.
- Suppression, on the other hand, completely cuts away control over a Major Arte from a creature through the blocking of Aether (the energy spawned forth from quintessence) streams.
 - Similarly to being weakened, while an Arte is suppressed it is completely unusable – meaning the creature cannot employ any of the abilities; however, unlike the effects of being weakened, suppression completely disconnects a creature from their Major Arte, meaning they retain no benefits, losing even any hit point modification and ability score modification.
 - However, though a creature is disconnected from their Arte, the quintessence overall is untouched, meaning effects spawned forth from the quintessence – such as summoned creatures, created items, unique abilities (such as in the cases of the *Spectral Other* and *Grand Artifact* artes), etc. – will all remain but be completely out of the suppressed creature's control.
- In the case of game effects that result in the loss of Artes but don't specifically say whether you are weakened or suppressed, unless otherwise stated, treat it as being suppressed.

Renown, Fame, and Infamy

- As heroes are public figures always in the eyes of society, there are 3 statistics that represent the perceptions of every hero. Renown is a basic, general measure for the distinction one has made for themselves. Fame is a measure for the prestige accrued through virtuous acts

in specific. Infamy is a measure for the darker reputation one may earn themselves through vice and misconduct. Each shifted as a result of actions, successes, failures, general biases, and uncountable other factors

- *Renown* is specifically gained through all sorts of heroic acts expected of a hero. The eminence offered is almost always dependent on success and degree of success. The better one does, the more renown they gain. While renown is a general catch-all measure of popularity, it is primarily offered from the officials of the hero world. Renown is something often utilized primarily by other heroes, vigilantes, factions, and WHO itself. The higher one's renown is, the better one will be treated both by the general public and especially the hero realm. Renown as a measure is also used in part for determining hero license promotion.
- *Fame* is gained through especially virtuous and showy acts whether expected of a hero or not. The eminence offered specifically by fame is primarily perceived and focused on by those of more benevolent nature. Those who are good and those who give great credence to good give great power to fame. Fame is also an ostentatious measure, meaning those who respond to great displays of power and prowess also give great credence. Though fame is a generally well respected, some more cynical individuals and some within the hero realm itself find too much pretense in fame to truly respect those with high levels of it. The higher one's fame is, the better one will be treated by most of the public – especially the young and the good – as well as novice heroes and tyros. Despite all that, higher fame leads to worse treatment by a cynical minority of the public – especially the old – as well as much of the hero realm and more veteran heroes.
- *Infamy* is gained through darker acts filled with vice, savagery, misconduct, risk, or other non-heroic qualities. The eminence offered specifically by infamy is primarily perceived and focused on by the darker dregs of society and even, surprisingly villainy. Infamy isn't necessarily associated directly with evil; however, evil often respects heroes who live life freely more than those who focus more on gaining fame in the eyes of society. Infamy is sometimes a biased measure, giving those who have less respect for acting "by the book" and those who have less faith in the public a lesser image. Infamy is a measure those in the hero realm keep a close eye on as those with higher levels of infamy often have higher chances on defecting, but often more veteran heroes recognize the bias behind infamy and often don't lose much respect because of it. The higher one's infamy is, the better one will be treated by more cynical and edgy members of society, those who live for freedom, and even, on occasion, villains. Naturally, higher infamy leads to worse treatment by most of the public.
- As novice heroes – apart from bonuses from starting major Artes – players start with a base 0 renown, fame, and infamy
- Due to natural biases present in society, one's primary Arte (the major Arte a player starts with) comes with a boost to fame, infamy, or possibly both depending on the nature of the Arte.

Revelation Artes:

- Revelation Artes are special, rare, mysterious major Artes with far greater strength than all others. They are legendary in truly only exist in myth in the modern era. Grand heroes and villains of old – the ones who shaped the modern world itself – are the prime originators of these Artes and, as said in legends, only those deemed worthy are granted the opportunity to wield these.
- While Revelation Artes work in concept just like major Artes, they require a special minor Arte in order just to unlock them. Once one has gained the associated minor Arte, only then can they begin to take levels in it as a major Arte
- Each minor Arte takes more than one singular slot and the stronger the resultant Revelation Arte, the more slots the minor Arte takes
- The Minor Artes are as follows:
 - **Unlock: Grand Caliber (3 Slots)**
 - **Unlock: Perfected Arts (3 Slots)**
 - **Unlock: Magic of the Divines (3 Slots)**
 - **Unlock: Elemental Perfection (3 Slots)**
 - **Unlock: Quasi-Godhood (4 Slots)**
 - **Unlock: Heroic Mastery (4 Slots)**
 - **Unlock: Invincibility (5 Slots)**
 - **Unlock: Infinity United (6 Slots)**
- Little is known about the capabilities of the Revelation Artes apart from the name as they now only exist within ancient tomes and legends.

COMBAT

The Role System

Heroes regularly engage in dangerous, intense combat – combat that would normally be impossible to resolve on their own. Even with a group, some combat cases would still require high degrees of teamwork to resolve critical cases. In those instances of battle, roles become key to victory.

Roles represent a specified function one is to perform in battle. These roles each present specific alterations to one's combat initiative, turn actions, and some even present a set of special reactions that can be taken to help control the flow of battle according to their role.

Roles are not always used; Specifically, in certain instances of highly critical or intense combat, the DM may declare it to use Combat Roles. Once this is declared, each present party member engaging in battle may take up one of the roles specified below. Only one of each role may be claimed each combat.

When considering what role to attempt to claim, consider how the role's described function aligns with your character's goals/ideals; additionally, keep in mind that certain roles are primarily based in a set of specific ability scores

DIRECTOR

- The Director is a Charisma-based role that serves to issue a variety of direct instructions to their allies
- The Director receives a +10 bonus to their initiative; however, during their first turn in combat, that cannot take actions or bonus actions
- After the Director has ended their turn in a round, they may then take a special reaction during the remainder of the round to use an Instruction. This special reaction is separate from the character's own reaction(s); thus, taking this special reaction does not expend the character's own reaction(s) for the round. Unless an Instruction has a specified activation condition, it can be used either at the start of any creature's turn or the end of any creature's turn
- If the Director is, in total, a 10th-level character or higher, they may take up to 2 of these special Instruction reactions each round; however, the same Instruction cannot be made multiple times in the same round
- Some Instructions have minimum Charisma score requirements. If the Director does not meet the score requirement, they cannot use the Instruction

Instructions

- **Regroup:** The Director chooses an unoccupied space within 100 ft of themselves. All friendly creatures of the Director's choice that can hear and understand them may immediately use up to half of their speed to move towards the chosen space. A creature that moves in this manner must end their movement at least 5 ft closer to the chosen space
- **Fall Back:** All friendly creatures of the Director's choice that can hear and understand them may immediately use up to half of their speed to move away from the nearest enemy creatures. This movement does not provoke opportunity attacks; however, a creature that moves in this manner cannot end their movement within 10 ft of an enemy creature unless it is impossible not to do so
- **Brace (Minimum Charisma – 12):** All friendly creatures of the Director's choice that can hear and understand them may enter a defensive stance. A creature that enters this defensive stance has their speed reduced to 0 until the end of the round; however, the benefit from the following during that time: +2 bonus to their AC, advantage on the first saving throw they make, resistance to all the damage dealt by the first attack that hits them
- **Scatter (Minimum Charisma – 12):** All friendly creatures of the Director's choice that can hear and understand them may immediately use up to their speed to move away from each other. A creature that moves in this manner cannot end their movement within 10 ft of a friendly creature unless it is impossible not to do so
- **Advance (Minimum Charisma – 14):** The Director chooses an enemy creature. All friendly creatures of the Director's choice that can hear and understand them may immediately use up to their speed to move towards the chosen creature. A creature that moves in this manner must end their movement as close to the chosen creature as possible (as far as the amount of speed they're using will take them)
- **Recover (Minimum Charisma – 18):** All friendly creatures of the Director's choice that can hear and understand them may immediately gain 2d10 + the Director's Charisma modifier worth of temporary hit points. A creature that gains temporary hit points in this manner may also use up to half their speed to move towards the Director; if they do, they must end their movement as close to the Director as possible (as far as the amount of speed they're using will take them)
- **Whelm (Minimum Charisma – 18):** The Director chooses an enemy creature. All friendly creatures of the Director's choice that can hear and understand them may immediately make one attack, if possible, against the chosen enemy (no reaction required on their part)
- **Reorder (Minimum Charisma – 20):** This instruction may only be used at the very end of a round. Upon using this instruction, the Director may swap the initiative order of any willing friendly creatures. As part of this order swapping, the Director may choose one willing friendly creature and either increase or decrease their initiative by 5 (The Director may choose themselves). Combat proceeds in the new initiative order during following rounds

- **Last Resort (Minimum Charisma – 22):** This instruction may only be used at the very end of a round; additionally, after completing this instruction, the Director may not use any more instructions for the rest of combat. All other friendly creature of the Director's choice that can hear and understand them may immediately take one turn in initiative order before the round fully concludes. During this additional turn, creatures may only move up to half their normal speed and, if they take the Attack action, can only make a maximum of 2 attacks. Once all willing creatures have taken their extra turns, combat continues as normal

TACTICIAN

- The Tactician is an Intelligence-based role that focuses on controlling and sabotaging enemies through supportive/deleterious tactics
- The Tactician gains a +5 bonus to their initiative
- After the Tactician has ended their turn in a round, they may then take a special reaction during the remainder of the round to use a Tactic. This special reaction is separate from the character's own reaction(s); thus, taking this special reaction does not expend the character's own reaction(s) for the round. Unless a Tactic has a specified activation condition, it can be used either at the start of any creature's turn or the end of any creature's turn
- If the Tactician is, in total, a 10th-level character or higher, they may take up to 2 of these special Tactic reactions each round; however, the same Tactic cannot be used multiple times in the same round
- Some Tactics have minimum Intelligence score requirements. If the Tactician does not meet the score requirement, they cannot use the Tactic
- Some Tactics have the target make a saving throw. The DC for any saving throw made this way is 8 + the Tactician's proficiency bonus + the Tactician's Intelligence modifier
- After a creature fails a saving throw against one of the Tactician's tactics, that creature gains immunity to that tactic until it is successfully used on a different creature

Tactics

- **Mark:** The Tactician chooses an enemy creature they can see within 100 ft of themselves. The chosen creature makes a Charisma saving throw. On a failed save, the next time before the start of your next turn that a friendly creature targets the chosen creature with an attack, that attack is made at advantage and receives an additional +5 bonus to the attack roll and one damage roll of the attack
- **Distraction:** The Tactician chooses an enemy creature they can see within 100 ft of themselves. If the chosen creature can see and hear the Tactician, it makes a Wisdom saving throw. On a failed save, the creature immediately loses concentration on anything it's concentrating on; additionally, it suffers disadvantage on the next Intelligence, Wisdom, or Charisma saving throw it makes before the start of your next turn

- **Analyze (Minimum Intelligence – 12):** The Tactician chooses an enemy creature they can see within 100 ft of themselves. The Tactician gleans insight into the intentions of the creature, asking the DM one of the following questions concerning the creature, The DM replies with a truthful answer: What is the creature's highest ability score? What is the creature's lowest ability score? What is the creature's current speed? Can the creature cast spells? Is the creature below or above half of their hit point maximum?
- **Disruption (Minimum Intelligence – 12):** The Tactician chooses an enemy creature they can see within 100 ft of themselves. That creature makes a Wisdom saving throw. On a failed save, the creature cannot take any Legendary actions or reactions until the start of the next round
- **Interrupt (Minimum Intelligence – 14):** The Tactician can only use this tactic when an enemy creature they can see within 100 ft of themselves is casting a spell with verbal and/or somatic components. That creature makes a Wisdom saving throw. On a failed save, the creature's casting is interrupted and fails (this does not cause the creature to expend any components). The creature then must take a different action other than the Cast a Spell action.
- **Cancel (Minimum Intelligence – 18):** The Tactician can only use this tactic when an enemy creature they can see within 100 ft of themselves is taking the Attack action. If that creature can make multiple attacks as part of the Attack action, it makes a Wisdom saving throw. On a failed save, it can only make one attack as part of that action

GUARDIAN

- The Guardian is a Strength-and-Constitution-based role focusing on direct confrontation and front-line support, protecting others from frontal assaults
- The Guardian has a -10 penalty to their initiative
- When combat begins, after rolling initiative, the Guardian may choose to gain temporary hit points equal to double their Constitution score that last until combat ends. After gaining temporary hit points this way, they cannot do so again until completing a short or long rest
- Before the Guardian has their turn in a round, they may take a special reaction during the preceding portion of the round to use a Battle Command. This special reaction is separate from the character's own reaction(s); thus, taking this special reaction does not expend the character's own reaction(s) for the round. Unless a Battle Command has a specified activation condition, it can be used either at the start of any creature's turn or the end of any creature's turn
- Some Battle Commands have minimum Strength and/or Constitution score requirements. If the Guardian does not meet the score requirement, they cannot use the Battle Command

- Some Battle Commands have the target make a saving throw. The DC for any saving throw made this way is 8 + the Guardian's proficiency bonus + the Guardian's Strength OR Constitution modifier (their choice)
- After a creature fails a saving throw against one of the Guardian's commands, that creature gains immunity to that command until it is successfully used on a different creature

Battle Commands

- **Cripple:** The Guardian chooses an enemy creature they can see within 5 ft of themselves. The chosen creature makes a Strength saving throw. If the chosen creature is at half its hit point maximum or below, it makes the save at disadvantage. On a failed save, the creature makes its next weapon attack before the end of its next turn at disadvantage; additionally, if it takes the Dash action before the end of its next turn, it only gains half as much additional speed
- **Endure:** The next time the Guardian would take damage before the start of the Guardian's next turn, if that damage would cause the Guardian to drop to 0 hit points but not die outright, the Guardian drops to 1 hit point instead
- **Taunt (Minimum Strength – 12):** The Guardian chooses an enemy creature they can see within 100 ft of themselves. If the chosen creature can see and hear the Guardian, it makes a Charisma saving throw. On a failed save, the creature is compelled to assail the Guardian. During its next turn, it uses all its movement to move towards the Guardian; additionally, it makes its next attack roll at disadvantage if it doesn't target the Guardian
- **Blockade (Minimum Strength – 14):** The Guardian chooses any number of enemy creatures it can see within 10 ft of themselves. Each chosen creature makes a Dexterity saving throw. On a failed save, the creature is prevented from moving away from the Guardian. Until the end of the Guardian's next turn, the creature cannot willingly move further than 10 ft away from the Guardian. As part of this special reaction, the Guardian may attempt to Grapple or Shove one creature within 5 ft of the Guardian that failed the saving throw
- **Disorient (Minimum Strength – 18):** The Guardian chooses an enemy creature it can see within 5 ft of themselves. The chosen creature makes a Constitution saving throw. If the chosen creature is at half its hit point maximum or below, it makes the save at disadvantage. On a failed save, the creature is stunned until the end of its next turn. If the Guardian successfully stuns a creature with this command, they make all weapon attacks at disadvantage while the creature is stunned
- **Draw Their Ire (Minimum Constitution – 12):** The Guardian braces and takes on the brunt of allies' incoming damage. Until the start of the Guardian's next turn, whenever a friendly creature within 10 ft of the Guardian would take damage from an attack, spell, or ability that the Guardian can see, the Guardian can reduce the damage the friendly creature takes by double their Constitution modifier. The

Guardian then takes that much damage. Damage taken in this manner cannot be reduced or avoided in any way

- **Stand Strong (Minimum Constitution – 20):** The Guardian can only use this command if they are at or below half their hit point maximum. After using this command, until the end of the round, they have resistance to all damage; additionally, damage taken that does not kill the Guardian outright cannot drop the Guardian below 1 hit point. After the round ends, if the Guardian is still below half their hit point maximum, they are stunned until the end of their next turn. If the Guardian is below a quarter of their hit point maximum, they fall unconscious (stable) instead. Finally, if the Guardian is at 1 hit point, they fall unconscious and start dying instead

ROUTER

- The Router is a Dexterity-and-Wisdom-based role focusing on swiftly guiding their allies through the flow of battle and helping allies reach advantageous positions
- The Router has a -5 penalty to their initiative
- During combat, as a bonus action, the Router can increase or decrease any friendly creature's position in the initiative order by 5. The Router must be able to see the creature and the creature must be able to hear the Router
- Once at least one friendly creature and at least one enemy creature have acted within the combat, the Router may take a special reaction at any point in future rounds to use a Flow Command. This special reaction is separate from the character's own reaction(s); this, taking this special reaction does not expend the character's own reaction(s) for the round. Unless a Flow Command has a specified activation condition, it can be used either at the start of any creature's turn or the end of any creature's turn
- Some Flow Commands have minimum Dexterity and/or Wisdom score requirements. If the Router does not meet the score requirement, they cannot use the Flow Command

Flow Commands

- **March:** All friendly creatures that can hear and understand the Router may immediately move up to a quarter of their speed, come up from the prone position, or enter the prone position.
- **Position Swap (Minimum Wisdom – 14):** The Router chooses two friendly creatures they can see within 60 ft themselves. If the two friendly creatures are within 20 ft of each other, they immediately may move to swap spaces (both creatures must be willing). This movement does not provoke opportunity attacks
- **Careful Treading (Minimum Dexterity – 14):** Until the end of the Router's next turn, all friendly creatures that can see and hear the Router ignore the movement penalties imposed by difficult terrain
- **Avoidance (Min Dexterity & Wisdom – 18):** The Router can only use this command if they can see a friendly creature being targeted by an attack. If the

friendly creature can hear the Router, the friendly creature avoids the attack, taking no damage; additionally, the friendly creature may move up to a quarter of their speed

LEAD

- The Lead is non-directive role that, instead of leading through words, leads through action – charging early into the fray
- The Lead gains a +20 bonus to their initiative
- The Lead cannot benefit or be targeted by friendly Instructions, Tactics, Battle Commands, or Flow Commands until the end of their second turn in combat
- When combat begins, after rolling initiative, the Lead may choose to divide their Lead Initiative Bonus amongst any number of willing friendly creatures however they wish – to a minimum of a +0 bonus

Inspiration & Inhibition

Due to the prevalence of simple advantage, inspiration will be altered to more encompass the idea of “grand heroism”.

Each player starts with 3 inspiration points. A single inspiration point may be spent at a time for any one of the following effects:

- A single major power of the player's becomes amped for the next minute and stays amped for the duration even if they die or go unconscious
- One of the player's major powers becomes immune to power suppression effects for the next minute
- That player chooses one of their major powers. They then gain temporary hit points equal to that major power's bonus hit point value. These temporary hit points last for the next hour
- That player changes a failed saving throw or a missed attack roll into a success/hit

A player may only spend inspiration points on themselves.

After an inspiration point is spent, it is permanently lost. The only way to gain inspiration points is through either truly heroic acts or playing to one's character wholeheartedly (e.g. accomplishing a personal goal integral to the character, acting in an unorthodox – potentially even directly harmful or dangerous – manner that is truly unique to the character, successfully offering a moment of introspection or external characterization through words or actions, etc.). There is no limit to how many inspiration points one may have, but it must be noted that inspiration points are not easy to gain yet.

Opponents – depending on their power – may potentially have their own form of inspiration points. Depending on their own alignment and the context of the situation they may either have inspiration points – representing a championing of their own power – or inhibition points – representing their own aura of dismay and despair constraining the players' minds and powers.

Inhibition Points are typically more villainous in nature and are spent just like inspiration points; however, unlike inspiration points, they only affect a single other creature. A single inhibition point may be spent at a time for any one of the following effects:

- A single major power of the target's is reduced by 1-level for the next minute. If it was already 1st-level, it is suppressed for the duration
- The target is unaffected by their own amp for the next minute.
- The target's hit point maximum is temporarily reduced by the bonus hit points of one of their major powers for the next hour. A Greater Restoration spell or spell/effect of equivalent strength restores their hit point maximum.
- Changes the target's success on a saving throw or a hit on an attack roll into a failure/miss

The most inspiration/inhibition points a single opponent may have is equal to the current highest number of inspiration points held by a single character in the players' party. As such, if no players currently have inspiration points, an opponent may not have any inspiration/inhibition points.

LIFE OF A HERO

Backgrounds

Blue-Collar Worker:

- Your vocational path has led you to honest manual labor. Despite whatever your actual job is, you deeply relate to the common person working in the fields of custodial work, manufacturing, farming, and many others. You may be underappreciated by the majority of mass society, but you are nonetheless an integral piece of the function of the world. Whether you're following in the footsteps of a parental figure, providing for a family of yours, or simply working for the sake of work – your path in life is one of a worker.
- **Vocation:**
 - 1 – Manufacturing
 - 2 – Warehousing
 - 3 – Mining
 - 4 – Sanitation
 - 5 – Custodial Work
 - 6 – Textile Manufacturing
 - 7 – Power Plant Operation
 - 8 – Farming
 - 9 – Commercial Fishing
 - 10 – Landscaping
 - 11 – Pest Control
 - 12 – Food Processing
 - 13 – Oil Field Work
 - 14 – Waste Disposal
 - 15 – Recycling
 - 16 – Electrical Work
 - 17 – Plumbing
 - 18 – Construction
 - 19 – Mechanic
 - 20 – Shipping
- **Skill Proficiencies:**
 - Athletics and Survival
- **Tool Proficiencies:**
 - One type of artisan's tools OR cleaning kit, vehicles (land)

- **Equipment:**
 - A set of common clothes, a set of artisan's tools with which you are proficient OR a cleaning kit, keys to a building on your job site, a multi-tool, and a wallet containing 20 dollars
- **Feature: Blue-Collar Work:**
 - Your work may be underappreciated, but it still an honest, integral piece to society's function. Based on your vocation, work with the DM to determine your place of work and potentially even your position. At this place of work, you may use downtime to accrue income. For every 7 days of downtime spent, you may gain 1000 dollars. Your line of work has also led to you having a greater connection to the common folk. You have a natural kinship with commoners and other of similar social rank/class, as such, neutral commoners may feed and even provide temporarily lodging unless it would somehow prove dangerous or impoverish them.
- **Personality Trait:**
 - 1 - No matter my own personal struggles, I always strive to work hard and move forward
 - 2 - I can't stand those who blame "life" for their problems and refuse to work
 - 3 - I see the rich and elite as my natural enemy and treat them with little respect
 - 4 - We are all equal and I treat everyone fairly
 - 5 - No one deserves special treatment from anyone, not even my own family
 - 6 - I devote myself to helping others and often find myself amidst charity work
 - 7 - I'll do whatever I must to keep myself fed
 - 8 - I'm a person of great faith and I devote my work to my god
- **Ideal:**
 - 1 - **Determination.** No matter the challenge, anything can be accomplished with hard work and determination (Neutral)
 - 2 - **Rebellion.** In life, change is a necessity, the status quo must be obliterated (Chaotic)
 - 3 - **Worker's Rights.** Whether it demands unionization or rarely even revolution, we workers deserve proper treatment as the pillars of society (Chaotic)
 - 4 - **Simplicity.** My life may be simple, but I enjoy it that way, life is about personal satisfaction after all (Neutral)
 - 5 - **Charity.** Meaning comes from one's deeds and the aid they offer others. Charity is integral to happiness (Good)
 - 6 - **Survival.** Work is for the sake of survival, I need the money (Neutral)
- **Bond:**
 - 1 - I live my life for the sake of my family, I serve as a provider
 - 2 - To achieve my dream I fully accept this humble beginning
 - 3 - I'm following in the footsteps of my parents through my profession. I shall not damage their legacy
 - 4 - I'm a single parent and my child is fully reliant upon me to survive

- 5 - My work is my life and I'm fully devoted to the place of my profession
- 6 - I demand the best for my fellow workers, they mean everything to me
- **Flaw:**
 - 1 - I have a strong, open hatred for those of higher social class than I
 - 2 - When I'm not working, I'm often drunk. When I'm working, I'm only occasionally drunk
 - 3 - I have an inability to forgive
 - 4 - I tend to take out my frustration and grievances on those weaker than I, even if they have nothing to do with it
 - 5 - I have little hope for the future, and tend to live a pessimistic life
 - 6 - I find peace in a fanatical devotion to my faith - a devotion often considered more fervent than others

Celebrity:

- Because of your career path or some other aspect of your life, your fame sets you apart from the common people of society. Whether through your exploits in music, art, acting, food, activism, or some other field - you've attained the status of a true celebrity
- **Claim to Fame:**
 - 1 - Music
 - 2 - Acting
 - 3 - Art
 - 4 - Activism
 - 5 - Cooking
 - 6 - Gaming
 - 7 - Modeling
 - 8 - Sports
 - 9 - Religion
 - 10 - Business
- **Skill Proficiencies:**
 - Performance and Insight
- **Tool Proficiencies:**
 - Two of your choice from the following: One type of gaming set, one type of musical instrument, or one type of artisan's tools
- **Equipment:**
 - A set of fine clothes, a fountain pen, either a folder of headshots or a folder of autographs, and a wallet containing 30 dollars
- **Feature: Field Famous:**
 - You stand as an icon in the specific field you call your claim to fame. While in well-populated regions, you are likely to be known by people - especially those involved in your field. In the cases where you are recognized, you are mostly liked.

Characters that recognize and like you may offer basic favors for free or may even pay you for mundane things such as signatures or photos.

○ **Personality Trait:**

- 1 - I'm at my best whilst dressed to the nines at the peak of gleam and glamour
- 2 - I don't cope very well with fame; I'm honestly asocial
- 3 - I have two selves: the version of me in private and the version of me in public
- 4 - I live for fame and attention, doing whatever I can to be the center of it
- 5 - I live to feed my ego and surround myself by people who feed it as well
- 6 - I always wish to inspire others with my work and actions
- 7 - I have many various quirks and neuroses that are exacerbated because of all the eyes on me
- 8 - I use every advantage I have as often as I can

○ **Ideal:**

- 1 - **Dreams.** People deserve the opportunity to follow and achieve their dreams, no matter the challenge. (Good)
- 2 - **Entertainment.** Life is about having fun and forgetting your woes. (Chaotic)
- 3 - **Manipulation.** People are tools, and tools are meant to be used. (Evil)
- 4 - **Riches.** Money is the ultimate tool, and it is the most important goal to attain. (Neutral)
- 5 - **Inspiration.** One should use the influence they have on the world to inspire change and improvement in the world. (Good)
- 6 - **Advancement.** The greatest threat to society is falling behind - whether technologically, ideologically, or something else. (Neutral)

○ **Bond:**

- 1 - I have an obsessive fan I can't seem to shake
- 2 - I regret a lot of my fame and I wish I could go back to my life before it
- 3 - I made some unbreakable bonds in my field of expertise, and I wish to see them succeed as much as I have
- 4 - I want to elevate how my field of expertise is perceived in the world
- 5 - I primarily employ my fame to support my family
- 6 - To me, the most precious people in the world are my fans and I devote myself to them

○ **Flaw:**

- 1 - All this fame sure makes it difficult to hide my absolute psychopathy
- 2 - I always did enjoy my vices - sex, gambling, drinking, smoking - fame has only amplified my enjoyment
- 3 - It's pretty apparent that I only see people as potential profit
- 4 - A life in the limelight gets dull, sometimes, to have fun, I need to get *dark*
- 5 - I've essentially sold my soul for fame; I don't know if I have much free will left
- 6 - My career is everything and I will do anything to maintain it

NEET:

- You live a life of simplicity and independence. Whatever came before doesn't fully matter now that you're no longer in education or some form of training. You haven't been employed in a long while either. You live a life of reliance, relying on some other entity – such as the government or your parents – to support your life. Because of your lifestyle, you can focus more on your personal interests (often some form of artistic, computer, or online focus) while not worrying about maintaining your living. Someday you'll move on from this lifestyle...someday...
- **Skill Proficiencies:**
 - Choose two of your choice from the following: Arcana, History, Animal Handling, and Investigation
- **Tool Proficiencies:**
 - One type of gaming set and one of your choice from among the following: hacking tools, one type of artisan's tools, cleaning kit
- **Equipment:**
 - A set of common clothes, a key to your room (wherever you live), a set of tools with which you are proficient, a blanket, and a wallet containing 1 dollar
- **Feature: Life of Reliance:**
 - In order to support yourself and survive, you've established some system of reliance with another entity. This entity provides you a safe room to live in (in your hometown), a small monthly stipend of 300 dollars connected to a bank account, and support in finding employment or education (in hopes you'll use it). Work with your DM to not only design what this entity is (whether your parents, the government, a legal guardian, some charitable organization, or something else) but also where your hometown is so you know where your place of residence is. Additionally, note this feature when considering roleplaying your character. Relying on the aid of others and possibly even living a life of seclusion may have led to your character knowing very little of how to support themselves or how to socially interact with others.
- **Personality Trait:**
 - 1 – I'm always trying my hardest to succeed and I rarely give up even when knocked down
 - 2 – I haven't properly spoken to anyone who wasn't someone I already knew in a long time, I'm not sure how to go about it anymore
 - 3 – I have a lot of strange quirks that take people time to get used to
 - 4 – I'm extremely blunt and direct; I'll say what I think without much thought beforehand
 - 5 – I'm pretty apathetic and don't live a life with much hope in it
 - 6 – I'm far too laid-back for my own good, I barely give much effort at all into anything I attempt

- 7 - After years of solely communicating through online messaging, it heavily bleeds into my actual speech
- 8 - Because of how long I've lived alone, I'm severely starved for attention, and I desire it greatly
- **Ideal:**
 - 1 - **Aspiration.** Everyone has the potential to be someone great, they just need time. (Good)
 - 2 - **Reparation.** If you owe something to someone, you should be sure to pay it back and then some. (Good)
 - 3 - **Manipulation.** One should never have to get their own hands dirty, there's plenty of power to those who fight from behind the scenes. (Evil)
 - 4 - **Nihilism.** Life has no intrinsic meaning, there really isn't any point to anything. (Neutral)
 - 5 - **Constancy.** Change is inherently bad and should be avoided. Things are at their best in the here-and-now. (Neutral)
 - 6 - **Superiority.** There is, without a doubt, a superior class of people. How that class is defined changes as time progresses though. (Chaotic)
- **Bond:**
 - 1 - I'm deeply in love with someone that doesn't know I exist
 - 2 - Something that keeps me going is a rival I made at some point in my life. I desire to be the undisputed better of the two of us
 - 3 - I'm at a deep low point in my life but someday I'll reclaim my old life
 - 4 - I live the way I do now because I know something that people would capture or kill me for knowing
 - 5 - I'm devoting everything to the completion of my magnum opus
 - 6 - I owe my life to the entity supporting me, not only because they've given me a place to live
- **Flaw:**
 - 1 - I'm extremely discriminatory towards a specific group of "people".
 - 2 - Deep down, I don't think I have any intention of leaving my current life - I'll milk everything my supporting entity is worth
 - 3 - I'm a disgusting lecherous slob and I don't regret it at all
 - 4 - I cannot pay attention to anything longer than a couple minutes and even then, I'll forget it quick enough anyway
 - 5 - The person I most look up to and aspire to be is an atrocious monster of a person and I love that
 - 6 - Once I get bored of something it's almost impossible to get me to care about it again

Pilot:

- Your life has been one of the skies, flying in multitudinous planes across the span of many years. This career has led to you seeing many adventures throughout the world as you flew free, unimpeded by land or sea. Many only dream of experiencing the sights you see regularly throughout your tenure as an airplane pilot.
- **Profession:**
 - 1 - Military Pilot
 - 2 - Cargo Pilot
 - 3 - Passenger Pilot
 - 4 - Copilot
 - 5 - Flight Instructor
 - 6 - Astronaut
 - 7 - Government Pilot
 - 8 - Fire-Fighting Pilot
 - 9 - Test Pilot
 - 10 - Media/Patrol Pilot
- **Skill Proficiencies:**
 - Acrobatics and Perception
- **Tool Proficiencies:**
 - Navigator's tools and vehicles (air)
- **Equipment:**
 - A set of fine clothes including a pilot cap, a badge denoting the company you work for, and a wallet containing 25 dollars and your pilot's license
- **Feature: Personal Aircraft:**
 - One of your prized possessions is an ultralight, single-seat, personal aircraft you keep stored somewhere in your hometown or perhaps on the grounds of the last airport you worked for. Work with your DM to determine how you earned this plane, whether it was a purchase after saving up for years, a gift for years of service, or perhaps even an inheritance. This plane is fully owned by you but some other individual or group takes care of it while it is at its shed, work to design this other party as well. Whilst the plane is with you, you are responsible for covering maintenance costs and repairs. If the plane is ever destroyed, you may order a replacement model for 6000 dollars. After you place the order, the plane will arrive at the storage shed after 2d4 weeks
- **Personality Trait:**
 - 1 - I'm a firm believer that diligence is its own reward
 - 2 - I don't feel comfortable in a group unless I'm in a leading position
 - 3 - I bond best with people after we've exchanged a few blows
 - 4 - I'm always seeking greater and greater adventures - I despise boredom
 - 5 - I'm open to all new experiences, fear won't stop me from fun
 - 6 - I believe a good friend is worth more than any amount of money
 - 7 - I desire an easy life of minimal effort and relaxation

- 8 - I feel most at home surrounded by belligerent drunkards
- **Ideal:**
 - 1 - **Adventure.** Life is about experiencing as much as you possibly can before the inevitable happens. (Chaotic)
 - 2 - **Challenge.** Things aren't worthwhile if they're easy, life should be about pushing yourself to exceed through challenge. (Neutral)
 - 3 - **Service.** It is the duty of the successful to aid the unfortunate. (Good)
 - 4 - **Violence.** All things can be settled, and all words can be spoken through the unifying language of violence. (Chaotic)
 - 5 - **Hope.** Even, in the darkest of times there is some light that can be found. (Good)
 - 6 - **Duty.** How you feel about your job doesn't matter, what matters is that it is *your* job and it must be done properly. (Lawful)
- **Bond:**
 - 1 - My plane is my everything and woe to anyone who would dare treat it poorly
 - 2 - I've invested many years of my life into my profession - it's incredibly important to me
 - 3 - I swear I encountered a lost island during one of my flights, but I've never seen it again
 - 4 - I was in a terrible crash once, but something saved me, I never found out who or what it was
 - 5 - Someone dear to me is lost somewhere in the world, I *will* find this person
 - 6 - I have a rival in my field who I've vowed to beat
- **Flaw:**
 - 1 - I'd risk way too much just for a good time
 - 2 - Not only would I die for the sake of my ideals, but I'd take my followers down with me
 - 3 - If its my friends or my plane, goodbye friends
 - 4 - I tend to forget things I don't care about...intentionally
 - 5 - I'm unreasonably vindictive towards people who irritate me
 - 6 - I firmly believe that I should always be in charge, I don't care what I need to do to gain power

Pink-Collar Worker:

- Your vocational path has led you to a position in a more down-to-earth, care-oriented line of work. Your job has you working with people, whether guiding them, caring for them, teaching them, or even entertaining them. The typical fields under the blanket term of "pink-collar work" are historically predominantly female-dominated, though, that reality - though it bleeds into modern life - holds no controlling sway for anyone interested in this life of work. Your job may have you both performing managerial tasks while juggling manual labor, but, in the end, it's all for the sake of others

- **Vocation:**
 - 1 - Librarian
 - 2 - Actor
 - 3 - Nurse
 - 4 - Fitness Instructor
 - 5 - Bank Teller
 - 6 - Dental Hygienist
 - 7 - Interior Designer
 - 8 - Model
 - 9 - Paralegal
 - 10 - Florist
 - 11 - Museum Docent
 - 12 - Valet
 - 13 - Casino Host
 - 14 - Editor
 - 15 - Hairstylist
 - 16 - Nutritionist
 - 17 - Teacher
 - 18 - Massage Therapist
 - 19 - Travel Agent
 - 20 - Housekeeper
- **Skill Proficiencies:**
 - Performance and Insight
- **Languages:**
 - Two of your choice
- **Equipment:**
 - A set of fine clothes, a small hand mirror, a set of business cards for your business/place of occupation, an address book containing the emails/phone numbers of contacts and clients you've gathered over time, and a wallet containing 20 dollars
- **Feature: Cultivated Contacts:**
 - Over the course of your expansive career, you've collected several valuable contacts of various walks of life. You have a ledger containing a set of names and methods of contact (such as email or phone number) as well as various personal notes you've made on them. Work with your DM to design 5 various contacts of differing skill levels (one tool proficiency, one known language, or one skill proficiency). Contacting these people may offer insight into tasks they have proficiency in
- **Personality Trait:**
 - 1 - I put my all into anything and everything I do, even if I dislike it
 - 2 - Everyone is deserving of kindness - you never know the kind of life they've lived

- 3 – No matter my own thoughts, whilst I’m working for someone, “the customer is king”
- 4 – My personal life is strife with laziness and disregard for basic hygiene
- 5 – May the gods help anyone who deigns to threaten my friends
- 6 – I’ve learned what really makes people tick and always use that to my advantage
- 7 – I am a collector of sorts and tend to obsess over what I’ve chosen to collect
- 8 – My nature is that of a leader, certainly not a follower
- **Ideal:**
 - 1 – **Control.** The weak are meant to be controlled, it is simply the natural order (Evil)
 - 2 – **Employment.** Life is too short to be concerned with basic trivialities, one should fill their time with as much work and excitement as possible (Neutral)
 - 3 – **Unity.** For any group to properly function, all members must work together and strive to improve one another (Good)
 - 4 – **Future.** One should always look towards their future, ensuring their position in society as best they can (Neutral)
 - 5 – **Independence.** Relying on some outside entity to guarantee your success in life is a waste, one should strive to achieve all they can on their own (Neutral)
 - 6 – **Enjoyment.** I live my life primarily for the sake of my own enjoyment. I believe one should pursue that which makes them happy and make the most fun out of life (Chaotic)
- **Bond:**
 - 1 – I built my business with my own hands, it’s my pride
 - 2 – I have built several lasting relationships with some of my clientele that goes well beyond a purely professional correspondence
 - 3 – I took over the family business and I don’t want to bring shame to their legacy
 - 4 – I’m a single parent and my child is fully reliant upon me to survive
 - 5 – I don’t have much outside of my career, so I focus most of my resources on supporting it
 - 6 – I owe someone quite a bit for an opportunity I was given, I hope to make them proud
- **Flaw:**
 - 1 – Admittedly, I can be condescendingly patronizing towards those of lower social class
 - 2 – I solve almost all my life’s problems by getting drunk and putting it off for later
 - 3 – I’m fueled by vanity, but my ego’s easily shattered
 - 4 – I’m extremely biased towards my friends – treating others with apathy and disrespect
 - 5 – Even in the face of certain death, I’m sickeningly optimistic!
 - 6 – During business, I’m extremely professional. In my casual life, I’m a slovenly, vulgar oaf

Politician:

- You're a people-person. A natural born leader. Someone who strives to make the world a better place through your words and convictions. You have spent your life perfecting the art of coercion and you plan to use your skills to sway the hearts of the masses to your cause – whatever it may be. Whether your goal is bound by realism, and you aim for a more basic position in society, or you tend to dream big and you're aiming for the top spot – either way – you're going to become someone to bring about change.
- **Skill Proficiencies:**
 - Deception and Persuasion
- **Languages:**
 - Two of your choice
- **Equipment:**
 - A set of fine clothes, a set of business cards, a pamphlet showcasing your platform, a fountain pen, a family heirloom of some sort (such as a wristwatch or a locket), and a wallet containing 30 dollars
- **Feature: Political Affiliation:**
 - Despite however small of an icon, you currently are in the political world, your line of work has led you to be a known figure amongst the political faction with which you align. Work with your DM to either align yourself with an existing movement/party or possibly even create your own. After conversing with a creature that is considered neutral towards you for at least 1 minute, if they align with your political views, they are considered friendly. You also have connections to other individuals within your movement/party that serve as your link to the political realm.
- **Personality Trait:**
 - 1 – When it comes to my personal convictions, I am unflinchingly prepared to die for my cause
 - 2 – The world is a game and, to win, I shall use the pawns accordingly
 - 3 – There are those who lack the ability to fight for themselves. I shall fight for them
 - 4 – I'll walk over whoever I must achieve my goals
 - 5 – No matter the situation, I always aim for the top
 - 6 – I'm devoted to my goals, but I'm willing to back down when sensible
 - 7 – Bothering with the “high-road” is a fool's errand, true victory only comes from using any means necessary
 - 8 – It doesn't matter if I'm not at the top, I simply wish to have my voice heard
- **Ideal:**
 - 1 – **Greater Good.** No matter my actions, my primary concern is the betterment of society (Good)

- 2 – **Fairness.** To create a truly just society, I must set an example and play fair (Lawful)
- 3 – **Justification.** Standing on top demands understanding a simple rule of life, the ends justify the means (Chaotic)
- 4 – **Conviction.** My beliefs and desires far outweigh the demands of the ignorant masses. Their selfish needs fall on deaf ears. (Evil)
- 5 – **Strength.** I am not to be trifled with, any who stand in my way will fall. (Neutral)
- 6 – **Justice.** The world needs a just leader to look up to. I shall do my best to aspire to that icon. (Good)
- **Bond:**
 - 1 – I work as a politician not necessarily to win, but to ensure another party loses
 - 2 – I have a political rival I have had many dealings with
 - 3 – I am indebted to a benefactor who offered me great financial aid
 - 4 – Injustice brought harm to my family. I will bring justice to society to right this wrong
 - 5 – I made an important promise to someone, and I intend to keep it
 - 6 – My definition of justice often clashes with another's. I shall be the victor in the end though.
- **Flaw:**
 - 1 – My greed often controls my actions
 - 2 – I honestly don't see the opposition as people
 - 3 – Evils have a place in society. As such, I will gladly use them to my advantage
 - 4 – I cannot deny my deep-seeded prejudice towards a specific group
 - 5 – I can't help but act as a contrarian in just about every situation I can
 - 6 – Deep down, I don't think I would ever practice what I preach

Student:

- Rather than immediately jump into a vocational path in life, you have devoted much of your time and energy into developing your knowledge and pursuing higher education. Whether you have completed a degree, are pursuing a degree, or you are simply learning for the sake of learning – the primary driving force in your life has been academia
- **Major:**
 - 1 – Arcane History
 - 2 – World History
 - 3 – Mathematics
 - 4 – Engineering
 - 5 – Arcane Studies
 - 6 – Alchemy
 - 7 – Chemistry
 - 8 – Business

- 9 - Literature
- 10 - Astronomy
- 11 - Physics
- 12 - Magic Items
- 13 - Arts
- 14 - Anthropology
- 15 - Archaeology
- 16 - Monster Studies
- 17 - Combat Studies
- 18 - Arte Research
- 19 - Maven History
- 20 - Language
- **Skill Proficiencies:**
 - Two of your choice from the following: Nature, Arcana, History, or Religion
- **Tool Proficiencies:**
 - One type of gaming set of your choice
- **Languages:**
 - One language of your choice
- **Equipment:**
 - A set of common clothes, a culmination of your studies in a set of notes, a form of identification tying yourself to a specific place of study, a gaming set with which you are proficient, and a wallet containing 10 dollars
- **Feature: Place of Study:**
 - You have a primary place of schooling and research you have spent most of your time. While you may have been through many academies, universities, colleges, libraries, etc. during your time of study you have come to become extremely acquainted with a singular location. You have some form of identification tying you to this place of study which gives you access to all basic accommodations it offers. You also know where to access certain information and resources at this place of study.
- **Personality Trait:**
 - 1 - I get entirely absorbed in my studies when I'm during research or reading
 - 2 - My intellect is the primary driving factor of my personality
 - 3 - I'm always sure to have a good book on hand for those times of boredom
 - 4 - I am driven by my will to learn all that I can
 - 5 - My interests of study are rather...unorthodox
 - 6 - My studies have led me to quite enjoy social isolation
 - 7 - I'm not really invested in my education, I'm in schooling for other purposes
 - 8 - Though I'm admittedly rather lazy, I'm quite skilled when I put my mind to something
- **Ideal:**

- 1 - **Intelligence.** Intelligence serves as a natural hierarchy to define the worth of people. (Neutral)
- 2 - **Merit.** Life is about doing your best to bring out your merit and what you can offer society. (Lawful)
- 3 - **Opportunity.** Everyone deserves the same opportunities for growth and development. (Good)
- 4 - **Power.** Knowledge is power, and the world's greatest weapon is information. (Any)
- 5 - **Aid.** One should use their abilities and talents for the good of their fellow man. (Good)
- 6 - **Hope.** Growth is all about rising to the point where one can achieve their dreams. The hope to do so is what drives ambition. (Any)
- **Bond:**
 - 1 - My primary goal in life is to make someone important to me proud
 - 2 - I wish to follow in the footsteps of someone close to me
 - 3 - The knowledge I gain is going towards making my downtrodden family rich
 - 4 - I owe a lot to one of my teachers
 - 5 - My goal is to leave a great mark upon the world, using my knowledge to leave a legacy
 - 6 - I have an academic rival who I have sworn to beat
- **Flaw:**
 - 1 - I am completely convinced that I am the smartest person in any group
 - 2 - During my time as a student, I began to rely much on my vices
 - 3 - I put studies before every other aspect of my life - including my health, relationships, and hygiene
 - 4 - I couldn't care less about the feelings and opinions of others, they're wrong after all
 - 5 - There's no reason to follow someone else's advice, I'm all the consultation I need
 - 6 - I tend to act condescending and patronizing towards others

White-Collar Worker:

- Your vocational path has led you to a position of more professional, background work. Your position is far more managerial or administrative than most others and you recognize that you wield some power within your field. Whether you stick solely to office work or try to infuse some hands-on experience - you are still one who's job is often clerical. While society may view you as more of a success than others, among your those of your class you are certainly a cog in the mass machinations of society
- **Vocations:**
 - 1 - Business Management
 - 2 - Customer Support

- 3 - Market Research
- 4 - Finance
- 5 - Engineering
- 6 - Operations Research
- 7 - Marketing
- 8 - Information Technology
- 9 - Networking
- 10 - Attorney
- 11 - Medical Professional
- 12 - Public Relations
- 13 - Architect
- 14 - Graphics Design
- 15 - Stockbroker
- 16 - Accounting
- 17 - Actuary
- 18 - Customs Professional
- 19 - Research and Development
- 20 - Contracting
- **Skill Proficiencies:**
 - Perception and Persuasion
- **Tool Proficiencies:**
 - One type of artisan's tools or vehicles (land)
- **Languages:**
 - One language of your choice
- **Equipment:**
 - A set of collared common clothes, an ID card for the office in which you work, a notebook containing a collection of notes taken throughout your job, a small, framed picture of someone important to you, and a wallet containing 25 dollars
- **Feature: Professional Position:**
 - Your professional life has led to you holding some level of power within your specific realm. Whether directly managerial, administrative, or simply beyond the manual labor stage or work – you are someone with a specific form of cachet. Discuss with the DM your job, job title, and actual position. Whether you're still working, on leave, or you've retired – you still hold some sway within your field. People are naturally friendly to you at your work office and those who hold similar positions to yours also naturally acclimate to you, becoming friendly far quicker. Your power (whether minor or major) gives you the clout necessary to make finding other jobs or hiring others to work under you are much easier task as well. You always know where you can go to find someone willing to complete a certain job and when in an urban setting you can easily accrue income.
- **Personality Trait:**

- 1 - I work for my own sake, my own agenda - I dislike others trying to dictate my fate
- 2 - I believe those who chose not to work despite being able to are undoubtedly beneath me
- 3 - I view the rich and elite with high regard and I hope to stand along one day with them as an equal
- 4 - Anyone in need is worthy of my time
- 5 - I would never put my own position at risk, I worked far too hard to reach it
- 6 - I put my all into my work, no matter how mundane
- 7 - I'll do whatever I must to keep myself fed
- 8 - I find value in all experiences - especially through the knowledge that can be gained
- **Ideal:**
 - 1 - **Aspiration.** One should always aspire for something greater (Neutral)
 - 2 - **Greed.** In this society, money truly is worth any sin (Evil)
 - 3 - **Privilege.** A life of hard work deserves to be rewarded by luxury in the end (Neutral)
 - 4 - **Leadership.** People need a strong leader to serve as an example of how one can do right in society (Lawful)
 - 5 - **Value.** All parts of life have value to someone, thus, it's important to put your all into what you do (Good)
 - 6 - **Function.** Everyone has a role to play in life, for society to function we must play it well (Lawful)
- **Bond:**
 - 1 - I work for the sake of my family, amassing as much wealth as I can so they can live a life of luxury
 - 2 - I'm part of a minority group - especially in my line of work. As such, this job and my position are very important to me
 - 3 - I've made some friends for life through my job, they mean a lot to me
 - 4 - I'm a single parent and my child is fully reliant upon me to survive
 - 5 - I have a dream that's very important to me and my profession is simply a steppingstone to reach it
 - 6 - I grew up in the wilds and people see me as a low-class beast. I hope to gain their approval by proving my worth
- **Flaw:**
 - 1 - I have a strong, open hatred for those of lower social class than I
 - 2 - Society's pangs have given me a deep-seated reliance upon vices
 - 3 - Secretly I'm a lazy, apathetic slacker. I attain respect through deceit and chicanery
 - 4 - Work's tiring, I demand quite a bit in my favor often before I even consider helping someone

- 5 - I have little hope for the future and tend to live a pessimistic life
- 6 - Nothing's a better stress relief than more...licentious activities - the more risqué the better

Downtime

When a hero lacks a mission, spending time in other manners is often an integral facet of growth. This section will outline the many ways a hero may spend their downtime to grow their status as a hero that are made in addition to as well as options meant to augment the already existent manners of spending downtime

Charity Work

This downtime activity covers using one's own talents, skills, and powers to serve the greater good. All the ways one can aid the common folk of the world are considered under the scope of charity work.

Resources

This activity requires at least one week of effort from a character while in a populated area where most of the population isn't hostile towards you; however, more time can be spent beyond the initial 7 days.

Resolution

The character chooses to make one of the following checks (each representing a different form of charity work): Intelligence (Religion), Strength (Athletics), Wisdom (Insight), or Charisma (Performance). For every day spent beyond the original 7 days, the character may add a +1 bonus to the check, to a maximum bonus of +10. The result of the check represents the quality of the service, and, in turn, the amount of renown gained per day of working.

Charity Work

Total Result

1-5	10 Renown / day
6-10	15 Renown / day
11-15	20 Renown / day
16-20	25 Renown / day
21-24	30 Renown / day
25+	35 Renown / day

Upon concluding the work, a character may choose to give up some of the renown for a form of restitution. Charity work is typically represented through volunteer work, so asking for payment will lower the public's impressions, but grant you other benefits. A character may convert renown in increments of 50 into either \$200 or 1 favor. Alternatively, a character may double the payout while keeping the same renown conversion rate at a cost of gaining 50 infamy each time they choose to do so. If the character does not have enough renown remaining for a conversion, they may perform one last conversion (if they are so willing), gaining infamy equal to the amount of renown that couldn't be converted.

Favors are promises of future assistance from the locals of the area. They can be expended while in the area to gain assistance from either individuals or businesses. Simple favor expenditure examples include receiving a discount at a family business, having a local pay a small fee or tab for you, getting a store item reserved, gaining a place to rest for a night. More costly favor expenditures may require multiple favors to be expended at once and for the individuals to go through with the favor to be friendly towards you.

At one time, a character can have a number of unexpended favors no higher than 1 + their Charisma modifier (minimum of one favor)

Investigation

This downtime activity covers the act of acquisitioning information through searching an area, speaking with knowledgeable (and not so knowledgeable) individuals, studying relevant subjects, and all other aspects of careful investigation.

Resources

This activity requires at minimum a full day and 50 dollars (representing a basic living expense and payment for information resources over the course of the day) devoted to the investigation; however, a character can spend more time and money on the investigation to improve the amount and quality of information gained. For every additional day past the first spent on investigation, an additional 30 dollars must be expended.

Resolution

A character seeking to garner information through investigation makes an Intelligence (Investigation) check to determine how much knowledge they were able to gain. The character gains a +1 bonus for every day spent beyond the first day investigating, to a maximum bonus of +20. The result of this check represents the efficacy of the character's investigative efforts and thus the amount of information they were able to gather represented in the form of rumors. Consult the following table for the total amount rumors gained (ignoring the maximum as explained later on)

Number of Rumors

Total Result

1-5	1 Rumor
6-10	3 Rumors
11-15	5 Rumors
16-20	10 Rumors
21-25	13 Rumors
26-30	16 Rumors
31-35	20 Rumors
36-40	25 Rumors
41-44	25 Rumors

45+	30 Rumors
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Next, the character makes one of the following checks: Wisdom (Insight), Charisma (Persuasion), Charisma (Intimidation). The character adds half of the bonus (rounding up) they added to their Intelligence (Investigation) check to this check, to a maximum bonus of +10. The result of this check represents the manner of rumor gathering and verification, culminating in the overall quality of rumors gained. Depending on the result, a number of the total rumors gained may end up being either low-quality or high-quality rather than the unspecified midground. The following table represents the amount of rumors of various qualities through percentages. In general, apply the percentage of low-quality first and only apply the percentage of high-quality after if there are any midground rumors remaining. Round up if necessary (to a minimum value of 0).

Quality of Rumors

Total Low-Quality High-Quality

1-5	50%	0%
6-10	40%	10%
11-15	30%	20%
16-20	20%	30%
21-24	10%	40%
25+	0%	50%

Once the number of rumors, as well as their respective qualities, have been determined, the character then consults with their DM in order to determine what information they garner.

First, the character divides their rumors into “subjects” defining what general subject they wish each rumor to pertain to (e.g., “Nearby Monsters” or “Recent Issues”). A single subject can have at most 10 rumors devoted to it.

Next, the character begins expending the rumors for each subject in an order of their choice using the following rules for rumor quality: Depending on the quality of the rumor, the DM makes a secret percentile roll to determine if the information they will give the character is true or not (the character will not be aware of the result of the roll nor whether the information they are gaining will be true or not. Low-quality rumors have a 75% chance of being false; midground rumors have a 30% chance of being false; and finally, high-quality rumors have a 1% chance of being false.

A character may expend as many of their gained rumors as they wish, but the DM may choose to delay when the character may attain the exact information whether for narrative purposes or simply for practical purposes.

Additionally, a character may choose not to spend rumors in order to save them for later use. Once the character is through with expending rumors, they may convert any of their unexpended rumors into higher-quality rumors. 3 low-quality can be converted into 1 midground and 3 midground can be converted into 1 high-quality. All of the prior conversions also support the reverse (e.g. 1 midground rumor into 3 low-quality rumors) Unexpended rumors of any quality are

no longer devoted to a subject and are considered unspecified. A character may expend an unspecified rumor while in a populated area wherein the majority of the population is not hostile in order to gain information about a specific subject – using the same rules as per expending the rumors in the moment.

Characters have limits to the amount of unspecified rumors they may have at a time.

At one time, a character may have a number of unspecified low-quality rumors no higher than 1 + double their Intelligence modifier (minimum of one low-quality rumor); a number of unspecified midground rumors no higher than 1 + their Intelligence modifier (minimum of one midground rumor); and a number of unspecified high-quality rumors no higher than their Intelligence modifier (minimum of one high-quality rumor)

Patrolling

One of the most important functions of heroes in society is the direct protection of the people. Patrolling is the act of roaming about a populated area performing a form of casual investigation to ensure the people gain assistance when needed.

Resources

This activity's time requirement is very loose as it is primarily up to the character to determine how long they will spend; however, a minimum of 2 hours must be spent at the absolute least. It is recommended to think of the time spent patrolling in hour increments rather than day increments for this downtime activity. For every 8 hours spent patrolling, the character will need to provide 20 dollars for food and other such minor expenses.

Resolution

Much of the resolution for this downtime activity is primarily dependent upon the DM and specific percentile rolls.

First, divide up your patrol times across the days of downtime you have. In general, a character that requires some form of sleep can only patrol for a maximum of 12 hours in a single day while in an area where the majority of the populous is neutral, 16 hours if the majority is friendly towards you, and 8 hours if the majority is hostile towards you. For every day you decide to exceed this limit, gain 1 level of exhaustion (or 2 levels if you are patrolling in an area wherein most of the populous is hostile towards you).

Next, for every 4 hours spent patrolling, make either an Intelligence (Investigation) or a Wisdom (Perception) check (A minimum of 1 check). This check represents your acuity in patrolling as well as your attentiveness, giving yourself a certain percent chance of noticing an event (should it occur). For each of these time increments, the DM rolls two secret percentile rolls. The first roll determines whether an event unfolds based on a context-sensitive probability determined by the DM dependent on the location, the table immediately following the next table gives some example probability suggestions. The next secret roll the DM makes is the probability that you notice the event – comparing it to the next table with the probability based on your check.

Notice Table

Total Result

1-5	30%
6-10	45%
11-14	60%
15-19	75%
20+	90%

Example Event Probabilities

Example Situation

Event Probability

Bustling Metropolis	60%
Forest Coven	40%
Underground City	55%
Crime-Ridden Streets	85%
Peaceful Town	20%
Imperial City	35%
Castle Town	45%
Bandit Hideout	80%

Should an event occur and your character notices it, the event is noted and put on hold until all of the rolls for that specific day are processed. Once that is done, all events are then resolved through that day in order of occurrence.

It is up to the DM to determine how they want to determine what event occurs, whether they wish to roll on a table of possible occurrence, tie in an event narratively relevant to the story, or simply make something up and improvise the results, the choice is theirs.

Training (Arte Mastery)

This version of the downtime activity focuses on one mastering their own Artes and heroic abilities through diligent training and discipline.

Resources

A character must devote at least 1 month of their time as well as 500 dollars to this form of the training activity to attain any form of payoff; however, it is recommended to devote much more time as well as to have another character with the Arte you are training in present to train you (though it is not a necessity). For every additional month, another 500 dollars must be spent (if you have a trainer this cost is increased to 2000 dollars per month).

Resolution

This downtime activity is one of the lone ways to purposefully attain Arte Augmentations (explained in another document). At the end of each month of training, describe your methodology of training to the DM. The DM will then determine the skill you'll roll a check for. For each consecutive month of training you've done, add a +2 bonus to the check. If you have a trainer, roll at advantage as well. This check represents the overall quality of your training and how much progress you make towards gaining an Augmentation. When consulting the following table, note that the result leads to you gaining Augmentation Points (AP). These have no real effect and are purely for mechanical purposes to quantify your progress. Once you have 10 total AP, they are converted into gaining an Augmentation. Alternatively, you may save up the AP to gain higher quality Augmentations. For Rank II Augmentations, 30 AP must be spent at once. For Rank III Augmentations, 50 AP must be spent at once. When gaining an Augmentation, the DM may decide whether to give it randomly or not, it all depends upon the context of the training.

Training

Total **Result**

1-15	0 AP
16-20	1 AP
21-25	2 AP
26-30	4 AP
31-35	6 AP
36-40	7 AP
41-45	8 AP
44-49	9 AP
50+	10 AP

Discounts and Payment

Common Discounts:

Fame

40 Fame:	-1 Dollar
60 Fame:	-2 Dollars
80 Fame:	-3 Dollars
100 Fame:	-5 Dollars
150 Fame:	-7 Dollars
200 Fame:	-9 Dollars
300 Fame:	-11 Dollars
400 Fame:	-13 Dollars
500 Fame:	-15 Dollars
1000 Fame:	-20 Dollars
1500 Fame:	-25 Dollars
2000 Fame:	-30 Dollars
2500 Fame:	-35 Dollars
3000 Fame:	-40 Dollars
5000 Fame:	-50 Dollars
7000 Fame:	-60 Dollars
9000 Fame:	-70 Dollars
10000 Fame:	-100 Dollars

Infamy

40 Infamy:	+1 Dollar
60 Infamy:	+2 Dollars
80 Infamy:	+3 Dollars
100 Infamy:	+5 Dollars
150 Infamy:	+7 Dollars
200 Infamy:	+9 Dollars
300 Infamy:	+11 Dollars
400 Infamy:	+13 Dollars
500 Infamy:	+15 Dollars
1000 Infamy:	+20 Dollars
1500 Infamy:	+25 Dollars
2000 Infamy:	+30 Dollars
2500 Infamy:	+35 Dollars

3000 Infamy: +40 Dollars
5000 Infamy: +50 Dollars
7000 Infamy: +60 Dollars
9000 Infamy: +70 Dollars
10000 Infamy: +100 Dollars

Base Payment:

Standard: \$400 bi-weekly; Paid on Sunday
Standard++: \$500 bi-weekly; Paid on Sunday
Standard DX: \$600 bi-weekly; Paid on Sunday
Midground: \$600 weekly; Paid on Sunday
Midground++: \$650 weekly; Paid on Sunday
Veteran: \$700 weekly; Paid on Sunday
Veteran Alpha: \$800 weekly; Paid on Sunday
Veteran Beta: \$900 weekly; Paid on Sunday
Veteran Sigma: \$1000 weekly; Paid on Sunday
Veteran Omega: \$1250 weekly; Paid on Sunday
Veteran Zeta: \$1500 weekly; Paid on Sunday
Master: \$2000 weekly; Paid on Sunday
Grandmaster: \$2500 weekly; Paid on Sunday
Primarch Master: \$3000 weekly; Paid on Sunday
Divine: \$3000 twice a week; Paid on Wednesday and Sunday
Divine Type: Nascent: \$4000 twice a week; Paid on Wednesday and Sunday
Divine Type: Terminal: \$5000 twice a week; Paid on Wednesday and Sunday
Divine Type: Requiem: \$6000 twice a week; Paid on Wednesday and Sunday
Archdivine: \$10000 twice a week; Paid on Wednesday and Sunday

EQUIPMENT & ITEMS

Class Proficiency Gains

<i>Class Name</i>	Weapon Proficiencies	Tool Proficiencies
Artificer	Chainsword; Gunblades; Shock Baton; Longarms; Sidearms	Mechanic's Tools
Barbarian	Longarms	~
Bard	Sidearms	~
Cleric	Flamethrower	~
Druid	Baton; Hunting Knife	~
Fighter	Longarms; Sidearms	~
Monk	Sidearms; Spiked Knuckles; Hunting Knife; Combat Knife	Cleaning Kit
Paladin	Longarms; Sidearms	~
Ranger	Longarms; Sidearms	~
Rogue	Longarms OR Sidearms; Hunting Knife; Combat Knife	Forensics Kit
Sorcerer	Baton; Shock Baton	~
Warlock	Shooting Stun Gun	~
Wizard	Stun Gun; Shooting Stun Gun	~

Weapons

<i>Name</i>	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Baton	\$15	1d6 bludgeoning	3 lb.	Finesse
Knuckles, metal	\$20	1d6 bludgeoning	1 lb.	Light
Stun Gun, compact	\$20	1d4 lightning	2 lb.	Stun
<i>Martial Melee Weapons</i>				
Baton, shock	\$120	1d6 lightning	4 lb.	Finesse; Stun
Chainsaw	\$150	2d8 slashing	13 lb.	Heavy; Two-Handed; Fuel (Gas/Electric; 1 hour)
Chainsword	\$250	1d12 slashing	5 lb.	Versatile (2d12); Fuel (Gas/Electric; 30 minutes)
Gunblade, great *	\$2800	2d6 slashing	9 lb.	Heavy; Two-Handed; Special
Gunblade, long *	\$2600	1d8 slashing	5 lb.	Versatile (1d10); Special
Gunblade, short *	\$1350	1d6 piercing	3 lb.	Finesse; Light; Special

<i>Knife, combat</i>	\$100	1d8 piercing	2 lb.	Finesse
<i>Knife, hunting</i>	\$50	2d4 piercing	1 lb.	Finesse; Light
<i>Knuckles, shock</i>	\$80	1d6 lightning	2 lb.	Light; Stun
<i>Knuckles, spikes</i>	\$35	1d8 piercing	2 lb.	Light

Sidearms

<i>Freeze Ray*</i>	\$500	1d8 cold	3 lb.	Special; Range 40/100
<i>Heat Ray*</i>	\$500	1d8 fire	3 lb.	Special; Range 40/100
<i>Laser Pistol*</i>	\$1400	3d6 radiant	3 lb.	Ammunition (Range 40/120); Reload (50 shots)
<i>Pistol, automatic</i>	\$350	2d6 ballistic	2 lb.	Ammunition (Range 50/150); Reload (15 shots)
<i>Revolver</i>	\$200	2d8 ballistic	2 lb.	Ammunition (Range 40/120); Reload (6 shots)
<i>Revolver, scoped</i>	\$450	2d8 ballistic	3 lb.	Ammunition (Range 40/120); Reload (6 shots); Scope
<i>Stun Gun, shooting</i>	\$50	1d4 lightning	2 lb.	Stun; Range 15/30

Longarms

<i>Antimatter Rifle*</i>	\$8000	6d8 necrotic	10 lb.	Ammunition (120/360); Reload (2 shots); Two-Handed
<i>Flamethrower</i>	\$3500	4d6 fire	25 lb.	Heavy; Two-Handed; Fuel (Gas; 20 attacks); Range 15 ft cone
<i>Grenade Launcher</i>	\$4000	~	20 lb.	Ammunition (Range 120/240); Heavy; Two-Handed; Loading; Special
<i>Laser Rifle*</i>	\$4500	3d8 radiant	7 lb.	Ammunition (Range 100/300); Reload (30 shots); Two-Handed
<i>Minigun</i>	\$5500	2d10 ballistic	40 lb.	Ammunition (Range 30/120); Reload (500 shots); Heavy; Two-Handed; Burst Fire
<i>Rifle, automatic</i>	\$1800	2d8 ballistic	6 lb.	Ammunition (Range 80/240); Reload (30 shots); Two-Handed; Burst Fire
<i>Rifle, hunting</i>	\$1200	2d10 ballistic	6 lb.	Ammunition (Range 80/240); Reload (5 shots); Two-Handed
<i>Rifle, sniper</i>	\$2500	2d12 ballistic	7 lb.	Ammunition (Range 1000/3400); Two-Handed; Scope; Loading
<i>Shotgun</i>	\$1800	3d8 ballistic	4 lb.	Ammunition (Range 30/90); Reload (2 shots); Two-Handed

Submachine Gun	\$2000	3d6 ballistic	3 lb.	Ammunition (Range 40/120); Reload (20 shots); Two-Handed; Burst Fire
<i>Ammunition</i>				
Bullets (10)	\$60	~	1 lb.	~
Bullets, armor piercing (10)	\$1200	+ 2d12 ballistic	1 lb.	~
Bullets, corrosive (10)	\$600	+ 3d6 acid	1 lb.	
Bullets, incendiary (10)	\$600	+ 3d6 fire	1 lb.	~
Bullets, rubber (10)	\$90	~	2 lb.	Special
Energy Cell *	\$120	~	5 oz.	~
Shells (10)	\$80	~	2 lb.	~
Shells, armor piercing (10)	\$1600	+ 2d12 ballistic	2 lb.	~
Shells, explosive (10)	\$2400	+ 6d6 fire	2 lb.	~

**Futuristic*

Weapon Properties

Fuel

The weapon requires some specified fuel type to keep the weapon powered for the specified amount of time. While not powered, treat the weapon as an improvised weapon.

Scope

The weapon has a scope that allows for improved aiming. One may use an action to aim through the scope. After doing so, if the next action taken is attacking with the weapon, that attack has advantage. If you are prone, you may aim through the scope as a bonus action instead

Stun

The weapon employs non-lethal amounts of electricity capable of inducing temporary incapacitation. Whenever a creature takes damage from a weapon with the Stun property, if it is at 40 or less hit points before taking the damage, it must succeed on a DC 10 Constitution saving throw or be stunned until the end of its next turn; additionally, a creature that is above 0 hit points before taking the damage cannot be killed outright by the damage and stabilizes if it reaches 0 due to damage from a weapon with the Stun property

Energy Enhanced Weapons

In campaigns that allow for more futuristic gear, weapons may be modified and enhanced through the application of energy. A weapon can be made energy enhanced for \$1000.

If the weapon originally dealt slashing or piercing damage, change the damage type to either radiant or fire then increase the damage by 2 damage dice.

If the weapon originally dealt bludgeoning damage increase the damage by 3 damage dice.

Special Weapons

Flamethrower

After making the attack roll, all creatures in the range make a dexterity saving throw with DC equal to your total attack roll minus 5 (minimum of 1). On a failure, they take the damage. On a success, they take no damage.

Freeze Ray

A creature hit by this weapon has its speed reduced by 10 feet until the end of its next turn.

Gunblade

A gunblade is made special by, despite being designed based on a typical sword, having the necessary modifications to have ballistic weaponry built into them – thus shifting the weight and kind of training necessary to wield them. When making an attack, a proficient creature wielding the gunblade may make the attack either treating the gunblade with its base statistics or those of the built-in ballistic arm, the specific arm depending on the type of gunblade (Great – Shotgun; Long – Automatic Rifle; Short – Automatic Pistol). When treating the gunblade as its ballistic counterpart, use all relevant rules (including reloading and loading); however, halve the range. Additionally, whenever the base statistics are used when attacking with a gunblade, the wielder may expend 1 unit of ammunition to increase the damage dealt by 1d4 ballistic

Heat Ray

A creature hit by this weapon takes an additional 1d6 fire damage at the start of its next turn.

Rubber Bullets

Rubber bullets change the damage type of the firing weapon from ballistic to bludgeoning; additionally, a creature that is brought to 0 hit points by rubber bullets and isn't killed outright stabilizes

Armor

<i>Name</i>	Armor Class (AC)	Strength	Stealth	Properties	Weight	Cost
<i>Light Armor</i>						
Heavy coat	11 + Dex modifier	~	Disadvantage	~	6 lb.	\$50
Leather jacket	11 + Dex modifier	~	~	~	4 lb.	\$55
Light undercover shirt	11 + Dex modifier	~	~	DR/2 ballistic	2 lb.	\$75
Kevlar-lined coat	12 + Dex modifier	~	~	DR/2 ballistic	8 lb.	\$150
Undercover vest	13 + Dex modifier	~	~	DR/2 ballistic	3 lb.	\$280
<i>Medium Armor</i>						
Concealable vest	13 + Dex modifier (max 2)	~	~	DR/3 ballistic	4 lb.	\$170
Light-duty vest	14 + Dex modifier (max 3)	~	~	DR/3 ballistic	8 lb.	\$320
Tactical vest	15 + Dex modifier (max 2)	Str 10	Disadvantage	Resistance: ballistic	10 lb.	\$400
<i>Heavy Armor</i>						
Special response vest	15	Str 10	Disadvantage	Resistance: ballistic	15 lb.	\$500
Land Warrior armor	17	Str 13	Disadvantage	DR/5 ballistic/slashing	10 lb.	\$750
Forced entry unit	18	Str 13	Disadvantage	Resistance: ballistic/slashing	20 lb.	\$1500
Power armor, model F*	22	Str 18	Disadvantage	Resistance: ballistic/slashing DR/10 bludgeoning	40 lb.	\$3200
Power armor, model E*	24	Str 18	Disadvantage	Resistance: ballistic/slashing/ bludgeoning	55 lb.	\$6400

<i>Power armor, model D*</i>	26	Str 18	Disadvantage	Resistance: ballistic/slashing/ bludgeoning/fire/ lightning/cold	70 lb.	\$10000
<i>Power armor, model C*</i>	28	Str 20	Disadvantage	Immunity: ballistic Resistance: piercing/slashing/ bludgeoning/fire/ lightning/cold	80 lb.	\$25000
<i>Power armor, model B*</i>	32	Str 22	Disadvantage	Immunity: piercing Resistance: slashing/bludgeoning/ fire/lightning/cold	90 lb.	\$40000
<i>Power armor, model A*</i>	36	Str 22	Disadvantage	Immunity: piercing/slashing Resistance: all	110 lb.	\$65000

**Futuristic*

Hero Gear

- **Cancellation Spray:** A small spray bottle worth 10 uses. As an action, one may use the spray on a creature within 5 feet. If the creature is breathing, they must attempt a DC 10 Constitution saving throw. On a failure, they fall unconscious for the next hour. If the creature has 50 or less hit points, they make the save at disadvantage. If it has 10 or less hit points, they instantly fail
 - **Variants:**
 - **Cancellation Grenade:** A small silver canister. Thrown (30/90). Affects all creatures within 20 ft of the point of impact. Creates a cloud that lightly obscures the area-of-effect. If a creature starts their turn or ends their movement in the cloud, they must attempt the saving throw. The cloud lasts 5 minutes
- **Grapple Gun:** A one-handed gun-shaped mechanism that employs powerful motors to fire a grappling cord that latches itself into a surface or creature to allow the user to quickly move or pull. Grapple Guns come in various tiers of power (using stronger motors, tougher cords, and or more robust structure) in order to accommodate creatures of varying sizes. In general, Grapple Guns employ the following rules: As an action, the creature using the grapple gun may make a ranged weapon attack roll (if the creature has proficiency with sidearms they may add their proficiency bonus to this attack roll) targeting either a creature or an unoccupied space within the range of the gun so long as there is a straight, unimpeded line between the user and the target. On a hit, if a creature was targeted, one of two outcomes occur: if the creature is a larger size/weight than the gun is designed for, the creature takes 1d4 piercing damage and the user is swiftly moved to the closest unoccupied space to the targeted creature; alternatively, if the creature is of an equal or smaller size/weight than the gun is designed for, the creature takes 4d4 piercing damage and is swiftly moved to the closest unoccupied space to the user. Similarly, if an object or solid surface was targeted, one of two outcomes occur: if the object/surface is a larger size/weight than the gun is designed for (counting solid surfaces as beyond Gargantuan and indefinite weight), the user is swiftly moved to the targeted space; alternatively, if the object is of an equal or smaller size/weight than the gun is designed for, it is swiftly moved to the closest unoccupied space to the user. When an object is moved towards the gun's user, if the user has a free hand, they may use a reaction to catch the object in that hand (assuming the object is small enough and light enough to hold in one hand). Finally, the creature wielding a Grapple Gun may target specific objects carried by a creature. When doing so, make the attack roll contested by the creature's AC rather than the object's AC.
 - **Classifications:**
 - **Class E-1:** Built for Tiny creatures to use; 40/120 ft range; Designed to pull Tiny creatures and objects; Designed to pull up to 10 lbs.
 - **Class E-2:** Built for Tiny creatures to use; 80/240 ft range; Designed to pull Small creatures and objects; Designed to pull up to 20 lbs.

- **Class E-3:** Built for Tiny creatures to use; 160/480 ft range; Designed to pull Medium creatures and objects; Designed to pull up to 80 lbs.
- **Class D-1:** Built for Small creatures to use; 60/180 ft range; Designed to pull Small creatures and objects; Designed to pull up to 30 lbs.
- **Class D-2:** Built for Small creatures to use; 120/360 ft range; Designed to pull Medium creatures and objects; Designed to pull up to 120 lbs.
- **Class D-3:** Built for Small creatures to use; 240/720 ft range; Designed to pull Large creatures and objects; Designed to pull up to 480 lbs.
- **Class C-1:** Built for Medium creatures to use; 80/240 ft range; Designed to pull Medium creatures and objects; Designed to pull up to 120 lbs.
- **Class C-2:** Built for Medium creatures to use; 160/480 ft range; Designed to pull Large creatures and objects; Designed to pull up to 480 lbs.
- **Class C-3:** Built for Medium creatures to use; 320/960 ft range; Designed to pull Huge creatures and objects; Designed to pull up to 1920 lbs.
- **Class B-1:** Built for Large creatures to use; 100/300 ft range; Designed to pull Large creatures and objects; Designed to pull up to 480 lbs.
- **Class B-2:** Built for Large creatures to use; 200/600 ft range; Designed to pull Huge creatures and objects; Designed to pull up to 1920 lbs.
- **Class B-3:** Built for Large creatures to use; 400/1200 ft range; Designed to pull Gargantuan creatures and objects; Designed to pull up to 7680 lbs.
- **Class A-1:** Built for Huge creatures to use; 120/360 ft range; Designed to pull Huge creatures and objects; Designed to pull up to 2000 lbs.
- **Class A-2:** Built for Huge creatures to use; 240/720 ft range; Designed to pull Gargantuan creatures and objects; Designed to pull up to 8000 lbs.
- **High-Suppressive Cuffs:** A pair of handcuffs specially laced with a miniature, personal suppressive barrier. If the handcuffs are put onto a creature, all their powers are suppressed. A creature may attempt a DC 30 Strength check once per short rest to attempt to break out of the cuffs
- **WHO-Standard MOVA Police Uniform Model 3 (MOVA – Mobile Offensive Villain Arrest):** In appearance it seems like just a standard police uniform; however, it is inlaid with a Kevlar-lined titanium-mithral mesh making the uniform count as Light Armor with an AC bonus of 15 + Dexterity modifier as well as a DR (Damage Reduction) of 10 against ballistic damage. The inlay of the police uniform comes with a high-tech modification unit that aids in defense and combat against superpowered individuals. On the back of the uniform, there is a small, round metal hub that attaches to a light-plate via plug. The hub is part of a set which includes the mesh of the uniform, a paired headset, and a paired electric motorbike. While the hub is charged (good for a total of 10 hours of use per 1 hour of charge, to a max of 50 hours of use), it confers the following bonuses:
 - Through electric manipulation of the mesh, the uniform moves the wearer as an automatic response to danger. While the hub is charged and active, gain a +5 bonus to Dexterity and Strength saving throws

- The hub sends a variety of signals to the headset offering a variety of information gained against an opponent. The headset itself is a plated set of headphones + retractable mic, as well as a digital-screen visor. After 1 minute of directly looking at a creature within 100 ft while the hub is active, the visor performs a scan and lock-on function. Until the hub is next turned off, it saves data about the creature that is displayed on the visor while looking at the creature. This data includes vital state (hit points), external and internal injuries, and emotional state. The lock-on function gives advantage on attack rolls against the creature while they are within 100 ft as well as the ability to detect the creature if it turns invisible while they are in 100 ft. The headset + mic set have 3 available modes adjustable via switch: Comm mode – which allows for direct communication to any other active MOVA headsets within 1 mile that are also in Comm mode; Recording mode – which automatically records all sound heard which can later be extracted from the hub; Focus mode – which cancels out all other sound other than a scanned creature in view, allowing one to even hear their breaths, heartbeat, and whispers.
- While the hub is active, a center button becomes available, and a transceiver opens. If the center button is pushed by the wearer, a signal is sent to the paired electric bike and, if the bike is both within 10 miles and has enough charge for a round trip, the bike automatically travels to the origin point of the signal. Then, while the hub is active, if the wearer is on the bike and is wearing their headset, the bike can drive automatically to a user-set destination and the visor will show data both on any scanned creatures in view as well as the route, destination, current speed, information on the road, and any vehicle containing a scanned creature. The electric motorbike itself can go 500 miles per 1 hour charge (to a max of 5000 miles) and is a single seater with a top speed of 100 mph.

Tools

The following are new options for types of artisan's tools:

- Electrician's Tools: Electrician's tools are used for the maintenance, repair, and installation of electrical devices and/or systems.
 - **Components.** Electrician's tools include a set of 5 screwdrivers of various sizes and styles, 4 different pliers, a wire stripper/cutter, measuring tape, an electrical multimeter, safety goggles, a tool belt, and an 8-pocket tool pouch
 - **History.** Your tool proficiency allows you to determine the age and origin of various electrical applications and appliances more easily
 - **Investigation, Perception.** Your expertise offers you additional insight when inspecting an electrical device
 - **Cut Wire.** Through use of your tools, you know how to identify a wire you can cut easily and safely, requiring no ability check
 - **Reroute Power.** You have the technical knowhow needed to temporarily change the power flow from a power source. After spending a short rest while near a power source such as an outlet while you have access to your tools, you may either prevent power from flowing through the outlet for the next 24 hours or increase total voltage coursing through for the next 24 hours, effectively doubling device charge rate

Inspect an electrical device	10
Repair or maintain an electrical device	Varies

- Gardener's Supplies: Gardener's supplies are the various implements used when tending to home-cultivated plants.
 - **Components.** Gardener's supplies include a small shovel, a trowel, a mattock, a watering spray bottle, hedge shears, pruning shears, a lopper, a small pot, and gardening gloves
 - **Animal Handling.** Your experience with gardening may assist you with trying to determine the kinds of plants a common small animal eats, uses, or avoids
 - **Arcana.** Your expertise offers you additional insight when determining the mystical uses and properties of common plants
 - **History.** Your knowledge of plants and gardening offers you additional insight when answering questions related to locations renowned for their plants or gardens
 - **Investigation.** Your experience with gardening grants benefits when inspecting a patch of plants for hidden details
 - **Medicine.** Your knowledge of common garden plants may offer additional insight when trying to determine medicinal uses for plants
 - **Nature.** Your experience and expertise with gardening may offer additional insight and benefits when attempting to identify a plant

- **Trim Plants.** While you have access to your tools, you can trim and cut down nonmagical plants easily. For every minute of work, you may remove up to 10 cubic feet of foliage

Safely move a planted plant into a pot (or vice-versa)	10
Inspect the health of a plant	10
Trim a hedge into a specific shape	15

- **Mechanic's Tools:** Mechanic's tools are employed when working with vehicles and other such complex forms of mechanical engineering. They are often primarily used for the maintenance and repair of such things rather than the creation of them.
 - **Components.** Mechanic's tools include a magnetic screwdriver socket with multiple different bits, a set of hex keys, a set of various sockets, a set of various wrenches, a ratchet, a socket extension, lubricant, an electrical test tool, and a toolbox
 - **History.** Your expertise offers you additional insight when attempting to discern the age of a vehicle or when answering questions related to locations renowned for vehicles
 - **Insight.** Your experience as a mechanic makes it an easier task to identify how an unidentified mechanism may be used
 - **Investigation.** Your knowledge of the mechanical layout of vehicles may assist when attempting to determine the quality of a vehicle
 - **Persuasion.** With your knowledge of vehicle quality, you are skilled at talking down vehicle prices
 - **Dismantle Vehicle.** Over the course of a long rest, while you have access to your tools, you can easily take apart a common, nonmagical vehicle as well as identify and salvage any parts you desire
 - **Quick Repair.** Over the course of a short rest, while you have access to your tools, you may perform a quick, basic repair of a vehicle. While this will return function to one malfunctioning mechanism, it is only a temporary repair and will only last for 1d4 days

Inspect a vehicle's parts	10
Complete a permanent repair of a vehicle	Varies
Augment a vehicle with better parts	Varies

- **Modeling Tools:** Modeling tools are the necessary forms of hardware and software for the creation of sophisticated mathematical models as well as some of the supplies needed for data collection.
 - **Components.** Modeling tools include a small tablet, a USB drive, a tablet charger, a purchased set of mathematical modeling software, a scientific calculator, a set of pens, a notebook, and a subscription to data aggregation software

- **Insight.** Your experience with data gathering offers you extra benefits when attempting to determine whether information given to you about someone is fabricated
- **Investigation, Perception.** With your expertise in the gathering data and creating models, inspecting graphs, models, and datasets comes naturally to you and you may even gain additional insight based on the data being presented
- **Create Graph.** Over the course of a long rest, while you have access to your tools, you can create a graphical, visual display/representation of data you've gathered

Organize or categorize a dataset	10
Run mass calculations on a dataset	15
Alter a given graph or mathematical model	15

- Photographer's Supplies: Photographer's supplies provide the items needed for photography and creating complex shots.
 - **Components.** Photographer's supplies include 2 different cameras, a set of camera straps, a set of memory cards stored in a small case, a lens cleaning kit, a camera bag, a tripod, a set of various filters, a portable memory card reader, an external drive, and a subscription to image editing software
 - **Arcana, History.** With your tool proficiency and experience with photography, you can more easily glean deep insight into the lore behind a photograph or illusory image
 - **Insight.** Your expertise with photography aids you when attempting to evaluate the monetary or artistic value of a photograph
 - **Investigation.** All your experience with dealing with photographs aids you when inspecting fine details behind a photograph – including details others may miss such as the lighting, filters used, any signs of editing, or the angle it was shot at
 - **Inspect Picture.** By spending at least 10 minutes, inspecting either a physical or digital photograph, you may determine various details about it potentially including: how the image was captured, whether the image was altered, or potentially whether there are any discrepancies compared to another photograph
 - **Take Picture.** With your tools, you may take a photograph of a moment

Take a simple picture of a still creature/object	5
Take an artistic picture of a still creature/object	15
Take a simple picture of a moving creature/object	10
Take an artistic picture of a moving creature/object	20
Digitally alter an image	Varies

- Rockhound's Tools: Rockhound's tools are used in the collection and analyzation of various rocks and minerals as well as the occasional search for fossils and other such stone-preserved specimens

- **Components.** Rockhound's tools include a rock hammer, a rock chisel, protective gloves, safety goggles, a jeweler's loupe, a chipping hammer, a geo pick, a crack hammer, a cross peen hammer, a rock screen, a blacklight, a set of brushes, and a set of sample containers
- **Arcana.** Stemming from your expertise, you may attain additional insight concerning the mystical properties of rocks and minerals
- **Athletics.** Your experience with rockhounding and specimen gathering has conferred insight concerning how much force rocks can take, making rock-climbing an easier endeavor for you
- **History.** Your tool proficiency not only offers benefits but may allow you to gain additional insight when answering questions concerning the historical usage of various rocks and minerals
- **Insight.** With your experience in mineral gathering and research, you have an easier time with determining the monetary value of minerals
- **Investigation.** All the time you've spent carefully gathering field specimens as made it easier for you to inspect an area for potential specimen locations
- **Nature.** Your experience rockhounding allows you to gain additional insight when concerning yourself with information on stone-preserved plant life and petrified plants

Safely collect a specimen	10
Identify an unknown specimen	15

Gaming Sets

The following are new options for types of gaming sets:

- Tabletop Game
- Video Game

Toolkits

The following are new separate types of individual toolkits:

- Cleaning Kit: Proficiency with a cleaning kit means one can properly employ various chemicals when it comes to their cleaning properties as well as perform various janitorial duties such as tidying a room, performing minor repairs, and polishing in a timely manner.
 - **Components.** A cleaning kit includes 2 rolls of disposable paper tools, a roll of garbage bags, a set of disposable gloves, a roll of disposable disinfectant wipes, a duster, a set of sponges, a towel, a spray bottle, a mop, a broomstick, a set of various janitorial brushes, sanitization chemicals, polishing chemicals, lubricant, a roll of duct tape, a roll of gauze, a facemask, and safety goggles

- **Insight, Investigation, Perception.** Your experience with cleaning confers benefits for inspecting an area or object for both the last time it's been cleaned or perhaps why it was cleaned
- **Medicine.** Your cleaning proficiency allows you to more easily determine whether an area is medically sterilized
- **Survival.** Even in the field, you can keep an area clean, and you even can gain insight into whether food found in the wild is safe to eat and how to make sure it is safe to eat
- **Clean Area.** Using your tools, you can tidy an area performing various cleaning duties including washing, organizing, and removing trash. A thorough cleaning of an area may reveal secret areas, allow you to find lost items, and make an area safe to stay in. For every hour spent cleaning, you may thoroughly clean up to 100 square feet
- **Minor Repair.** Using this tool kit, you can perform a minor repair of a tiny or small object. After spending at least 1 hour, you may restore 30 hit points to the object

Fix small item	10
Polish an object	15
Fully sterilize an object or environment	20

- **Forensics Kit:** Proficiency with a forensics kit represents the years of experience and training necessary to properly analyze and dissect the information to be gained on-site at a crime scene.
 - **Components.** A forensics kit includes a small tablet, a tablet carrying case, a tablet charger, an external drive, a USB connector, virtual machine software, forensics toolkit software, network analysis software, disk imaging software, a set of disposable gloves, a set of small bags and containers, a magnifying glass, a notebook, a set of pens, password management software, and file extracting software
 - **Deception, Insight.** With your expertise with forensics and techniques of hiding evidence, you may gain benefits when attempting to lie about a hidden object or item – employing the techniques you've seen before; however, the converse is also true, and you are more adept at spotting these sorts of lies and techniques
 - **Investigation, Perception.** When investigating a crime scene or other such scene of illicit or illegal activity – you are more skilled at noticing hidden details and may potential even glean more insight from more mundane details
 - **Medicine.** Your tool proficiency comes with knowledge behind the science of wounds, allowing you to gain further insight to the source when inspecting a humanoid's wounds

Interpret evidence	10
Discover hidden evidence or hidden files	Varies

Updated Proficiencies

The following are new tool proficiencies:

- Vehicles (air)

Updated Equipment Packs

The following equipment packs are updated in the following ways:

- Burglar's Pack: Hooded lantern replaced with flashlight; 2 flasks of oil replaced with 2 flashlight batteries; tinderbox replaced with analog wristwatch; waterskin replaced with flask
- Diplomat's Pack: Chest replaced with small safe; 2 cases for maps and scrolls replaced with small tablet computer; ink pen replaced with fountain pen; lamp replaced with lighter; 2 flasks of oil replaced with set of 15 luxury cigars
- Dungeoneer's Pack: 10 torches replaced with box of 20 matches; tinderbox replaced with flashlight; waterskin replaced with thermos
- Entertainer's Pack: Waterskin replaced with flask
- Explorer's Pack: Tinderbox replaced with flashlight; 10 torches replaced with box of 20 matches; waterskin replaced with thermos
- Priest's Pack: Tinderbox replaced with box of 15 matches; waterskin replaced with flask
- Scholar's Pack: Ink pen replaced with fountain pen; 10 sheets of parchment replaced with empty journal; bag of sand replaced with glass paperweight

Starting Gear

There are several assumed amenities in the modern age that could be afforded to adult adventurers. To determine what your character starts with, use the following process:

Starting with 10,000 dollars, go down the following list, subtracting funds from your conglomerated total as you take items. Once you are finished, keep half of the remaining money (rounding down) for yourself. You may assume your character has some form of valid ID and a driver's license, as well as the equipment afforded by your background.

- **Phone:**
 - 10 - Flip Phone (No internet data)
 - 25 - Flip Phone (Internet data)
 - 35 - Slide Phone (No internet data)
 - 50 - Slide Phone (Internet data)
 - 350 - Deprecated Smart Phone
 - 750 - Smart Phone
- **Extra Phone Accessories:**
 - 30 - Improved Camera Tools (Phone counts as photographer's supplies)
 - 100 - Reinforcement (Phone has 200 total hit points)
 - 250 - Recall Sigil (Phone can be summoned from or dismissed to a safe location you determine upon taking this)
 - 50 - Extra Phone Battery
- **Computer:**
 - 150 - Deprecated Laptop
 - 350 - Tablet Computer
 - 400 - Low Power Laptop
 - 1200 - High Power Laptop
 - 300 - Deprecated Desktop
 - 800 - Low Power Desktop
 - 2400 - High Power Desktop
- **Extra Computer Accessories:**
 - 350 - Hacking Tools (Computer has hacking tools included)
 - 400 - Modeling Tools (Computer has modeling tools included)
 - 550 - Forensic Tools (Computer has forensic tools included)
 - 200 - Reinforcement (Laptop has 250 total hit points, Desktop has 450 total hit points)
 - 60 - Reinforced Laptop Case (Case has AC 20, 150 total hit points, and takes damage for the laptop while the laptop is in the case)
 - 100 - Extra Laptop Battery
 - 200 - Wireless Wi-Fi Router
- **Living Quarters:**

- 300 - Squalid Apartment (Requires extra payment of 30 at the end of every month)
- 600 - Poor Apartment (Requires extra payment of 60 at the end of every month)
- 1200 - Modest Apartment (Requires extra payment of 120 at the end of every month)
- 2400 - Comfortable Apartment (Requires extra payment of 240 at the end of every month)
- 4000 - Wealthy Apartment (Requires extra payment of 400 at the end of every month)
- 7000 - Aristocratic Apartment (Requires extra payment of 700 at the end of every month)
- **Living Quarter Modifications:**
 - 10 - Extra Key
 - 100 - Personal Parking Space
 - 250 - Personal Garage
- **Storage:**
 - 450 - Recall Sigil on Wallet (Wallet can be summoned from or dismissed to a safe location you determine upon taking this)
 - 6 - Backpack
 - 200 - Armor Plated Backpack (Backpack has AC 20, 250 total hit points, and takes damage for any items inside)
- **Vehicle:**
 - 100 - Old Junker Car
 - 2400 - Basic Car
 - 4000 - Smart Car
 - 6500 - Sports Car
 - 50 - Bicycle
 - 280 - Moped
 - 600 - Motorcycle
 - 3600 - Van
 - 8500 - Ultralight Airplane
- **Vehicle Modifications:**
 - 10 - Extra Key
 - 400 - Reinforcement (Vehicle gains 300 extra hit points)
 - Cost x2 - Electric Vehicle
- **Extraneous Clothing:**
 - 80 - Random Accessory (Hat, Cape, Jewelry, etc.)
 - 150 - Designer Clothing
 - 200 - Set of Winter Clothing
 - 1000 - Full Hero Costume
- **Weaponry:**
 - 15 - Baton

- 20 - Compact Stun Gun
- 20 - Metal Knuckles
- 150 - Chainsaw
- 250 - Chainsword
- 50 - Hunting Knife
- 100 - Combat Knife
- 120 - Shock Baton
- 35 - Spiked Knuckles
- 80 - Shock Knuckles
- 50 - Shooting Stun Gun
- 500 - Freeze Ray
- 500 - Heat Ray
- 450 - Scoped Revolver
- 2500 - Sniper Rifle
- 5500 - Minigun
- 3500 - Flamethrower
- 2000 - Submachine Gun
- 4000 - Grenade Launcher
- 350 - Automatic Pistol
- 200 - Revolver
- 1200 - Hunting Rifle
- 1800 - Automatic Rifle
- 1800 - Shotgun
- 1400 - Laser Pistol
- 7500 - Antimatter Rifle
- 5000 - Laser Rifle
- 40 - Fragmentation Grenade
- 35 - Smoke Grenade
- 120 - Energy Cell
- 60 - Bullets (10)
- 600 - Incendiary Bullets (10)
- 1200 - Armor Piercing Bullets (10)
- **Weapon Augmentations:**
 - 1000 - Energy-Enhanced Weapon
 - 850 - Weapon +1
 - 3000 - Weapon +2
 - 600 - Ammunition +1
 - 2400 - Ammunition +2
- **Armor:**
 - 50 - Heavy Coat
 - 55 - Leather Jacket

- 75 - Light Undercover Shirt
- 150 - Kevlar-Lined Coat
- 280 - Undercover Vest
- 170 - Concealable Vest
- 320 - Light-Duty Vest
- 400 - Tactical Vest
- 500 - Special Response Vest
- 750 - Land Warrior Armor
- 1500 - Forced Entry Unit
- 3200 - Model F Power Armor
- 6400 - Model E Power Armor
- 10000 - Model D Power Armor
- **Armor Augmentations:**
 - 400 - Mithral Armor
 - 700 - Adamantine Armor
 - 3500 - Armor +1
 - 4500 - Armor of Resistance
- **Magic Items:**
 - 150 - Any Common Magic Item
 - 550 - Any Non-Weapon, Non-Armor Uncommon Magic Item Not Already Listed In This Document
 - 1200 - Any Weapon Uncommon Magic Item Not Already Listed In This Document
 - 1500 - Any Armor Uncommon Magic Item Not Already Listed In This Document
 - 5500 - Any Non-Weapon, Non-Armor Rare Magic Item Not Already Listed In This Document

Costume Designer

When determining your character's initial equipment, should you choose to own your own full hero costume, you have \$1000 to devote to designing the effects of the costume. You do not get any unused money back, so try your best to spend as much as you can designing what you desire.

- **Defense:**

- 50 - Steel Wireframe Support: +1 AC; +2 to saving throws made to avoid falling prone or being forcibly moved
- 150 - Kevlar Lining: +1 AC; DR/10 ballistic
- 300 - Adamantine Plating: +2 AC; DR/10 piercing; +2 to all Strength saving throws
- 225 - Energy Shielding: As an action, you can activate a protective bubble of energy around you. While active, you have +5 AC and the first time you take bludgeoning, piercing, slashing, fire, cold, lightning, thunder, acid, or poison damage from another creature, you gain resistance to that damage and the shield deactivates. Once the shield deactivates, you must wait 1 minute before you can activate it again.
- 100 - Flame-Retardant Material: DR/15 fire; The costume cannot be damaged or destroyed by fire
- 100 - Acid-Resistant Material: DR/15 acid; The costume cannot be damaged or destroyed by acid
- 100 - Insulated Gear: DR/15 lightning; The costume cannot be damaged or destroyed by electricity
- 100 - Soundproofing: DR/15 thunder; +2 to saving throws made to avoid being deafened
- 100 - Frost-Resistant Material: DR/15 cold; The costume cannot be damaged or destroyed by ice or frost
- 100 - Cut Resistance: DR/15 slashing; The costume cannot be damaged or destroyed by cutting
- 100 - Cushioning: DR/15 bludgeoning; The costume cannot be damaged or destroyed by bludgeoning
- 100 - Stab Protection: DR/15 piercing; The costume cannot be damaged or destroyed by stabbing
- 100 - Reflective Shielding: DR/15 radiant; +2 to saving throws made to avoid being blinded by light
- 100 - Psychic Dampener: DR/15 psychic; +2 to saving throws made against spells and other magical effects

- 100 - Smelling Salt Feeder: The feeder can hold up to 5 units of smelling salts at a time. At the start of your turn, if you are stunned or paralyzed, the feeder will use 1 unit of smelling salts to end that effect on yourself
- 130 - Respirator: +3 to saving throws made to avoid the effects of hazardous gases and airborne pollutants/toxins
- 70 - Cooling Unit: +2 to saving throws made to avoid the effects of extreme heat
- 70 - Heating Unit: +2 to saving throws made to avoid the effects of extreme cold
- 150 - Cranial Guard: +1 AC; You are immune to effects that would instantly decapitate you; +2 to saving throws made to avoid being stunned
- 50 - Tome Protection: An armored storage space that holds up to 2 regular sized books. Provides an easy-access storage location for these books and the storage space takes any damage the books would take unless destroyed. The storage space has AC 20, 75 hit points, and immunity to psychic and necrotic damage
- **Offense:**
 - 75 - Hidden Derringer: Within the costume is a small, hidden sidearm. It has the following properties: Ammunition (range 30/120); Reload (10 shots); Light. The sidearm is well concealed and can only be noticed with a successful DC 20 Investigation check (made at advantage if the investigating creature has seen you shoot with it). You count as proficient with this sidearm and it deals 2d4 ballistic damage on a hit
 - 75 - Hidden Razor: Within the costume is a small, hidden razorblade. It has the following properties: Light; Finesse. The razorblade is well concealed and can only be noticed with a successful DC 25 Investigation check (made at advantage if the investigating creature has seen you attack with it). You count as proficient with this razorblade, and it deals 1d6 slashing damage on a hit
 - 50 - Built-in Scope: All ranged weapons you wield count as having the Scope property
 - 50 - Ammunition Feeder: Holds ammunition sets for future use. Up to 3 sets of ammunition can be set, holding up to 500 units of tiny ammunition or 250 of small (nothing larger). The holder connects to a feeder that can link to any firearm that employs ammunition to allow for automatic feeding, allowing you to Reload as a free action.
 - 125 - Amplifier Containment: A secure, lead-lined container made to safely hold a Small or Tiny object-based amplifier and have it available for quick access. While loaded, you may use it to amp as an action. The container itself is robust, with AC 25, 150 hit points, and immunity to fire, cold, lightning, psychic, and necrotic damage.
 - 80 - Grip Enhancement: +3 to checks made to attempt to grapple or maintain a grapple; additionally, +3 to checks made to keep your grasp on an object
 - 35 - Steel-Knuckled Gloves: Your gloves count as a set of Metal Knuckles +1 with which you are proficient

- 50 - Built-in Quiver: Quiver included in the costume
- **Utility:**
 - 60 - Loose, Form-Fitting: +1 to all Dexterity saving throws
 - 125 - Built-in Climbing Kit: +3 to all checks made to climb a surface; Climber's Kit included in the costume
 - 50 - Built-in Crowbar: +1 to all Strength checks; Crowbar included in the costume
 - 50 - Built-in Shovel: +1 to all Strength checks; Shovel included in the costume
 - 80 - Built-in Radio Clock: Due to the included radio clock, you always know the exact time it is, so long as you're on the Material Plane
 - 30 - Built-in Sunglasses: +1 to saving throws made to avoid being blinded by light; Sunglasses included in the costume
 - 100 - Oxygen Tank: Includes respiration gear that allows wearer to breathe in any environment for up to 1 hour (after being activated), after the hour, the tanks must be refilled or replaced
 - 500 - Built-in Tablet Computer: Tablet computer built in directly into the costume
 - 100 - Built-in Radio: Radio built in directly into the costume
 - 100 - Built-in Satellite GPS: Satellite GPS built in directly into the costume
 - 300 - Vehicular Call Unit: Sends a wireless to signal to a connected vehicle that is within 100 miles. The vehicle automatically drives itself to your location upon calling it. You may have one vehicle connected at a time
 - 10 - Cape: An epic cape
 - 50 - Auto-Maintenance: The costume automatically cleans and repairs itself every 8 hours unless destroyed
 - 25 - Tearaway: The costume can be taken off with a single action
 - 25 - Auto-Attach: The costume can be put on with a single action
 - 25 - Binding Sigil: As an action, the costume can be summoned into any unoccupied space you can see within 10 ft so long as it is on the same place as you
 - 50 - Costume Conversion: As a bonus action, while you are wearing your costume, you can transform it into a set of regular clothing or vice-versa (while regular clothing, it is physically transformed, and you do not benefit from any of the features your costume has)
 - 200 - Exquisite Material: +5 to Persuasion and Performance checks; You look very refined and affluent
 - 500 - Expensive Name brand Costume Producer: Greatly increased clout and flex power
 - 70 - Spring-Enhanced Leggings: +2 to Acrobatics checks; Your jump height and distance is increased by 5 feet each
 - 70 - Animal Call Set: +2 to Animal Handling checks; You can communicate simple ideas to beasts that can hear you within 1000 ft, but you do not gain any special ability to understand them

- 70 - Arcane Glyph Reader: +2 to Arcana checks; You can detect magic within 10 ft of you as if you were under the effects of the *Detect Magic* spell
- 70 - Muscle-Boosting Sleeves: +2 to Athletics checks; Your carrying capacity is increased by 30 lbs.
- 70 - Shifting Mask: +2 to Deception checks; Other creatures have -2 to any checks made to discern if you are lying
- 70 - Archeo-Analyser: +2 to History checks; Up to twice per long rest, you may gain either up to 3 pieces of common lore or 1 piece of hidden lore about an object you inspect
- 70 - Emotional Reader: +2 to Insight checks; You gain a vague sense of the emotional state of a creature you can see within 10 ft
- 70 - Fear Reader: +2 to Intimidation checks; Once per long rest, you may learn one vague thing that a creature you can see within 10 ft of yourself is afraid of
- 70 - Optical Magnifier: +2 to Investigation checks; You can clearly see minute objects and creatures while employing the Optical Magnifier
- 70 - Clinical Kit: +2 to Medicine checks; As an action, you can close and clean a creature's minor wounds. That creature regains 2d4 hit points. A single creature can only benefit from this once per long rest
- 70 - Plant Inspection Lens: +2 to Nature checks; Up to twice per long rest, you may gain up to 5 pieces of common lore or 2 pieces of hidden lore about a plant or plant creature you inspect
- 70 - Binocular Helm: +2 to Perception checks; You can clearly see distant objects and creatures while employing the Binocular Helm
- 70 - Automatic Speakers: +2 to Performance checks; You can project your voice out an additional 100 ft
- 70 - Desire Detector: +2 to Persuasion checks; Once per long rest, you may learn one vague thing that a creature you can see within 10 ft of yourself desires
- 70 - Consecrator: +2 to Religion checks; Once per long rest, you can transmute a small vial of nonmagical water into holy water
- 70 - Illusory Gloves: +2 to Sleight of Hand checks; As an action, you can create an illusion that either changes the physical appearance of your hands or turns them invisible
- 70 - Shadow Coating: +2 to Stealth checks; Creatures that are 30 ft or further away from you do not benefit from their Darkvision against you
- 70 - Hazardous Environment Protection: +2 to Survival checks; While you have no levels of exhaustion, whenever you would gain a level of exhaustion from travel or your environment, you may attempt a DC 20 Constitution saving throw. On a successful save, you do not gain a level of exhaustion

THE WORLD OF AVAN

Basic Overview

Avan is planet whereupon mighty heroes and villains walk amongst the common folk due to the prevalence of superpowers – known as Artes.

Avan is comprised of 5 major continents – Centrus, North Umbria, South Umbria, Mariana, and Dezrel – as well as several island nations

On Avan, there stands a powerful, world-spanning organization that is the primary authority on all things “hero” – WHO.

WHO – World Hero Organization

- A grand, worldwide organization that manages the hero duties of the world doing everything from holding and managing hero exams, issuing hero licenses, moderating missions, working with governments for both backing and collective management, tracking villains, paying heroes, handling infrastructure, establishing businesses and services, and much more
- It has a main hub on each continent run by different presidents on each, but at the head of it all is the Global President stationed in Centrus wherein the largest representation of WHO is found as Centrus was the continent of WHO’s origin
- WHO’s primary home base is the grand city of Hercule located in northern Justicus
- Base is found in a giant dome beset on both sides by giant, slanted, triangular panels built in an expressionist style. The twin giant panels are curved just so to give the building the appearance of a large steel seed/nut opening upwards hence the name – the **Seed of Justice**
- The dome itself is the size of a small city as the home base is, in a sense, a “city within a city” with a microcosm of Hercule residing within
 - Heroes and WHO workers make up most of the population of the Seed of Justice
 - The Seed of Justice offers many of the same amenities, businesses, and services that other cities do even including a tramway, metro stations, multiple apartments, and large parks
 - The Seed of Justice also offers many hero-exclusive services that are uncommon in most other cities such as training buildings, weapons stores, magic item depots, a hero-exclusive credit union, special supply stores, and hero-exclusive apartments
- The largest building in the Seed of Justice is known as the Hero’s Pillar and is a 125-floor skyscraper in which much of the work, organization, planning, and meeting takes place. The Global President lives in a penthouse at the very top.

- The current leadership of WHO is thus:
 - Global President: **Aaron Sinclair**
 - President of WHO – Centrus Division: **Byron McAdvale**
 - Vice President of WHO – Centrus Division: **Danielle Faera**
 - President of WHO – North Umbria Division: **Alexandra Merryweather**
 - Vice of WHO – North Umbria Division: **Anton Jeager**
 - President of WHO – South Umbria Division: **Nostaroth Yallios**
 - Vice of WHO – South Umbria Division: **Isa Quentin**
 - President of WHO – Dezrel Division: **Orago Tyrano**
 - Vice of WHO – Dezrel Division: **Grogdar Grogdar**
 - President of WHO – Mariana Division: **Killia Hollifer**
 - Vice of WHO – Mariana Division: **Micheal Vicerin**
- All throughout the world of Avan are WHO businesses run in conjunction with world retailers, businesses supported/sponsored by WHO, and services offered directly by/from WHO known as Hero Services. While most Hero Services can also be used by the public, they are primarily intended to be used by licensed heroes and incentivize getting a license; additionally, these services are only available within WHO's sphere of influence and far more common on Centrus than other continents.
 - WHO Rejuvenation Pods: Large cylindrical tanks located all throughout WHO's sphere of influence. They are expensive commodities only located in larger cities trafficked by many heroes. After around 1 hour of sitting within, it fully heals the person within through magical restoration energies – cleaning wounds, healing wounds, neutralizing poison, and disease, and repairing broken limbs whilst even cleaning the tank itself; however, after use, it requires at least 12 hours to recharge. While it costs money for public use, licensed heroes can use their licenses to use it for free.
 - Heron's: A weapon depot run by the Heron's business chain and sponsored by WHO. The public is limited to basic weaponry at higher prices while licensed heroes can get anything in the inventory.
 - WHO Credit Unions: A world-based bank line run by WHO for specific use by licensed heroes.
 - United Arcanium: An arcane store run by United Eternity for the storage and retrieval of magic items; the purchasing of potions, scrolls, and spell books; and the delivery of magic items from missions. Through arcane demiplanes, teleportation magics, and mini-sequesters, all inventories are shared universally through every store and personal storage is also a cloud-based system. Only licensed heroes are permitted to use the service, but United Eternity members get special discounts.
 - WHO Teleportation Line: An interconnected line of teleportation pods located in nearly every city. One simply either enters the name of a city/recognized location and selects the desired pod from the user-friendly interface or inputs a specific

formula to teleport somewhere. It costs money for public use, but licensed heroes can use it for free.

- WHO Psycho Connections: A telepathic communication line used via amethyst orbs located in “phone booths” in nearly every city and gas station. It costs money for public use and has a timer but is free and comes with unlimited time for licensed heroes.
- Barnaby Activity Centers: Buildings located throughout the world sponsored by WHO. They are normally simply public gymnasiums, pools, and game halls but not only do licensed heroes get in free, but they can access special basement levels made especially for hero training.
- Windlace Marketplaces: Grocers sponsored by WHO that provide foods for purchase by the public but also provides free allotments (limited by total value depending on rank) of food to licensed heroes once a week.
- WHO Clinics: Special medical offices run by WHO workers and WHO-trained medical staff specifically meant only for licensed heroes. They are used to expedite any needed treatments, surgeries, or anything else a rejuvenation pod can’t handle. They are not intended for public use but can be in times of emergency.
- Acme Heights: A licensed hero-exclusive apartment complex located in the Seed of Justice.
- Pride Towers: A licensed hero-exclusive apartment complex located in Auroar
- The Brilliant: A licensed hero-exclusive apartment complex located in Luminus
- The Commune: A licensed hero-exclusive apartment complex located in Serenity
- Vermilla: A licensed hero-exclusive apartment complex located in Eternia
- Oblivion Stretch: A licensed hero-exclusive apartment complex located in Ebon
- Levin: A licensed hero-exclusive apartment complex located in Cosmus
- WHO Deposition Boxes: Metal boxes with golden inlay and arcane runes that make use of demiplanes, teleportation, and mini-sequesters as well as identification runes and arcane locks to create personal repositories for cloud-based storage of physical items. A magitech blend of glyphs and software allows for a GUI apparatus that works in conjunction with the magical storage. They are in most apartments, hotels, gas stations, and other hero-related service buildings. Only licensed heroes may make use of them.
- Jural Offices: A large office that serves as the hub of bureaucracy in the Seed of Justice for WHO. It is where people go to get official hero licenses, where mail gets first shipped to be later organized and sent out, where missions are approved, etc. It has many major branches all throughout Centrus and more minor branches to represent WHO out in the rest of the world.
- The Grand Beacon: A huge luxury hotel with 2 pools, over 300 rooms, a gourmet restaurant, a casino, and an arcade. It is normally very expensive but every time the Hero Entrance Exam rolls around it is rented out fully for the examinees.

- Skylark Complex: A licensed hero-exclusive apartment complex located in the Seed of Justice.
- Windscar Towers: A licensed hero-exclusive apartment complex located in the Seed of Justice.
- Phoenixflame Complex: A licensed hero-exclusive apartment complex located in the Seed of Justice.
- The Aegis: A licensed hero-exclusive apartment complex located in the Seed of Justice.

Hero Factions

- The foundation of the hero society is built upon the persistent work done by the hero factions. There are 6 hero factions which each are led by one primary hero and each individual faction serves a different purpose.
- **Adamant Aurora**: Gold Lion (A.K.A. William Eventide)
 - The most famed hero faction led by the world's most famed hero, Gold Lion
 - Its primary focus is protecting large stretches of land and highly populated areas with the densest crimes
 - The most elite of all 6 factions. Only the best of the best are invited in.
 - Tenants:
 - People come first, no matter the cost
 - Evil must be quelled whilst good stays preserved
 - Hope must stay within the hearts of the masses
 - True strength can only be found through honor, discipline, and determination
- **Luminary Flux**: Ceres (A.K.A. Avana Windrider)
 - Known as the 2nd-most prestigious hero faction
 - Its primary focus is detaining, cataloguing, and upkeep of villains as well as the upkeep of the hero, monster, and power database
 - Very elite, perhaps even more so than Adamant Aurora, primarily looking for high intellect, regimen, and discipline
 - Tenants:
 - Knowledge is the primary function for vanquishing evil
 - Where information can be gained, let it be gained
 - Always put civilians and your work above yourself
 - Keep calm and focus, there is always a path to victory
- **Ebony Drakes**: Danse Macabre (A.K.A. Seymour Barnes)
 - A very large, prominent hero faction
 - Its primary focus is saving those all across the land plagued by monsters and villains

- The 2nd largest faction and well-known for the faction's overall and strength and power
- Tenants:
 - Evil can, will, and shall be purged
 - It is the duty of the strong to protect the weak
 - Even the smallest town deserves the same as the largest city
 - Violence is an inevitability when dealing with evil, might as well assure victory
- **United Eternity:** Vermillion (A.K.A. Claudette Praverse)
 - The most prominent hero faction
 - Its primary focus is keeping tabs on the villains and artifacts of the world and ensuring the villains are stopped and the artifacts are in the hands of good
 - The most joined faction
 - Tenants:
 - There is a distinct difference between good and evil
 - Victory can be achieved in all situations
 - Villainy is easy to determine but difficult to vanquish
 - Someday, the scales will be forever in good's favor
- **Serene Viridescent:** Jade (A.K.A. Jay Riven)
 - An average-sized faction
 - Its primary focus is protecting nature and keeping the peace amongst all people
 - A very open faction yet not joined too often
 - Tenants:
 - The difference between good and evil is very skewed
 - Peace is always a better conclusion than violence
 - Unity will lead us all to a brighter future
 - Nature is just as important as humanity
- **Lost Cosmos:** Zephyr (A.K.A. Xy'dil Vayze)
 - The smallest faction
 - Its primary focus is bringing the most out of one's power
 - Not particularly known for being elite in the standard sense, but very few are deemed fit for entrance by Zephyr – a very reclusive hero
 - Tenants:
 - The greatest power of all can only be found within
 - Evil is simply a rejection of the self's place in the world
 - The only being ever worth killing is a mindless beast
 - There is value in all people – good and evil
- Each faction has its own crest that is present on the licenses of their members as well as the faction's banners, flags, uniforms, arm bands, websites, hotels, businesses, etc.
- **Adamant Aurora's Crest:** A golden lion's head against a purple background
- **Luminary Flux's Crest:** A silver owl in profile against a dark blue background

- **Ebony Drakes' Crest:** A black dragon's head in profile against a red background
- **United Eternity's Crest:** A crimson knight's helm in profile against a white background
- **Serene Viridescent's Crest:** A brown tree against a green background
- **Lost Cosmos' Crest:** A yellow five-point star against a bright blue background

What is Power?

- As it is best understood, powers originate from a chaotic mass of energy centralized within each individual's core. This mass of energy naturally tends towards chaos and is normally of imperceptible, immeasurable value – too small to cause any changes to someone. However, some are born with variations in that mass that allow it to be large enough to be measured, large enough to manifest itself in variations in one's body and abilities. In most, it is still too small to result in anything major but still can result in a minor power or two; however, in a select few, it is large enough to result in the manifestation of a major power – a large alteration in their natural capabilities. In this form, the mass can be harnessed and stabilized through discipline, training, etc. Due to the chaotic nature of the mass, the major power often doesn't have the full power it possibly could, but, through training and a mastery of the power, the mass can be stabilized more and more leading it through each of the levels (1-3).
- Some are born with multiple masses, or some gain new masses through ascension via disciplined training. These new masses of energy orbit the central, largest one and can offer anything from major powers to minor powers.
- Some are born with even greater energy having multitudinous primary masses of energy, each possibility at their maximum natural capabilities; however, the more power one is born with the more mental and sometimes physical issues they'll have. Anything from deep psychosis to physical deformities to both to simple mental complexes.
- Terminology:
 - **Aether:** The primary energy produced by quintessence; it is an essence of life found in all living things; however, its large enough quantities it causes supernatural mutations
 - **Quintessence:** Cores of pure Aether found within all living beings. It is a mysterious 4th addition to what was once a trinity of life – mind, body, and soul. Most of them are extremely small – imperceptible to all; however, in cases wherein they are large enough to be measured, there is enough quantifiable Aether to cause supernatural mutations, birthing *Artes*
 - **Artes:** The new name attributed to the supernatural mutations birthed by high volumes of Aether.
 - **Maven:** Those who have been supernaturally gifted with a large enough quintessence to wield artes

Hero Licenses, Ranks, and WHO Accounts

- Due to the importance of personal anonymity for heroes – mostly to safeguard family and friends – not only do heroes go under pseudonyms, but Hero License Cards do not bear any personal information. Rather, the card itself is instead a quick proof of certification as well as an access point to one's personal WHO Account – a multi-use online account offered by WHO that holds all a hero's personal information, funding, discounts applicable, etc. in one cloud – through combination of a serial number (found on the card itself) and a PIN (known only by the hero)
- The card is a simple plastic card that bears the hero's pseudonym, a picture of the hero, the hero's serial number, an image representing the hero's rank, and an image representing the hero's faction on the front. On the back, there is a magnetic stripe for use with card readers.
- The card is magically enchanted so that it automatically updates to match any changes made to the card bearer's faction, rank, pseudonym, or picture.
- If a hero has no pseudonym yet, the card will simply display [PLACEHOLDER] until the hero decides one and registers it with the Jural Offices in the Seed of Justice
- Once fully established, the card and corresponding WHO Account serve as a debit card, an ID, a passport, an insurance card, and even a birth certificate
- Because of how important the card is and how much power it truly holds, a corresponding 15-character arcane formula is formulated, linked to the card, then magically imprinted upon the forearm of the recipient. It is invisible to all but the card bearer and the mage that originally made the formula while active. The card bearer can freely change it from active to inactive at will, and while inactive it essentially is non-existent, unable to be seen by anyone no matter what. The arcane formula allows the user to recall their PIN at will, call the card to their hand at will (teleporting the card to them no matter the distance), and even repair any physical damage the card has sustained
- As a hero progresses, gaining more renown, proving their mastery over their power, and what it means to be a truly resolute hero, they can attain new ranks via nomination by either a faction leader or a WHO administrator. Once nominated, WHO officials and high-rank faction representatives meet at the end of each month to go over each nomination, rating the hero's performance and determining whether or not the hero deserves to ascend
- There are 5 major tiers (Standard, Midground, Veteran, Master, and Divine) which each contain several different levels of rank. Each tier represents a major milestone and ascending to a new tier altogether requires rising through each rank, showing great amounts of work and devotion, and going through a personal interview with WHO Ranking Division staff
- The ranks and their corresponding images are as follows:

- **Standard** – A chevron
- Standard+ - Two chevrons
- Standard++ - Three chevrons
- Standard DX – Six chevrons
- **Midground** – A vertically-oriented diamond
- Midground+ - A horizontally oriented diamond
- Midground++ - A four-pointed star
- **Veteran** – A five-pointed star
- Veteran Alpha – 2 five-pointed stars in a line
- Veteran Beta – 3 five-pointed stars in a line
- Veteran Sigma – 4 five-pointed stars overlapping in a line
- Veteran Omega – 5 five-pointed stars overlapping in a line
- Veteran Zeta – 6 five-pointed stars in a circle
- **Master** – A four-point star beset by laurels
- Grandmaster – A five-point star beset by laurels
- Primarch Master – A six-point star beset by laurels
- **Divine** – A planet encircled by several small five-point stars
- Divine Type: Nascent – A planet encircled by several small six-point stars
- Divine Type: Terminal – A planet beset by laurels encircled by several small five-point stars
- Divine Type: Requiem – A planet beset by laurels encircled by several small six-point stars
- Archdivine – A spiral galaxy
- The higher one's rank is, the greater the discounts they get, the more insurance covers them, the higher-level clearance they have in order to access WHO facilities, the more authority they hold, the more income they make per week, the tougher the missions they are permitted to undertake, and the more priority they are given in stores, clinics, offices, etc.
- A WHO Account is tied to each and every licensed hero in WHO's database and tracks their personal data, account funding balance, renown, fame, infamy, moral standing (defined through actions undertaken after getting licensed, completed missions, place of residence, family, spouse, level of education, time as a hero, list of villains defeated, faction, hero group, known amps, known weaknesses, known powers, and more. It can be accessed online, only showing rank, faction, hero group, pseudonym, appearance, and the villain list to the public; however, the subject of the account, high-ranking WHO officials, and faction leaders can access everything else
- The subject of the account can submit changes to be made to the profile. These changes require the presence of some legal, documented proof before the alteration will be made
- WHO Account pages are also made to manage entire hero groups, displaying the group name, the factions of each member, the pseudonyms of each member, links to each member's page, and lists of villains defeated by group effort

- Things like rank, renown, and moral standing are automatically updated by the WHO Hero Management Division with assistance from the WHO Ranking Division, the WHO Public Relations staff, the WHO Hero Relations staff, the WHO Social Management Division, and the entire WHO Societal Judiciary Branch

Hero Missions

- Missions are assignments given to heroes and hero groups based on faction and hero group composition
- Each faction has a Mission Captain (role assigned by the faction leaders and approved by WHO officials) who heads the assignment and management of missions
 - **Adamant Aurora:** Stevenson Smithy (Male Human | Power: Teleportation)
 - **Luminary Flux:** Arianna Madzin (Female High Elf | Power: Computational Mind)
 - **Ebony Drakes:** Ezrin Argos (Male Half-Orc | Power: Dragon Breath)
 - **United Eternity:** Samael Leopold II (Male Human | Power: Blood Magic)
 - **Serene Viridescent:** Neri Vichegost (Female Human | Power: Scanning Eyes)
 - **Lost Cosmos:** Zephyr
- Most missions are delivered through some messaging service offered online or through a text, but the more discreet missions are delivered by Warp Corps. Personnel through letters. Once delivery is confirmed, the mission details appear on the personal WHO Account page of each hero involved and can only be accessed by the subject of the page
- Missions are the integral tests and quests that set licensed faction members apart from vigilantes and the completion of them rewards heroes with renown, money, special awards and honors, equipment, and the potential for rank increases
- Because of the complex composition of hero groups, Mission Captains and their teams work hard to ensure the type of mission assigned meshes well with the composition of the group. Balanced groups are typically assigned any sort of mission with little concern, groups weighted with more of one faction are more often given missions pertaining to the core ideals and goals of the faction
- Types of missions typically done by each faction:
 - **Adamant Aurora:** Rescue missions; Large-scale monster hunts; High-tier villain quelling; Event protection; etc.
 - **Luminary Flux:** Low-tier villain quelling; Delivery; Research; Problem solving; Disaster prep; Disaster prevention; etc.
 - **Ebony Drakes:** All monster hunts; All villain quelling; Escort missions; Espionage; Training; Exploration; etc.
 - **United Eternity:** Artifact collection; Artifact delivery; Exploration; Low-and-mid-tier villain quelling; Research; etc.

- **Serene Viridescent:** Small-scale monster hunts; Odd jobs; Delivery; Upkeep; Patrol; Escort missions; etc.
- **Lost Cosmos:** All monster hunts; Mid-and-high-tier villain quelling; Training; Exploration; etc.
- Depending on many factors like mission length, content of mission, goal, time constraints, and location, missions are categorized into 6 levels of difficulty represented by colors. Normally, only heroes of high rank (at least Veteran) can take on high levels of mission difficulty; however, with special permits from high-ranking WHO officials, faction leaders, or faction mission captains, an individual hero or an entire hero group can undertake a higher difficulty mission
- Difficulties:
 - **White (Lowest)**
 - **Blue**
 - **Orange**
 - **Purple – At least Veteran**
 - **Red**
 - **Black (Highest) – At least Divine**

Hero Groups

- Hero groups are collaborative unifications of individual heroes that combine their unique skills, powers, and knowledge into one combined force. To achieve optimal balance of those three, most hero groups are comprised of many heroes of different factions
- A hero group can be formed by going to the Jural Offices with every member that wishes to join and then showing each license, signing documents of consent, and then the group is officially sealed with the naming of the group
- For heroes seeking groups to join, an already existing hero group that has at least one Veteran member can put out a Declaration of Want which is an official declaration that they are seeking new members. WHO will manage these Declaration of Want in their database and will suggest groups that mesh well with an individual's idiosyncrasies or groups that need something offered by that individual's abilities or experience. It is then up to that individual to seek out that group. That hero group then goes through whatever vetting process they wish and make their decision at any time.

Vigilantes

- Heroes that operate without official licensing with WHO are called Vigilantes and often work either solo or in small groups, though in some cases entire organizations of vigilantes form.
- While in the traditional sense, vigilantes are considered antithetical to law and order, Vigilantes with regards to this world simply refers to heroes who act without licensing. Despite the lack of stigma, Vigilantes still must be careful as any damage inflicted by use of their powers is highly punishable by law since they lack licensing.
- The most prominent Vigilante group on Centrus are:
 - **The Hunters:** A group of bounty hunters and mercenaries that focus on monster hunts
 - **Silvercrest:** A group of volunteer medical and rescue heroes that support WHO efforts
 - **The Underleague:** A group of more immoral heroes that take down corruption through hired assassination, thievery, etc.

Top Heroes

While Ranking is primarily determined by Number of Resolved Incidents, Public Approval Rate, and Major Contributions to Society, because the ranking of heroes is something determined by most society, several invisible factors and biases shift things – these factors and biases include faction preference, style of hero, their powers and how they use them, general likability, renown, fame, infamy, history as a hero, and much more.

- #1 – Gold Lion
- #2 – Danse Macabre
 - #3 – Vermillion
 - #4 – Zephyr
 - #5 – Jade
 - #6 – Ceres
- #7 – Exalted Conviction
 - #8 – Future
 - #9 – Windbeetle
- #10 – Almighty Crusader
- #11 – Trickster Fantasy
 - #12 – Silverfang
 - #13 – Shot Star
- #14 – Iron Sentinel
 - #15 – Pheonix
- #16 – Shot in the Dark
- #17 – Arc of Determination
 - #18 – Blazeblue
- #19 – Traveling Strike
- #20 – Dancing Blade
- #21 – Sanguine Revelry
 - #22 – Jet Fist
 - #23 – Warden
 - #24 – Earth Rave
- #25 – Applause, Applause
 - #26 – Worldwalker
 - #27 – Madcap Smog
- #28 – Thousand Leagues
 - #29 – Shift
 - #30 – Light of Hope
- #31 – He Who Holds the Pacts
 - #32 – Knockout Round
 - #33 – Sparks Flying

- #34 – Emerald Fantasy
- #35 – Dead on Arrival
 - #36 – Cyclonnatus
 - #37 – Bloodfang
- #38 – Blessed Blade the Red
 - #39 – Stardancer
 - #40 – Cerberus
 - #41 – Half and Half
 - #42 – Sunwatcher
- #43 – Winds of Change
 - #44 – Tumult
 - #45 – Asterism
 - #46 – Supercell
- #47 – Instant Breakdown
 - #48 – Bald Mountain
 - #49 – Hands of Faith
 - #50 – Gaze of Hope
 - #51 – Black and Blue
 - #52 – Sound and Fury
- #62 – Gargantua & Pantagruel
 - #68 – Blood in the Water
 - #76 - Ent
 - #87 – Prometheus
- #90 – Hall of the Mountain King
 - #91 - Cumulonimbus
 - #92 – Von Neumann
 - #96 – Alabaster Flow
 - #98 – Acropolis
 - #99 – Captain Lionheart
 - #100 – Dive into the Dead
 - #103 – Core Enforcer
 - #113 – Shiva
 - #117 – Street Rat
 - #126 – Tunnel Tracker
 - #128 – Waters of Absolution
 - #132 – Sludge Walker
 - #133 – Dragonshift
 - #149 – Fetch
 - #150 – Elementary Reaction
 - #154 – Arid Roil

- #156 – Yggdrasil
- #158 – Craggy Lens
- #160 – Ode to Spring
- #166 – Over and Over
- #171 – Toxic Shock
 - #176 - Briar
 - #180 – Soulless
 - #181 - Sylpheed
- #184 – Colonial Brain
 - #195 – Maxi-Mini
 - #201 - Goldrunner
 - #204 – Boiling Body
- #215 – Marauder of Blind
- #221 – Bird of Paradise
 - #229 – Rai
- #234 – Jungle Mamba
- #240 – Azure Zephyr
- #255 – Daruma Diviner
 - #260 – Dust Devil

Acclaimed Veteran Heroes:

- **Acropolis (Male):**

- **Power:** Astral Mind
- **Hero Style:** Intel
- **Faction:** Lost Cosmos
- **Costume:** Loose, flowing alabaster robes; golden laurel crown; marble cuffs and anklets designed like Doric columns
- **Number of Resolved Incidents:** ~
- **Public Approval Rate:** 78%
- **Contributions to Society:** Top logician, philosopher, astronomer, astrophysicist, and metaphysicist
- **Hero Rank:** Master
- **Overall Ranking:** #98
- **Race:** Githzerai

- **Alabaster Flow (Female):**

- **Power:** Snow Flurry
- **Hero Style:** Rescue
- **Faction:** Luminary Flux
- **Costume:** A heavy, puffy deep blue parka; black, heated snow pants; heavy, black snow boots; dark goggles; twin orbiting radio satellites; radio headset; heavy, gray heated gloves; filled cargo backpack
- **Number of Resolved Incidents:** 98
- **Public Approval Rate:** 86%
- **Contributions to Society:** Top tundra rescue hero
- **Hero Rank:** Veteran Zeta
- **Overall Ranking:** #96
- **Race:** Gnome

- **Almighty Crusader (Male):**

- **Power:** Style: Power
- **Hero Style:** Combat
- **Faction:** Ebony Drakes
- **Costume:** A sleeveless black vest; A black, gold-embroidered leather pauldron on his left shoulder; Black leather pants; Black leather boots
- **Number of Resolved Incidents:** 1315
- **Public Approval Rate:** 60%
- **Contributions to Society:** Member of The Nine Blades

- **Hero Rank:** Divine Type: Nascent
- **Overall Ranking:** #10
- **Race:** Goliath

- **Applause, Applause (Male):**
 - **Power:** Gain From Fame
 - **Hero Style:** Public Icon
 - **Faction:** United Eternity
 - **Costume:** A fine, alabaster turtleneck sweater; A golden cape; Fine, white dress pants; Fine, white dress shoes
 - **Number of Resolved Incidents:** 60
 - **Public Approval Rate:** 92%
 - **Contributions to Society:** -
 - **Hero Rank:** Grandmaster
 - **Overall Ranking:** #25
 - **Race:** Human

- **Arc of Determination (Male):**
 - **Power:** Style: Sever
 - **Hero Style:** Combat
 - **Faction:** Ebony Drakes
 - **Costume:** A loose gray shirt with a long right sleeve and no left sleeve; White shorts with two belts; Brown leather winged boots
 - **Number of Resolved Incidents:** 1315
 - **Public Approval Rate:** 72%
 - **Contributions to Society:** Member of The Nine Blades
 - **Hero Rank:** Divine
 - **Overall Ranking:** #17
 - **Race:** Wood Elf

- **Arid Roil (Male):**
 - **Power:** Blistering Cloud
 - **Hero Style:** Combat
 - **Faction:** Ebony Drakes
 - **Costume:** Beige leather ten-gallon hat; black eyepatch on left eye; long sleeved white shirt; dark-beige poncho with dark-crimson stripes; long dark-brown leather gloves; Leather pants; Leather boots
 - **Number of Resolved Incidents:** 35

- **Public Approval Rate:** 89%
- **Contributions to Society:** Top Badlands combat hero
- **Hero Rank:** Veteran Omega
- **Overall Ranking:** #154
- **Race:** Human

- **Asterism (Female):**
 - **Power:** Replicating Power
 - **Hero Style:** Combat
 - **Faction:** Adamant Aurora
 - **Costume:** A long-sleeved cyan top speckled with white, shimmering stars; Tight-fitting white gloves; Black leggings down to knees; Tall black boots; A scanner eyepiece; A gold bandanna over hair
 - **Number of Resolved Incidents:** 278
 - **Public Approval Rate:** 74%
 - **Contributions to Society:** Member of Equinox
 - **Hero Rank:** Veteran Omega
 - **Overall Ranking:** #45
 - **Race:** Protector Aasimar

- **Azure Zephyr (Male):**
 - **Power:** Blessed Gale
 - **Hero Style:** Intel
 - **Faction:** Luminary Flux
 - **Costume:** Gray lab coat; data tablet built into right sleeve; Silver-framed bifocals; cloud-like, light white scarf
 - **Number of Resolved Incidents:** ~
 - **Public Approval Rate:** 84%
 - **Contributions to Society:** Top ornithologist, meteorologist, and physicist
 - **Hero Rank:** Veteran Sigma
 - **Overall Ranking:** #240
 - **Race:** Aarakocra

- **Bald Mountain (Male):**
 - **Power:** Erupting Earth
 - **Hero Style:** Demolition
 - **Faction:** United Eternity

- **Costume:** A full body stone set of plate armor with magma pockets in the gauntlets as lava flows through small channels; Tall spiked glowing crystals on the shoulders; Superdense bedrock boots
- **Number of Resolved Incidents:** 278
- **Public Approval Rate:** 70%
- **Contributions to Society:** Member of Equinox
- **Hero Rank:** Veteran Omega
- **Overall Ranking:** #48
- **Race:** Earth-Fire Genasi Hybrid

- **Bird of Paradise (Male):**
 - **Power:** Glorious Bird
 - **Hero Style:** Rescue
 - **Faction:** United Eternity
 - **Costume:** Aviator hat with bright, long plumage attached to the top and goggles; light-brown flight bomber jacket
 - **Number of Resolved Incidents:** 72
 - **Public Approval Rate:** 90%
 - **Contributions to Society:** Top sky rescue hero
 - **Hero Rank:** Veteran Sigma
 - **Overall Ranking:** #221
 - **Race:** Aarakocra

- **Black and Blue (Male):**
 - **Power:** Undertow
 - **Hero Style:** Explorer
 - **Faction:** Ebony Drakes
 - **Costume:** Large light brown fedora; Collared dark blue short sleeve dress shirt with vertical black stripes; Heavy-duty cargo backpack with climbing gear strapped to the side and a sleeping bag bound on the top; A silver wristwatch on left wrist that comes with several detectors that interface with a display on a scanner system worn on the left side of his face; Loose black cargo pants; Climbing boots; Grappling hook gauntlet on right arm
 - **Number of Resolved Incidents:** 26
 - **Public Approval Rate:** 72%
 - **Contributions to Society:** -
 - **Hero Rank:** Veteran Sigma
 - **Overall Ranking:** #51
 - **Race:** Human

- **Blazeblue (Male):**
 - **Power:** Style: Element
 - **Hero Style:** Combat
 - **Faction:** United Eternity
 - **Costume:** A harnessed, hooded primarily blue top with red flame motifs; A crimson fingerless glove on his right hand; An azure fingerless glove on his left hand; A red scarf; Dark red cargo pants; Heavy boots with metal soles and toes
 - **Number of Resolved Incidents:** 1315
 - **Public Approval Rate:** 78%
 - **Contributions to Society:** Member of The Nine Blades
 - **Hero Rank:** Divine
 - **Overall Ranking:** #18
 - **Race:** Human

- **Blessed Blade the Red (Male):**
 - **Power:** Blessed Flame Blade
 - **Hero Style:** Combat
 - **Faction:** Ebony Drakes
 - **Costume:** Heavy crimson Viking armor and helm with red fur on the shoulders, ankles, the waist, and the neck; Heavy crimson steel boots; 10 ruby-studded rings – one on each finger
 - **Number of Resolved Incidents:** 159
 - **Public Approval Rate:** 65%
 - **Contributions to Society:** -
 - **Hero Rank:** Grandmaster
 - **Overall Ranking:** #38
 - **Race:** Dwarf

- **Blood in the Water (Male):**
 - **Power:** Aqua Frenzy
 - **Hero Style:** Combat
 - **Faction:** Ebony Drakes
 - **Costume:** Complex full-sleeve tattoos of sharks feeding; sharpened teeth; ragged, sleeveless navy blue vest over a full-body black-and-red wetsuit; shark-designed hood
 - **Number of Resolved Incidents:** 346
 - **Public Approval Rate:** 54%
 - **Contributions to Society:** Top ocean combat hero

- **Hero Rank:** Grandmaster
- **Overall Ranking:** #68
- **Race:** Triton

- **Bloodfang (Male):**
 - **Power:** Total Consumption
 - **Hero Style:** Combat
 - **Faction:** Ebony Drakes
 - **Costume:** Crossed hide harnesses; Studded leather kilt; Deep purple tattered cape that's large enough to serve as a cloak; A wooden tribal mask over nose and eyes – several red and purple streaks, upward pointing chevron-shaped holes where his eyes are with bright white outlines, six multi-colored feathers on the top; No shoes
 - **Number of Resolved Incidents:** 163
 - **Public Approval Rate:** 68%
 - **Contributions to Society:** The most popular goblinoid hero
 - **Hero Rank:** Grandmaster
 - **Overall Ranking:** #37
 - **Race:** Goblin

- **Boiling Body (“Male”):**
 - **Power:** Acidic Ooze
 - **Hero Style:** Intel
 - **Faction:** Luminary Flux
 - **Costume:** Specially designed lab coat
 - **Number of Resolved Incidents:** -
 - **Public Approval Rate:** 72%
 - **Contributions to Society:** Top ooze researcher and hydrologist
 - **Hero Rank:** Veteran Omega
 - **Overall Ranking:** #204
 - **Race:** Sentient humanoid ooze

- **Briar (Male):**
 - **Power:** Thorny Power
 - **Hero Style:** Rescue
 - **Faction:** Serene Viridescent
 - **Costume:** Sleeveless, light hooded vest; vines wrapped around arms; loose shorts covered in ivy; crown made of thorns
 - **Number of Resolved Incidents:** 58

- **Public Approval Rate:** 87%
- **Contributions to Society:** Top jungle rescue hero
- **Hero Rank:** Veteran Sigma
- **Overall Ranking:** #176
- **Race:** Grugach Elf

- **Captain Lionheart (Female):**
 - **Power:** Sea Lion
 - **Hero Style:** Rescue
 - **Faction:** Adamant Aurora
 - **Costume:** Deep-red navy officer's outfit; tattered dark-blue flag with a black flag motif as a cape; heavy, dark-brown buckled boots
 - **Number of Resolved Incidents:** 134
 - **Public Approval Rate:** 79%
 - **Contributions to Society:** Top ocean rescue hero
 - **Hero Rank:** Master
 - **Overall Ranking:** #99
 - **Race:** Human

- **Cerberus (Female):**
 - **Power:** Beastly Protection
 - **Hero Style:** Rescue
 - **Faction:** Serene Viridescent
 - **Costume:** Simple white short-sleeved tee; Loose simple white shorts; No shoes
 - **Number of Resolved Incidents:** 144
 - **Public Approval Rate:** 75%
 - **Contributions to Society:** -
 - **Hero Rank:** Veteran Zeta
 - **Overall Ranking:** #40
 - **Race:** Swiftstride Shifter

- **Ceres (Female):**
 - **Power:** Mind Over Matter
 - **Hero Style:** Intel
 - **Faction:** Luminary Flux
 - **Costume:** Large velvet coat over a light blue suit
 - **Number of Resolved Incidents:** 1400
 - **Public Approval Rate:** 74%

- **Contributions to Society:** Leader of Luminary Flux; Runs Illumination
- **Hero Rank:** Archdivine
- **Overall Ranking:** #6
- **Race:** Human

- **Colonial Brain (Male):**
 - **Power:** Collection
 - **Hero Style:** Intel
 - **Faction:** Lost Cosmos
 - **Costume:** Regal black and gold raiment; twin telescopes attached to shoulders; large glass storage tube containing several brains suspended in liquid carried on back, covered by a black tarp
 - **Number of Resolved Incidents:** -
 - **Public Approval Rate:** 67%
 - **Contributions to Society:** Top aberration researcher and astronomer
 - **Hero Rank:** Veteran Zeta
 - **Overall Ranking:** #184
 - **Race:** Mind Flayer

- **Core Enforcer (Female):**
 - **Power:** Might of the Core
 - **Hero Style:** Intel
 - **Faction:** United Eternity
 - **Costume:** Blazer with a deep-red jacket; black pants with steel-plated knees; steel-soled hiking boots that release steam with every step; a cast-iron backpack-like storage receptacle containing molten steel connecting to steel palmed gloves through 4 total metal tubes
 - **Number of Resolved Incidents:** -
 - **Public Approval Rate:** 85%
 - **Contributions to Society:** Top geologist, volcanologist, geochemist, geochronologist, and biostratigrapher
 - **Hero Rank:** Veteran Zeta
 - **Overall Ranking:** #103
 - **Race:** Earth Genasi

- **Craggy Lens (Female):**
 - **Power:** Stone Sight
 - **Hero Style:** Rescue

- **Faction:** Luminary Flux
- **Costume:** Beige fullbody tracksuit with stone wings attached to the back; rocket skates; silver full-face motorcycle helmet; morning star attachment made of stone on tip of tail
- **Number of Resolved Incidents:** 45
- **Public Approval Rate:** 78%
- **Contributions to Society:** Top badlands rescue hero
- **Hero Rank:** Veteran Omega
- **Overall Ranking:** #158
- **Race:** Lizardfolk

- **Cumulonimbus (Female):**
 - **Power:** Cloudburst
 - **Hero Style:** Combat
 - **Faction:** Lost Cosmos
 - **Costume:** Flowy teal smock with several small mirrors attached to it, to mirror the look of the surroundings; light blue trousers; white winged boots; winged white headband; silver-framed dark-tinted goggles
 - **Number of Resolved Incidents:** 121
 - **Public Approval Rate:** 88%
 - **Contributions to Society:** Top sky combat hero
 - **Hero Rank:** Master
 - **Overall Ranking:** #91
 - **Race:** Sky Elf

- **Cyclonnatus (Male):**
 - **Power:** Cyclone Stag
 - **Hero Style:** Exploration
 - **Faction:** United Eternity
 - **Costume:** Though his body is human, his head is that of a Cyclommatus stag beetle; A steel cuirass shaped like the abdomen of a stag beetle with functioning elytra and wings; Segmented gauntlets and greaves similar to the legs of a beetle; Spiked gloves and boots functional for climbing and attaching to surfaces
 - **Number of Resolved Incidents:** 78
 - **Public Approval Rate:** 89%
 - **Contributions to Society:** -
 - **Hero Rank:** Master
 - **Overall Ranking:** #36
 - **Race:** Human with the head of a Cyclommatus stag beetle

- **Dancing Blade (Male):**
 - **Power:** Style: Panache
 - **Hero Style:** Public Icon
 - **Faction:** Serene Viridescent
 - **Costume:** A shimmering golden vest over a long-sleeved white top with heavy golden cuffs with bells; Fine, white dress pants with flared bottoms; White dress shoes; A golden sword pendant
 - **Number of Resolved Incidents:** 1315
 - **Public Approval Rate:** 94%
 - **Contributions to Society:** Member of The Nine Blades
 - **Hero Rank:** Divine
 - **Overall Ranking:** #20
 - **Race:** Halfling

- **Danse Macabre (Male):**
 - **Power:** Unbeatable Strategy
 - **Hero Style:** Combat
 - **Faction:** Ebony Drakes
 - **Costume:** A dark gray trench coat with 4 pockets (two on each side) containing cigarette packs over a black tank-top bearing the Ebony Drakes symbol on the front; Baggy, dark-green cargo pants; Tall, black boots with metal soles
 - **Number of Resolved Incidents:** 5680
 - **Public Approval Rate:** 58%
 - **Contributions to Society:** Leader of the Ebony Drakes
 - **Hero Rank:** Archdivine
 - **Overall Ranking:** #2
 - **Race:** Human

- **Daruma Diviner (Male):**
 - **Power:** Zen Fortune
 - **Hero Style:** Intel
 - **Faction:** Lost Cosmos
 - **Costume:** A full-face red cloth helm + mask designed like a daruma doll; dark crimson trench coat over a white-and-gold long-sleeved undershirt; white pants; white boots with golden soles; A large, functioning wheel-of-fortune
 - **Number of Resolved Incidents:** -
 - **Public Approval Rate:** 78%

- **Contributions to Society:** Top superpower researcher
- **Hero Rank:** Veteran Sigma
- **Overall Ranking:** #255
- **Race:** Human

- **Dead on Arrival (Male):**
 - **Power:** Deadeye
 - **Hero Style:** Battle Support
 - **Faction:** Ebony Drakes
 - **Costume:** Grayish-Green heavy trench-coat over a gray tee; Grayish-Green cargo pants; Dark Gray Leather Boots; A large heavy dark gray beanie
 - **Number of Resolved Incidents:** 148
 - **Public Approval Rate:** 83%
 - **Contributions to Society:** -
 - **Hero Rank:** Master
 - **Overall Ranking:** #35
 - **Race:** Human

- **Dive into the Dead (Male):**
 - **Power:** Aid of Death
 - **Hero Style:** Rescue
 - **Faction:** Ebony Drakes
 - **Costume:** Grayish-green wading jacket; dark-green waders; black wading boots; fall-face gas mask; heavy dark-green gloves; heavy tombstone shield; twin shovels carried on back attached to a powerful magnet
 - **Number of Resolved Incidents:** 38
 - **Public Approval Rate:** 69%
 - **Contributions to Society:** Top swamp rescue hero
 - **Hero Rank:** Veteran Zeta
 - **Overall Ranking:** #100
 - **Race:** Human

- **Dragonshift (Male):**
 - **Power:** Draconic Peak
 - **Hero Style:** Intel
 - **Faction:** United Eternity
 - **Costume:** Sleeveless tattered black-and-red vest over a long-sleeved white dress shirt; a dragon skull helm

- **Number of Resolved Incidents:** -
- **Public Approval Rate:** 73%
- **Contributions to Society:** Top dragon researcher
- **Hero Rank:** Veteran Omega
- **Overall Ranking:** #133
- **Race:** Rainbow Dragonborn

- **Dust Devil (Male):**
 - **Power:** Demon of the Sand
 - **Hero Style:** Rescue
 - **Faction:** Ebony Drakes
 - **Costume:** Bright-beige poncho over a tight white cuffed dress shirt; white dress pants; beige leather sandals; light-beige turban; red bandana; large metal tankard of water carried on back
 - **Number of Resolved Incidents:** 47
 - **Public Approval Rate:** 81%
 - **Contributions to Society:** Top desert rescue hero
 - **Hero Rank:** Veteran Sigma
 - **Overall Ranking:** #260
 - **Race:** Tiefling

- **Earth Rave (Female):**
 - **Power:** Rock N' Roil
 - **Hero Style:** Rescue
 - **Faction:** Luminary Flux
 - **Costume:** The right half of a fur coat stitched to a the left half of a multicolor banded hoodie; Heavy brown cargo pants; Dark gray boots with stone soles
 - **Number of Resolved Incidents:** 287
 - **Public Approval Rate:** 94%
 - **Contributions to Society:** -
 - **Hero Rank:** Divine
 - **Overall Ranking:** #24
 - **Race:** Human

- **Elementary Reaction (Female):**
 - **Power:** Inner Elements
 - **Hero Style:** Intel
 - **Faction:** United Eternity

- **Costume:** A thick lab coat with an insulated inlay and covered in alchemical symbol motifs for the 4 major elements; 4 baseball-sized spheres made up of super-compressed elemental energies that orbit around her waist; Shaded spectacles
- **Number of Resolved Incidents:** -
- **Public Approval Rate:** 89%
- **Contributions to Society:** Top elemental researcher
- **Hero Rank:** Veteran Omega
- **Overall Ranking:** #150
- **Race:** Omni Genasi

- **Emerald Fantasy (Female):**
 - **Power:** Mystical Green
 - **Hero Style:** Exploration
 - **Faction:** Serene Viridescent
 - **Costume:** A wooden set of full plate armor including the helm; Briars on the arms of the wooden plate armor; A large arcane sigil on the back of the wooden armor chest piece that softly glows a light blue
 - **Number of Resolved Incidents:** 56
 - **Public Approval Rate:** 87%
 - **Contributions to Society:** -
 - **Hero Rank:** Primarch Master
 - **Overall Ranking:** #34
 - **Race:** Half-Wood Elf

- **Ent (Male):**
 - **Power:** Might of Trees
 - **Hero Style:** Combat
 - **Faction:** Serene Viridescent
 - **Costume:** A full-body suit of armor made of rigid fir plywood shaped into several plates and joints (The armor itself is comprised of spiked greaves, large spiked pauldrons, and a helm with a large crest)
 - **Number of Resolved Incidents:** 78
 - **Public Approval Rate:** 95%
 - **Contributions to Society:** Top forest combat hero
 - **Hero Rank:** Master
 - **Overall Ranking:** #76
 - **Race:** Firbolg

- **Exalted Conviction (Male):**

- **Power:** Style: Ruin
- **Hero Style:** Combat
- **Faction:** Lost Cosmos
- **Costume:** Ronin Armor
- **Number of Resolved Incidents:** 1315
- **Public Approval Rate:** 90%
- **Contributions to Society:** Leader of The Nine Blades
- **Hero Rank:** Divine Type: Requiem
- **Overall Ranking:** #7
- **Race:** Human

- **Fetch (Male):**

- **Power:** Retrieval
- **Hero Style:** Intel
- **Faction:** Ebony Drakes
- **Costume:** Jet-black tuxedo - with a light-purple lily corsage; jet-black dress pants; jet-black dress shoes; jet-black top hat; a silver-framed monocle; fine, custom-fitted white gloves; a stainless-steel cane that transforms into a whip sword
- **Number of Resolved Incidents:** -
- **Public Approval Rate:** 93%
- **Contributions to Society:** Top undead researcher and thanatologist
- **Hero Rank:** Veteran Omega
- **Overall Ranking:** #149
- **Race:** Humanoid Bloodhound

- **Future:**

- **Power:** Control of Fate
- **Hero Style:** Intel
- **Faction:** Lost Cosmos
- **Costume:** A dark blue suit with a black tie; Gold-framed glasses; A hi-tech black headset with glowing blue streaks of light
- **Number of Resolved Incidents:** 30
- **Public Approval Rate:** 98%
- **Contributions to Society:** -
- **Hero Rank:** Divine Type: Requiem
- **Overall Ranking:** #8
- **Race:** Arcane Being of Pure Temporal Energy

- **Gargantua & Pantagruel (Male):**

- **Power:** Might of Two
- **Hero Style:** Rescue
- **Faction:** United Eternity
- **Costume:** Shirtless; ragged burlap shorts with a utility belt containing climbing gear; climbing boots with steel soles; heavy cargo backpack with many hiking/camping/survival supplies
- **Number of Resolved Incidents:** 146
- **Public Approval Rate:** 71%
- **Contributions to Society:** Top mountain rescue hero
- **Hero Rank:** Grandmaster
- **Overall Ranking:** #62
- **Race:** Goliath

- **Gaze of Hope (Male):**

- **Power:** Gazing Gain
- **Hero Style:** Battle Support
- **Faction:** Serene Viridescent
- **Costume:** A beige collared dress shirt; Black dress pants + Suspenders; Black boots; Thin black-framed glasses
- **Number of Resolved Incidents:** 194
- **Public Approval Rate:** 97%
- **Contributions to Society:** One Half of The Icons of Justice
- **Hero Rank:** Veteran Sigma
- **Overall Ranking:** #50
- **Race:** Half-Elf

- **Gold Lion (Male):**

- **Power:** Magna Peak
- **Hero Style:** Jack of All Trades
- **Faction:** Adamant Aurora
- **Costume:** A simple white gi with a golden trim bearing the Adamant Aurora symbol on the back; No shoes; Dull, golden bracers with empty sockets on his wrists; Long, bright blonde hair styled in a way that it connects to his golden blonde beard, forming a mane-like look
- **Number of Resolved Incidents:** 3467
- **Public Approval Rate:** 100%
- **Contributions to Society:** Leader of Adamant Aurora
- **Hero Rank:** Archdivine

- **Overall Ranking:** #1
- **Race:** Human

- **Goldrunner (Male):**
 - **Power:** Sandstorm Ballista
 - **Hero Style:** Combat
 - **Faction:** Ebony Drakes
 - **Costume:** A loose light-beige tunic with a large white rope tied around the waist; twin scimitars with golden hilts held to his waist by the rope; a large, heavy crossbow harnessed to his back; a light-beige turban
 - **Number of Resolved Incidents:** 43
 - **Public Approval Rate:** 88%
 - **Contributions to Society:** Top desert combat hero
 - **Hero Rank:** Veteran Sigma
 - **Overall Ranking:** #201
 - **Race:** Tabaxi

- **Half and Half (Male):**
 - **Power:** Twin Minded
 - **Hero Style:** Intel
 - **Faction:** Luminary Flux
 - **Costume:** A suit (white on the left side, red on the right side); Brimmed red and white cap
 - **Number of Resolved Incidents:** 34
 - **Public Approval Rate:** 72%
 - **Contributions to Society:** First major hero in Centrus to speak of Attrimentus Sanguiné
 - **Hero Rank:** Veteran Omega
 - **Overall Ranking:** #41
 - **Race:** Half-Aasimar, Half-Tiefling

- **Hall of the Mountain King (Male):**
 - **Power:** Glacial Strength
 - **Hero Style:** Combat
 - **Faction:** Adamant Aurora
 - **Costume:** Ragged black tank top; heavy, jewel-adorned dark golden crown; heavy, regal red kilt lined by white wool; fingerless, black gloves
 - **Number of Resolved Incidents:** 148

- **Public Approval Rate:** 74%
- **Contributions to Society:** Top mountain combat hero
- **Hero Rank:** Veteran Zeta
- **Overall Ranking:** #90
- **Race:** Silver Dragonborn

- **Hands of Faith (Male):**
 - **Power:** Eternal Life
 - **Hero Style:** Medical
 - **Faction:** Serene Viridescent
 - **Costume:** Black collared dress shirt; Beige dress pants + suspenders; White Boots; White gloves
 - **Number of Resolved Incidents:** 194
 - **Public Approval Rate:** 95%
 - **Contributions to Society:** One Half of The Icons of Justice
 - **Hero Rank:** Veteran Sigma
 - **Overall Ranking:** #49
 - **Race:** Protector Aasimar

- **He Who Holds the Pacts (Male):**
 - **Power:** Pact Keeper
 - **Hero Style:** Societal Maintenance
 - **Faction:** Ebony Drakes
 - **Costume:** Ragged crimson trench coat over a jet black collared dress shirt; Baggy crimson and black cargo pants; Long, scaled red tail matching his light red scaly skin and a steel blade tip on the end of the tail; A steel gauntlet on his left arm with a red, heated energy coursing through; Long dark red twins horns protruding from the side of his head with steel tips on the end of the horns
 - **Number of Resolved Incidents:** 167
 - **Public Approval Rate:** 56%
 - **Contributions to Society:** Helps manage the major prison systems; The most famous Tiefling hero
 - **Hero Rank:** Divine
 - **Overall Ranking:** #31
 - **Race:** Tiefling

- **Instant Breakdown (Female):**
 - **Power:** Destructive Soul

- **Hero Style:** Rescue
- **Faction:** Adamant Aurora
- **Costume:** A purple sleeveless turtleneck sweater; Large beige gloves; Full face respirator; Baggy green sweat pants; Heavy Wellington boots
- **Number of Resolved Incidents:** 145
- **Public Approval Rate:** 73%
- **Contributions to Society:** Member of Delta Force
- **Hero Rank:** Veteran Sigma
- **Overall Ranking:** #47
- **Race:** Human

- **Iron Sentinel (Male):**
 - **Power:** Style: Protection
 - **Hero Style:** Battle Support
 - **Faction:** Adamant Aurora
 - **Costume:** Heavy plate armor without the helm
 - **Number of Resolved Incidents:** 1315
 - **Public Approval Rate:** 87%
 - **Contributions to Society:** Member of The Nine Blades
 - **Hero Rank:** Divine Type: Nascent
 - **Overall Ranking:** #14
 - **Race:** Human

- **Jade (Male):**
 - **Power:** Natural Harmony
 - **Hero Style:** Societal Maintenance
 - **Faction:** Serene Viridescent
 - **Costume:** A thin, light green hoodie with no shirt underneath; Ivy wrapped around his sleeves; A laurel crown; Baggy gray shorts; Black sandals
 - **Number of Resolved Incidents:** 560
 - **Public Approval Rate:** 95%
 - **Contributions to Society:** Leader of Serene Viridescent; Runs Serenity's Eco Dome
 - **Hero Rank:** Archdivine
 - **Overall Ranking:** #5
 - **Race:** Human

- **Jet Fist (Male):**
 - **Power:** Unavoidable Onslaught

- **Hero Style:** Combat
- **Faction:** Adamant Aurora
- **Costume:** Long-sleeved white collared shirt; A golden leather vest; Large brown leather gloves; Black leather pants; Tall brown leather boots
- **Number of Resolved Incidents:** 289
- **Public Approval Rate:** 91%
- **Contributions to Society:** -
- **Hero Rank:** Divine
- **Overall Ranking:** #22
- **Race:** Human

- **Jungle Mamba (Female):**

- **Power:** Might of Snakes
- **Hero Style:** Combat
- **Faction:** United Eternity
- **Costume:** Loose, dark-green snakeskin robes; an emerald-studded clawed golden gauntlet worn on her right arm
- **Number of Resolved Incidents:** 68
- **Public Approval Rate:** 73%
- **Contributions to Society:** Top jungle combat hero
- **Hero Rank:** Veteran Sigma
- **Overall Ranking:** #234
- **Race:** Yuan-Ti Pureblood

- **Knockout Round (Male):**

- **Power:** Unyielding Fists
- **Hero Style:** Combat
- **Faction:** United Eternity
- **Costume:** Kevlar-lined carbon mesh black tank top; White cloth wraps on hands up to the elbow; Loose shorts; Cloth wraps on feet
- **Number of Resolved Incidents:** 178
- **Public Approval Rate:** 87%
- **Contributions to Society:** -
- **Hero Rank:** Primarch Master
- **Overall Ranking:** #32
- **Race:** Human

- **Light of Hope (Male):**

- **Power:** Beacon of Brilliance
- **Hero Style:** Medical
- **Faction:** Adamant Aurora
- **Costume:** Silver and gold royal robe
- **Number of Resolved Incidents:** 223
- **Public Approval Rate:** 94%
- **Contributions to Society:** -
- **Hero Rank:** Divine
- **Overall Ranking:** #30
- **Race:** Sun Elf

- **Madcap Smog (Male):**

- **Power:** Cloud of Madness
- **Hero Style:** Combat
- **Faction:** Ebony Drakes
- **Costume:** Black, red, and gold jester outfit; Purple feathered masquerade mask over eyes
- **Number of Resolved Incidents:** 191
- **Public Approval Rate:** 62%
- **Contributions to Society:** -
- **Hero Rank:** Grandmaster
- **Overall Ranking:** #27
- **Race:** Human

- **Marauder of Blood (Male):**

- **Power:** Shadow Hunter
- **Hero Style:** Combat
- **Faction:** Ebony Drakes
- **Costume:** A dark-black high-collared tight-fitting coat; twin bladed silver gauntlets (one for each arm); tight-fitting black pants; black wading boots; full-face gas mask; magnetic harness on back that allow for 6 steel knives to magnetically float
- **Number of Resolved Incidents:** 187
- **Public Approval Rate:** 67%
- **Contributions to Society:** Top cavern combat hero
- **Hero Rank:** Veteran Sigma
- **Overall Ranking:** #215
- **Race:** Dark Elf

- **Maxi-Mini (Male):**

- **Power:** Small to Large
- **Hero Style:** Intel
- **Faction:** Adamant Aurora
- **Costume:** Extremely loose light gray lab coat; black boots; thick-framed black glasses; heavy full-arm glove with embedded tablet
- **Number of Resolved Incidents:** -
- **Public Approval Rate:** 78%
- **Contributions to Society:** Top monstrosity researcher
- **Hero Rank:** Veteran Sigma
- **Overall Ranking:** #195
- **Race:** Half-orc

- **Ode to Spring (Female):**

- **Power:** Naturalization
- **Hero Style:** Intel
- **Faction:** Serene Viridescent
- **Costume:** Light-green polyester jacket; light-brown leather vest; green, vented boonie hat; sturdy steel-lined shell pants; hiking boots; eagle-headed dark-brown walking stick; a heavy cargo backpack full of maps, guidebooks, camping gear, binoculars, etc.
- **Number of Resolved Incidents:** -
- **Public Approval Rate:** 85%
- **Contributions to Society:** Top biologist
- **Hero Rank:** Veteran Omega
- **Overall Ranking:** #160
- **Race:** Human

- **Over and Over (Male):**

- **Power:** Never-ending
- **Hero Style:** Intel
- **Faction:** Lost Cosmos
- **Costume:** Shirtless; A large radio clock embedded into his chest; bronze clockwork gauntlet worn on left arm; loose, beige hakama; steel boots
- **Number of Resolved Incidents:** -
- **Public Approval Rate:** 90%
- **Contributions to Society:** Top chronologist
- **Hero Rank:** Veteran Sigma
- **Overall Ranking:** #166

- **Race:** Cyborg human
- **Pheonix (Female):**
 - **Power:** Flaming Recovery
 - **Hero Style:** Battle Support
 - **Faction:** United Eternity
 - **Costume:** Frilled, loose crimson top; Loose red leggings; Red shoes; Long red feathers on the sleeves; Heavy-duty red goggles
 - **Number of Resolved Incidents:** 276
 - **Public Approval Rate:** 89%
 - **Contributions to Society:** -
 - **Hero Rank:** Divine
 - **Overall Ranking:** #15
 - **Race:** Aarakocra
- **Prometheus:**
 - **Power:** Burgeoning Knowledge
 - **Hero Style:** Intel
 - **Faction:** United Eternity
 - **Costume:** Heat tape bindings on limbs; heavy polyurethane gloves; heat-resistant square academic cap
 - **Number of Resolved Incidents:** -
 - **Public Approval Rate:** 84%
 - **Contributions to Society:** Top arcanist
 - **Hero Rank:** Grandmaster
 - **Overall Ranking:** #87
 - **Race:** Arcane Being of Pure Thermal Energy
- **Rai (Male):**
 - **Power:** Thunder God's Drums
 - **Hero Style:** Intel
 - **Faction:** Luminary Flux
 - **Costume:** Flowing gold-embroidered white raiment; steel ring connecting 6 small golden taiko drums, the ring floats either around his back or around his waist (dependent on whether he's using his powers or not) through electromagnetism; charged, sparking clear crystals on shoulder pads; three telescopes of varying sizes carried within a leather harness
 - **Number of Resolved Incidents:** -

- **Public Approval Rate:** 91%
- **Contributions to Society:** Top celestial researcher and fulminologist
- **Hero Rank:** Veteran Sigma
- **Overall Ranking:** #229
- **Race:** Firbolg

- **Sanguine Revelry (Male):**
 - **Power:** Blood's Boon
 - **Hero Style:** Combat
 - **Faction:** Ebony Drakes
 - **Costume:** Fancy black coat over a red dress suit; Black dress pants; Black dress shoes; Black top hat
 - **Number of Resolved Incidents:** 327
 - **Public Approval Rate:** 84%
 - **Contributions to Society:** -
 - **Hero Rank:** Divine
 - **Overall Ranking:** #21
 - **Race:** Vampiric Human

- **Shift (Male):**
 - **Power:** Unrestrained Body
 - **Hero Style:** Trainer
 - **Faction:** United Eternity
 - **Costume:** Unassuming white clothing; Blank, featureless face
 - **Number of Resolved Incidents:** 21
 - **Public Approval Rate:** 78%
 - **Contributions to Society:** -
 - **Hero Rank:** Divine
 - **Overall Ranking:** #29
 - **Race:** Human (?)

- **Shiva (Female):**
 - **Power:** Diamond Dust
 - **Hero Style:** Combat
 - **Faction:** United Eternity
 - **Costume:** Heavy fur-lined parka over a dense polyester jacket which is then over a thermal vest; Insulated leggings over thermal long-johns; wool-lined boots; weaponry made of ice strapped to a tight black waistband

- **Number of Resolved Incidents:** 78
- **Public Approval Rate:** 77%
- **Contributions to Society:** Top tundra combat hero
- **Hero Rank:** Veteran Zeta
- **Overall Ranking:** #113
- **Race:** Winter Eladrin

- **Shot in the Dark (Male):**
 - **Power:** Shot Through Shadow
 - **Hero Style:** Combat
 - **Faction:** Ebony Drakes
 - **Costume:** Black Kevlar-lined vest over a long-sleeved white dress shirt; Sleek black dress pants; Silenced dark brown boots; Black wide-brimmed fedora
 - **Number of Resolved Incidents:** 397
 - **Public Approval Rate:** 86%
 - **Contributions to Society:** -
 - **Hero Rank:** Divine
 - **Overall Ranking:** #16
 - **Race:** Dark Elf

- **Shot Star (Male):**
 - **Power:** Style: Snipe
 - **Hero Style:** Intel
 - **Faction:** Luminary Flux
 - **Costume:** Black-and-blue ACU uniform; A black eyepatch on his right eye covering an Eye-Model Ultimate Power Amp; A heavy dark blue cargo backpack; A radio transmitter headset
 - **Number of Resolved Incidents:** 1315
 - **Public Approval Rate:** 76%
 - **Contributions to Society:** Member of The Nine Blades; Owner of Heron's
 - **Hero Rank:** Divine Type: Nascent
 - **Overall Ranking:** #13
 - **Race:** Human

- **Silverfang (Male):**
 - **Power:** Style: Quick
 - **Hero Style:** Combat
 - **Faction:** Ebony Drakes

- **Costume:** A silver vest with gray fur on the shoulders over a short-sleeved white shirt; Crossed harnesses on his top with several dagger inlaid; Navy shorts; Short light blue with white soles; A blue and white motorcycle-style helm with an antennae and radio receiver on the left side
- **Number of Resolved Incidents:** 1315
- **Public Approval Rate:** 74%
- **Contributions to Society:** Member of The Nine Blades
- **Hero Rank:** Divine Type: Nascent
- **Overall Ranking:** #12
- **Race:** Halfling

- **Sludge Walker (Male):**
 - **Power:** Dissolving Muck
 - **Hero Style:** Combat
 - **Faction:** United Eternity
 - **Costume:** A wooden mask covering snout and top of head with a light-beige feathered crest; crossed harness carrying many knives; tail modified with a needle connected to many cylindrical vials containing poisons and acids
 - **Number of Resolved Incidents:** 68
 - **Public Approval Rate:** 70%
 - **Contributions to Society:** Top swamp combat hero
 - **Hero Rank:** Veteran Omega
 - **Overall Ranking:** #132
 - **Race:** Lizardfolk

- **Soulless (Female):**
 - **Power:** Haunting Commandant
 - **Hero Style:** Intel
 - **Faction:** Luminary Flux
 - **Costume:** Tattered dark-violet cloak; full-face black mask covered in red marks and with a single hole for her left eye
 - **Number of Resolved Incidents:** -
 - **Public Approval Rate:** 63%
 - **Contributions to Society:** Top demonologist and general researcher of the occult
 - **Hero Rank:** Veteran Omega
 - **Overall Ranking:** #180
 - **Race:** Ghostly Elf

- **Sparks Flying (Male):**

- **Power:** Storm God's Sword
- **Hero Style:** Combat
- **Faction:** Adamant Aurora
- **Costume:** Deep pale yellow business suit and faded blue tie
- **Number of Resolved Incidents:** 156
- **Public Approval Rate:** 78%
- **Contributions to Society:** -
- **Hero Rank:** Master
- **Overall Ranking:** #33
- **Race:** Human

- **Sound and Fury (Male):**

- **Power:** Base Forces
- **Hero Style:** Combat
- **Faction:** Adamant Aurora
- **Costume:** Heavy dark-grey suit with matching pants; heavy steel-soled black boots; heavy steel-knuckled grey gloves; dense polyester gauntlet on left arm with embedded speakers; large energy-enhanced steel greatsword attached to his back through a powerful magnet
- **Number of Resolved Incidents:** 199
- **Public Approval Rate:** 88%
- **Contributions to Society:** Top city combat hero
- **Hero Rank:** Primarch Master
- **Overall Ranking:** #52
- **Race:** Human

- **Stardancer (Female):**

- **Power:** Mystical Motion
- **Hero Style:** Trainer
- **Faction:** Luminary Flux
- **Costume:** A deep blue body suit and 4 permanent portals on each limb point, turning her into a flying torso and head while her limbs can be summoned at will at any point around her; Darkened glass sphere over her head preventing viewing within, bright yellow speckles constantly project on the surface like stars shining in space
- **Number of Resolved Incidents:** 34
- **Public Approval Rate:** 82%
- **Contributions to Society:** -

- **Hero Rank:** Veteran Zeta
- **Overall Ranking:** #39
- **Race:** Moon Elf

- **Street Rat (Female):**
 - **Power:** Rat Scout
 - **Hero Style:** Rescue
 - **Faction:** Ebony Drakes
 - **Costume:** Hood designed to match the look of a rat; loose, light-grey hoodie; loose, light-grey pants
 - **Number of Resolved Incidents:** 97
 - **Public Approval Rate:** 91%
 - **Contributions to Society:** Top city rescue hero
 - **Hero Rank:** Veteran Zeta
 - **Overall Ranking:** 117
 - **Race:** Were-rat Human

- **Sunwatcher (Female):**
 - **Power:** Sun's Virtue
 - **Hero Style:** Medical
 - **Faction:** Adamant Aurora
 - **Costume:** Holy vestments with a golden trim; A heavy mitre studded with twenty jewels
 - **Number of Resolved Incidents:** 278
 - **Public Approval Rate:** 78%
 - **Contributions to Society:** Leader of Equinox
 - **Hero Rank:** Master
 - **Overall Ranking:** #42
 - **Race:** Half-Sun Elf

- **Supercell (Male):**
 - **Power:** Stormwatcher
 - **Hero Style:** Rescue
 - **Faction:** Lost Cosmos
 - **Costume:** A heavy dark blue parka; A large battery pack with a lightning rod carried like a backpack; Black gloves with rubber inlay and white fur on the wrists; Heavy-duty safety goggles; A white beanie; Baggy beige wader pants; Heavy wading boots

- **Number of Resolved Incidents:** 278
- **Public Approval Rate:** 84%
- **Contributions to Society:** Member of Equinox
- **Hero Rank:** Veteran Zeta
- **Overall Ranking:** #46
- **Race:** Air Genasi

- **Sylpheed (Male):**
 - **Power:** Fey Gales
 - **Hero Style:** Rescue
 - **Faction:** Serene Viridescent
 - **Costume:** Loose, short-sleeved light-green shirt; loose light-green shorts; leafy mantle on shoulders and sleeve cuffs; cape made of leaves; tight leather gloves
 - **Number of Resolved Incidents:** 55
 - **Public Approval Rate:** 95%
 - **Contributions to Society:** Top forest rescue hero
 - **Hero Rank:** Veteran Sigma
 - **Overall Ranking:** #181
 - **Race:** Spring Eladrin

- **Thousand Leagues (Male):**
 - **Power:** Aqueous Arts
 - **Hero Style:** Combat
 - **Faction:** Ebony Drakes
 - **Costume:** Ragged long dark blue captain's coat with no shirt underneath and a large glaring anchor motif on the back; Baggy dark blue pants; Heavy black boots with metal soles, toes, and ankles; Dark blue captain's hat; Heavy cast iron gauntlet that fires a chained, anchor from a demiplane connected to the gauntlet via arcane glyph; Suspended water and water droplets form his long, literally flowing beard
 - **Number of Resolved Incidents:** 192
 - **Public Approval Rate:** 71%
 - **Contributions to Society:** Heads WHO's naval division
 - **Hero Rank:** Master
 - **Overall Ranking:** #28
 - **Race:** Human

- **Toxic Shock (Female):**
 - **Power:** Deathly Reaction

- **Hero Style:** Intel
 - **Faction:** Ebony Drakes
 - **Costume:** Tattered, burnt black lab coat; twin black gauntlets set with several vials of chemicals around; black boots
 - **Number of Resolved Incidents:** -
 - **Public Approval Rate:** 74%
 - **Contributions to Society:** Top chemist and pyrotechnician
 - **Hero Rank:** Veteran Sigma
 - **Overall Ranking:** #171
 - **Race:** Undead Human
- **Traveling Strike (Male):**
 - **Power:** Style: Pierce
 - **Hero Style:** Battle Support
 - **Faction:** Luminary Flux
 - **Costume:** A dark gray dress vest over a fine, frilled white, long-sleeved dress shirt; A black bow tie; Dark gray dress pants; Black dress shoes; A black newsboy cap; Black-framed glasses; A white glove on his right hand
 - **Number of Resolved Incidents:** 1315
 - **Public Approval Rate:** 89%
 - **Contributions to Society:** Member of The Nine Blades
 - **Hero Rank:** Divine
 - **Overall Ranking:** #19
 - **Race:** Human
- **Trickster Fantasy (Male):**
 - **Power:** Fantastical Reality
 - **Hero Style:** Public Icon
 - **Faction:** Lost Cosmos
 - **Costume:** Light blue suit and black undershirt; Custom made deck of cards in right jacket pocket; Dark blue gambler's hat with poker chips sewn in; Cufflinks with die motifs
 - **Number of Resolved Incidents:** 274
 - **Public Approval Rate:** 98%
 - **Contributions to Society:** -
 - **Hero Rank:** Divine Type: Nascent
 - **Overall Ranking:** #11
 - **Race:** Human

- **Tumult (Male):**

- **Power:** Chaos Breath
- **Hero Style:** Combat
- **Faction:** Ebony Drakes
- **Costume:** Full body suit with a green energy coursing through several lines in the suit; Heavy metal ring bracers on wrists and ankles; Heavy wellington boots; Heavy-duty Googles
- **Number of Resolved Incidents:** 145
- **Public Approval Rate:** 68%
- **Contributions to Society:** Member of Delta Force
- **Hero Rank:** Veteran Omega
- **Overall Ranking:** #44
- **Race:** Black Dragonborn

- **Tunnel Tracker (Male):**

- **Power:** Tunneling Worms
- **Hero Style:** Rescue
- **Faction:** Serene Viridescent
- **Costume:** Loose, white trench coat; Loose white pants; Hard hat combined with night-vision goggles; Steel-cleated black boots
- **Number of Resolved Incidents:** 43
- **Public Approval Rate:** 83%
- **Contributions to Society:** Top cavern rescue hero
- **Hero Rank:** Veteran Omega
- **Overall Ranking:** #126
- **Race:** Human

- **Vermillion (Female):**

- **Power:** Brilliant Fireworks
- **Hero Style:** Public Icon
- **Faction:** United Eternity
- **Costume:** Long, bright-red dress with orange and yellow flares all throughout; Dark red boots
- **Number of Resolved Incidents:** 1922
- **Public Approval Rate:** 91%
- **Contributions to Society:** Leader of United Eternity; Runs the United Arcanium as well as all the major museums; Princess of the Praverse line
- **Hero Rank:** Archdivine
- **Overall Ranking:** #3

- **Race:** Human
- **Von Neumann (“Male”):**
 - **Power:** Instant Calculation
 - **Hero Style:** Intel
 - **Faction:** Luminary Flux
 - **Costume:** Long-sleeved white dress shirt under a dark-red waistcoat with a black tie; black dress pants; black dress shoes; black bowler hat
 - **Number of Resolved Incidents:** -
 - **Public Approval Rate:** 97%
 - **Contributions to Society:** Top mathematician, computer scientist, and engineer
 - **Hero Rank:** Veteran Zeta
 - **Overall Ranking:** #92
 - **Race:** Android Human
- **Warden (Male):**
 - **Power:** Jailtime
 - **Hero Style:** Combat
 - **Faction:** Adamant Aurora
 - **Costume:** Heavy black trench-coat with chains linked all throughout the torso beginning and ending with iron wrist cuffs; Jet black flat cap with twin golden streaks; A metal facemask over mouth and nose with 5 vertical line-shaped holes that sequentially get smaller as they get further from the center; Heavy black pants; Heavy black boots with metal toes and chains wrapped around the ankles
 - **Number of Resolved Incidents:** 368
 - **Public Approval Rate:** 68%
 - **Contributions to Society:** Runs the major prison systems
 - **Hero Rank:** Divine
 - **Overall Ranking:** #23
 - **Race:** Human
- **Waters of Absolution (Male):**
 - **Power:** Benediction
 - **Hero Style:** Intel
 - **Faction:** Serene Viridescent
 - **Costume:** Light-blue and white liturgical vestments; light-blue and white gem-studded mitre
 - **Number of Resolved Incidents:** -

- **Public Approval Rate:** 96%
- **Contributions to Society:** Top Theologian and Medical Researcher
- **Hero Rank:** Veteran Zeta
- **Overall Ranking:** #128
- **Race:** Water Genasi

- **Windbeetle (Female):**
 - **Power:** Queen of Beetles
 - **Hero Style:** Rescue
 - **Faction:** Serene Viridescent
 - **Costume:** A sleeveless woolen, hooded dark green jacket; Short dark green shorts; No shoes; Multi-lens goggles that function like fly eyes
 - **Number of Resolved Incidents:** 478
 - **Public Approval Rate:** 92%
 - **Contributions to Society:** Led to the full flourishing of Windbeetle City
 - **Hero Rank:** Divine Type: Requiem
 - **Overall Ranking:** #9
 - **Race:** Human

- **Winds of Change (Male):**
 - **Power:** Bird's Eye View
 - **Hero Style:** Rescue
 - **Faction:** Adamant Aurora
 - **Costume:** A loose cream wingsuit top with feathered sleeves; Loose tasseled cream leather pants; Golden running shoes; Cream sheepskin fly-boy hat; Aviator shades
 - **Number of Resolved Incidents:** 145
 - **Public Approval Rate:** 87%
 - **Contributions to Society:** Leader of Delta Force
 - **Hero Rank:** Veteran Zeta
 - **Overall Ranking:** #43
 - **Race:** Air Genasi

- **Worldwalker (N/A):**
 - **Power:** Worldwide Stride
 - **Hero Style:** Exploration
 - **Faction:** United Eternity

- **Costume:** A beige map of the world styled into a long-sleeved hoodie with a hi-tech inlay that allows for cooling, heating, cleaning, protection, drying, etc.; Ocean-blue pants; Ocean-blue leather boots; Sky-blue brimmed cap
- **Number of Resolved Incidents:** 45
- **Public Approval Rate:** 76%
- **Contributions to Society:** Part of a line of heroes who mapped the world
- **Hero Rank:** Divine Type: Nascent
- **Overall Ranking:** #26
- **Race:** Warforged

- **Yggdrasil (Male):**
 - **Power:** World Tree
 - **Hero Style:** Intel
 - **Faction:** Serene Viridescent
 - **Costume:** White robes covered in ivy, vines, and flowers; bonsai growing out of head
 - **Number of Resolved Incidents:** -
 - **Public Approval Rate:** 85%
 - **Contributions to Society:** Top botanist and ecologist
 - **Hero Rank:** Veteran Omega
 - **Overall Ranking:** #156
 - **Race:** Human with wooden skin

- **Zephyr (Male):**
 - **Power:** Akashic Arcana
 - **Hero Style:** Trainer
 - **Faction:** Lost Cosmos
 - **Costume:** Long, dark-blue robes speckled with bright yellow stars; Silver-framed spectacles; Dark-blue bedroom slippers
 - **Number of Resolved Incidents:** 870
 - **Public Approval Rate:** 45%
 - **Contributions to Society:** Leader of Lost Cosmos
 - **Hero Rank:** Archdivine
 - **Overall Ranking:** #4
 - **Race:** Human

Nations of Avan

Centrus

Demonym: Centran

Total Population: 1.1 Billion

Auroar

Current Population: 206 Million

Population Growth Rate: 24.7%

Annual Birth Rate (births/1000 persons): 27.3

Annual Death Rate (deaths/1000 persons): 5.3

Overall Climate: Temperate

Large Environments/Landforms: Plains; Peninsula; Badlands; Coast; Lakes; Forest; Meadows

Common Races: Human; Dwarf; Gnome

Known For: Mining; Crystals; Adamant Aurora; Heavy Industry in the South; Farming in the North

Governmental Style: Democratic Republic

Average Socioeconomic Strata: Lower Class

Net School Enrollment Percentage: 92.4%

Cuisine Equivalency: American (Amish); American (New England); American (Soul); American (General)

Violent Crime Rate (violent crimes/1000 persons): 0.9

Largest Religious/Philosophical Tradition: Reorx, God of Craft

Largest Language: Common

Demonym: Auroaran

Capital City: Prideston City

Cosmus

Current Population: 14.4 Million

Population Growth Rate: -5.7%

Annual Birth Rate (births/1000 persons): 3.8

Annual Death Rate (deaths/1000 persons): 12.7

Overall Climate: Tropical

Large Environments/Landforms: Mountain Range; Marsh; Coast; Forest; Rainforest; Badlands; Rivers; Underdark

Common Races: Human; Elf; Tabaxi

Known For: Heroes; Lost Cosmos; Chaos; Monsters

Governmental Style: Anarchy

Average Socioeconomic Strata: Lower Class

Net School Enrollment Percentage: 97.8%
Cuisine Equivalency: American (Louisiana); American (Native); Vietnamese
Violent Crime Rate (violent crimes/1000 persons): 1.7
Largest Religious/Philosophical Tradition: Silvanus, God of Wild Nature
Largest Language: Common
Demonym: Cosmian
Capital City: City of the Lost

Ebon

Current Population: 30.6 Million
Population Growth Rate: -2.1%
Annual Birth Rate (births/1000 persons): 6.1
Annual Death Rate (deaths/1000 persons): 7.8
Overall Climate: Arid
Large Environments/Landforms: Desert; Savannah; Badlands; Mesa; River; Canyon; Forest; Coast; Bay; Cape; Underdark
Common Races: Human; Kenku; Goblin; Hobgoblin; Orc; Half-Orc
Known For: Scientists; Engineers; Construction; Complex, Advanced Infrastructure; Mining; War; Monsters; Trade; The Hunters; Ebony Drakes; High Pollution
Governmental Style: Loose Military Government
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 84.5%
Cuisine Equivalency: Arab
Violent Crime Rate (violent crimes/1000 persons): 2.6
Largest Religious/Philosophical Tradition: Gruumsh, God of Storms and War
Largest Language: Common; Goblin; Orcish
Demonym: Ebonite
Capital City: Towers of Ebony

Eternia

Current Population: 265 Million
Population Growth Rate: 30.1%
Annual Birth Rate (births/1000 persons): 28.9
Annual Death Rate (deaths/1000 persons): 5.6
Overall Climate: Temperate
Large Environments/Landforms: Mountain Range; Rivers; Lakes; Plains; Coast; Underdark
Common Races: Human; Elf; Half-Elf
Known For: Expansive Infrastructure; Knights; Mountains; Magic Items; United Eternity; Trade
Governmental Style: Monarchy
Average Socioeconomic Strata: Upper Class
Net School Enrollment Percentage: 95.2%

Cuisine Equivalency: British
Violent Crime Rate (violent crimes/1000 persons): 1.2
Largest Religious/Philosophical Tradition: Torm, God of Courage and Self-Sacrifice
Largest Language: Common; Elvish
Demonym: Eternian
Capital City: Pravelia

Justicus

Current Population: 325 Million
Population Growth Rate: 47.8%
Annual Birth Rate (births/1000 persons): 45.8
Annual Death Rate (deaths/1000 persons): 4.4
Overall Climate: Temperate/Subtropical
Large Environments/Landforms: Forest; Coast; Plains; Jungle; Lake
Common Races: Human
Known For: WHO; Heroes; Complex Infrastructure; Schooling; Boats
Governmental Style: Democratic Republic
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 89.7%
Cuisine Equivalency: Chilean
Violent Crime Rate (violent crimes/1000 persons): 3.6
Largest Religious/Philosophical Tradition: Tymora, Goddess of Good Fortune
Largest Language: Common
Demonym: Justican
Capital City: Hercule

Luminus

Current Population: 87 Million
Population Growth Rate: 21.4%
Annual Birth Rate (births/1000 persons): 23.1
Annual Death Rate (deaths/1000 persons): 2.1
Overall Climate: Temperate
Large Environments/Landforms: Forest; Mountain Range; Lakes; Rivers; Steppe; Coast
Common Races: Human; Gith; Gnome
Known For: Luminary Flux; Schooling; Technology; Organization Systems; Hardware
Governmental Style: Technocracy
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 99.6%
Cuisine Equivalency: French
Violent Crime Rate (violent crimes/1000 persons): 1.2
Largest Religious/Philosophical Tradition: Oghma, God of Knowledge

Largest Language: Common
Demonym: Luminite
Capital City: Brightpeak

Serenity

Current Population: 74 Million
Population Growth Rate: 16.7%
Annual Birth Rate (births/1000 persons): 16.5
Annual Death Rate (deaths/1000 persons): 6.8
Overall Climate: Tropical
Large Environments/Landforms: Rainforest; Jungle; Hills; Rivers; Lakes; Marsh; Bay; Cove; Steppe; Forest; Highland
Common Races: Human; Elf; Lizardfolk; Halfling; Gnome
Known For: Nature; Flora; Fauna; Fungi; Serene Viridescent; Farming; Low Pollution; Humidity
Governmental Style: Oligarchy
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 84.3%
Cuisine Equivalency: Brazilian; Argentine
Violent Crime Rate (violent crimes/1000 persons): 1.9
Largest Religious/Philosophical Tradition: Ehlonna, Goddess of Woodlands
Largest Language: Common; Elvish
Demonym: Serenite
Capital City: Evergreen

North Umbria

Demonym: North Umbrian
Total Population: 2 Billion

Aratellia

Current Population: 657 Million
Population Growth Rate: 13.7%
Annual Birth Rate (births/1000 persons): 18.2
Annual Death Rate (deaths/1000 persons): 4.7
Overall Climate: Tropical
Large Environments/Landforms: Forest; Jungle; Coast; River; Cove; Wetland; Floodplain
Common Races: Gnome; Elf; Firbolg
Known For: Lumber; Exotic Fruits; Aquaculture; Elvish Weaponry/Armor; Minimal Infrastructure

Governmental Style: Tribalism
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 91.3%
Cuisine Equivalency: Chinese; American (Chinese)
Violent Crime Rate (violent crimes/1000 persons): 2.4
Largest Religious/Philosophical Tradition: Obad-Hai, God of Nature
Largest Language: Gnomish; Elvish
Demonym: Aratellian
Capital City: Shilain

Eregard

Current Population: 124 Million
Population Growth Rate: 4.4%
Annual Birth Rate (births/1000 persons): 27.8
Annual Death Rate (deaths/1000 persons): 8.3
Overall Climate: Subtropical
Large Environments/Landforms: Plains; Coves; Lake; Marsh; Floodplain; Jungle; Coast; Wetland
Common Races: Goblin, Bugbear
Known For: Monstrosity Meat Cuisine; Exotic Vegetables; Goblinoid Weaponry; Forts; Hawkishness
Governmental Style: Fascism with a Caste System
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 23.7%
Cuisine Equivalency: Taiwanese
Violent Crime Rate (violent crimes/1000 persons): 6.8
Largest Religious/Philosophical Tradition: Khurgorbaeyag, the Overseer
Largest Language: Goblin
Demonym: Eregardian
Capital City: Teleres

Frostfaller

Current Population: 26.4 Million
Population Growth Rate: -5.8%
Annual Birth Rate (births/1000 persons): 5.9
Annual Death Rate (deaths/1000 persons): 12.4
Overall Climate: Subarctic
Large Environments/Landforms: Mountain Range; Snowfield; Pine Forest; Valley; Taiga; Tundra; Coast
Common Races: Dwarf; Goliath; Gnome
Known For: Mining; Engineering; Universities; Complex Mountain Structures; Underground Cities; Arcane Studies; Ghosts; Dungeons

Governmental Style: Self-Governance
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 94.6%
Cuisine Equivalency: Swedish
Violent Crime Rate (violent crimes/1000 persons): 2.4
Largest Religious/Philosophical Tradition: Lunitari, Goddess of Neutral Magic
Largest Language: Dwarvish; Gnomish
Demonym: Frostfallen
Capital City: Bordellia Dawn

Idyllis

Current Population: 997 Million
Population Growth Rate: 17.5%
Annual Birth Rate (births/1000 persons): 10.3
Annual Death Rate (deaths/1000 persons): 3.7
Overall Climate: Temperate
Large Environments/Landforms: Mountain Ranges; Valleys; Rivers; Lakes; Coasts; Hills; Wetlands; Coves; Plains
Common Races: Human; Halfling; Gnome
Known For: WHO Presence; Economic Progress; Trade; Medical Developments; Environmental Activism; Demons; Low Military Involvement; Highly Religious Populous
Governmental Style: Democratic Republic
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 89.1%
Cuisine Equivalency: Italian; American (Italian); American (New York)
Violent Crime Rate (violent crimes/1000 persons): 0.7
Largest Religious/Philosophical Tradition: Istus, Goddess of Fate and Destiny
Largest Language: Common; Halfling
Demonym: Idyllian
Capital City: Firmament Spires

Telliard

Current Population: 89.5 Million
Population Growth Rate: 12.6%
Annual Birth Rate (births/1000 persons): 8.7
Annual Death Rate (deaths/1000 persons): 4.5
Overall Climate: Temperate
Large Environments/Landforms: Plains; Coasts; Islands; Forest; Pine Forest
Common Races: Halfling; Gnome
Known For: Pristine Beaches; Cuisine; Woodcarving; Artistic Expression; Low Technology; Farming; Low Pollution; Archery

Governmental Style: Lax Communism
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 78.4%
Cuisine Equivalency: Canadian; Sicilian
Violent Crime Rate (violent crimes/1000 persons): 0.5
Largest Religious/Philosophical Tradition: Yondalla, Halfing Goddess of Fertility and Protection
Largest Language: Elvish
Demonym: Tellian
Capital City: Apollo

Vouvent

Current Population: 86.1 Million
Population Growth Rate: -1.7%
Annual Birth Rate (births/1000 persons): 10.3
Annual Death Rate (deaths/1000 persons): 11.1
Overall Climate: Arctic
Large Environments/Landforms: Hills; Snowfield; Pine Forest; Lake; Coast; Fjords; Canyon; Hot Springs
Common Races: Elf; Firbolg; Goliath
Known For: Woodworking; Ice-Carving; Manufacturing; Vacation Spots; Ship Building; High Fauna Population; Lumber; Carpentry
Governmental Style: Loose Monarchy
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 81.3%
Cuisine Equivalency: Finnish
Violent Crime Rate (violent crimes/1000 persons): 2.1
Largest Religious/Philosophical Tradition: Sehanine Moonbow, Elf Goddess of the Moon
Largest Language: Elvish
Demonym: Vouventian
Capital City: Vouverrie

South Umbria

Demonym: South Umbrian
Total Population: 673 Million

Chauncery

Current Population: 120 Million
Population Growth Rate: 21.0%

Annual Birth Rate (births/1000 persons): 15.4
Annual Death Rate (deaths/1000 persons): 2.2
Overall Climate: Temperate
Large Environments/Landforms: Mountain Range; Rivers; Lakes; Coats; River Valley; Badlands; Steppe; Savannah; Underdark
Common Races: Gnome; Dwarf; Kobold
Known For: Mining; Farming; Ranching; Meat; Smithing; Quarries; Fracking; Gems; Leatherworking; Engineering; Trade Schools; Apprenticeships; Loose Central Governance
Governmental Style: Confederation
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 94.5%
Cuisine Equivalency: American (Southwestern); Mexican
Violent Crime Rate (violent crimes/1000 persons): 3.1
Largest Religious/Philosophical Tradition: Flandal Steelskin, Gnome God of Mining and Smithcraft
Largest Language: Gnomish; Dwarvish
Demonym: Chauncerite
Capital City: Quixen-Coata

Einland

Current Population: 6.4 Million
Population Growth Rate: 2.4%
Annual Birth Rate (births/1000 persons): 3.8
Annual Death Rate (deaths/1000 persons): 5.6
Overall Climate: Continental
Large Environments/Landforms: Coast; Taiga; Hills; Cove; Underdark
Common Races: Gith; Kalashtar; Warforged
Known For: Philosophy; Universities; Mathematics; Sciences; Technology; No Military; Strict Laws; High Infrastructure; High Education; Many Access Points to Astral Plane; Aberrations
Governmental Style: Noocracy
Average Socioeconomic Strata: Upper Class
Net School Enrollment Percentage: 98.8%
Cuisine Equivalency: Latvian; Lithuanian
Violent Crime Rate (violent crimes/1000 persons): 1.3
Largest Religious/Philosophical Tradition: Loose Network of Philosophical/Spiritual Belief Structures
Largest Language: Gith
Demonym: Einian
Capital City: Mystique Way

Everdark

Current Population: 4.3 Million
Population Growth Rate: -0.8%
Annual Birth Rate (births/1000 persons): 2.6
Annual Death Rate (deaths/1000 persons): 3.2
Overall Climate: Arid
Large Environments/Landforms: Steppe; Coast; Badlands; Desert; Salt Flat; Canyon; Savannah
Underdark
Common Races: Tiefling; Changeling; Human
Known For: Ranching; Cowboys; Horses; Gun Smithing; Vigilantes; High Crime; Cuisine;
Undead; Hunting
Governmental Style: Meritocracy
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 67.8%
Cuisine Equivalency: American (South)
Violent Crime Rate (violent crimes/1000 persons): 8.8
Largest Religious/Philosophical Tradition: Trithereon, God of Liberty and Retribution
Largest Language: Common
Demonym: Everdarkian
Capital City: Kalarena-Torena

Falleo Torin

Current Population: 50.4 Million
Population Growth Rate: - 0.3%
Annual Birth Rate (births/1000 persons): 4.5
Annual Death Rate (deaths/1000 persons): 4.7
Overall Climate: Arctic
Large Environments/Landforms: Pine Forest; Coast; Mountain Range; Cove; Lake; Rivers; Fjord;
Tundra; Snowfield; Underdark
Common Races: Goliath; Firbolg; Minotaur
Known For: Heroes; Maps; Sailors; Strong Navy; Ironworking; Coliseum; Navigation; Low
Education; Apprenticeship; Giants; Dragons
Governmental Style: Kraterocracy
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 32.6%
Cuisine Equivalency: American (Alaskan); Icelandic
Violent Crime Rate (violent crimes/1000 persons): 4.2
Largest Religious/Philosophical Tradition: Thrym, God of Frost Giants and Strength
Largest Language: Giant
Demonym: Torinian
Capital City: Everwhite

The Holy Republic of Banna-Gazza Seintost Ki'ilanya Vair

Current Population: 137 Million
Population Growth Rate: 25.6%
Annual Birth Rate (births/1000 persons): 17.5
Annual Death Rate (deaths/1000 persons): 1.3
Overall Climate: Arctic
Large Environments/Landforms: Tundra; Taiga; Pine Forest; Coast; Lake; Snowfield; Canyon; Fjord
Common Races: Aasimar; Human; Kalashtar
Known For: Intense Theocracy; Grand Chapels; Charity; Many Holidays; Complex Architecture; Strict Class System; Cuisine; Powerful Military
Governmental Style: Eternal Rule of the God-Blessed Line of Ki'ilanya Vair
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 74.5%
Cuisine Equivalency: Greek
Violent Crime Rate (violent crimes/1000 persons): 4.6
Largest Religious/Philosophical Tradition: Church Devoted to the Greek Pantheon
Largest Language: Common
Demonym: Vairian
Capital City: The Ever-Divine Hill-Topped Principality of Ki'ilanya Vair

Kaizan

Current Population: 29.8 Million
Population Growth Rate: 8.9%
Annual Birth Rate (births/1000 persons): 7.6
Annual Death Rate (deaths/1000 persons): 3.8
Overall Climate: Temperate
Large Environments/Landforms: Lake; Coast; Plains; Meadows; Bay; Hills
Common Races: Human; Half-Elf; Halfling
Known For: Flowers; Springtime; Perfume; Low Pollution; Pristine Beaches; Tourism; Windmills; Farming; Diplomacy; Metallic Dragons
Governmental Style: Democratic Monarchy
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 86.4%
Cuisine Equivalency: Dutch
Violent Crime Rate (violent crimes/1000 persons): 2.7
Largest Religious/Philosophical Tradition: Sune, Goddess of Love and Beauty
Largest Language: Common
Demonym: Kaizanite
Capital City: Mirth

Kalten Gir

Current Population: 97 Million
Population Growth Rate: 10.2%
Annual Birth Rate (births/1000 persons): 6.4
Annual Death Rate (deaths/1000 persons): 2.1
Overall Climate: Temperate (But Very Windy)
Large Environments/Landforms: Mountain Range; Rivers; Lake; Coast; Bay; Cove; Highlands; Plateau; Hills; Valleys
Common Races: Aarakocra; Genasi; Kenku
Known For: Birds; Air Transit; Bugs; Elementals; Sporadic Weather; Spears; Hot Air Balloons; Neutrality; Druids; Low Technology
Governmental Style: Self-Governed Colonies with a Central Union
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 64.8%
Cuisine Equivalency: Swiss; Liberian
Violent Crime Rate (violent crimes/1000 persons): 2.1
Largest Religious/Philosophical Tradition: Talos, God of Storms
Largest Language: Auran
Demonym: Girian
Capital City: Farein Heights

Lougrest

Current Population: 65.2 Million
Population Growth Rate: 13.5%
Annual Birth Rate (births/1000 persons): 8.9
Annual Death Rate (deaths/1000 persons): 4.6
Overall Climate: Temperate
Large Environments/Landforms: Lake; Coast; Flatland; Plains; Floodplains; Marsh; Cove; Hills; Forest
Common Races: Human; Half-Elf; Half-Orc
Known For: Farming; Baked Goods; Frogs; Rain; Beds; Banking; Homogenous Culture; Cows; High Immigration
Governmental Style: Constitutional Federation
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 88.4%
Cuisine Equivalency: German
Violent Crime Rate (violent crimes/1000 persons): 1.8
Largest Religious/Philosophical Tradition: Pelor, God of Sun and Healing
Largest Language: Common
Demonym: Lougrestian
Capital City: Boundain City

Maotellia

Current Population: 86 Million
Population Growth Rate: 12.9%
Annual Birth Rate (births/1000 persons): 11.1
Annual Death Rate (deaths/1000 persons): 5.2
Overall Climate: Tropical
Large Environments/Landforms: Coast; Rivers; Forest; Jungles; Highlands; Hills; Coves
Common Races: Elf; Firbolg; Gnome
Known For: Woodworking; Archery; Herbs; Very Little Technology; Hunting; Fey; Little Infrastructure; Fresh Water; Farming; Waterfalls
Governmental Style: Tribalism
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 12.6%
Cuisine Equivalency: Ghanian
Violent Crime Rate (violent crimes/1000 persons): 1.3
Largest Religious/Philosophical Tradition: Rillifane Rallathil, Elf God of the Woodlands and Wild Places
Largest Language: Elvish
Demonym: Maotellian
Capital City: Satorin Haven

Quen

Current Population: 76.9 Million
Population Growth Rate: 2.6%
Annual Birth Rate (births/1000 persons): 3.2
Annual Death Rate (deaths/1000 persons): 1.7
Overall Climate: Semi-Arid
Large Environments/Landforms: Mesa; Coast; Coves; Savannah; Highlands; Plateau; Badlands; Plains
Common Races: Orc; Half-Orc; Human
Known For: Ranching; Smithing; Mining; Military Academies; Geology; Rock Climbing; Strong Military; Greatswords; Greataxes
Governmental Style: Timocratic Council
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 92.7%
Cuisine Equivalency: Scottish
Violent Crime Rate (violent crimes/1000 persons): 4.7
Largest Religious/Philosophical Tradition: Luthic, Orc Goddess of Fecundity, Caverns, and Witchery
Largest Language: Orcish
Demonym: Quenian
Capital City: Vessan A'Tar

Mariana

Demonym: Marianite
Total Population: 2.4 Billion

Enmis Anathema

Current Population: 75.2 Million
Population Growth Rate: 10.4%
Annual Birth Rate (births/1000 persons): 5.7
Annual Death Rate (deaths/1000 persons): 1.4
Overall Climate: Temperate
Large Environments/Landforms: Mountain Range; Coast; Steppe; Highlands; Hills; Valleys; River; Lake; Savannah
Common Races: Kalashtar; Human; Changeling
Known For: Culture Devoted to Dreams; Daggers; Coliseum; Hero Academies; Armor; Beds; Birds; Mathematics; Tacticians; Musicians
Governmental Style: Democratic Republic
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 91.3%
Cuisine Equivalency: Polish
Violent Crime Rate (violent crimes/1000 persons): 3.4
Largest Religious/Philosophical Tradition: The Silver Flame, Deity of Protection and Good
Largest Language: Common; Quori
Demonym: Anathemian
Capital City: Romain Governance

Harein

Current Population: 17.5 Million
Population Growth Rate: 2.4%
Annual Birth Rate (births/1000 persons): 1.7
Annual Death Rate (deaths/1000 persons): 2.0
Overall Climate: Temperate (But Very Gloomy)
Large Environments/Landforms: Plains; Hills; Coast; Bay; Cove; Underdark; Swamp; Floodplains
Common Races: Human; Halfling; Lizardfolk
Known For: Fish; Fishing Rods; Gemstones; Gold; Reptiles; Frogs; Salamanders; Aquaculture; Rice; Trolls
Governmental Style: Direct Democracy
Average Socioeconomic Strata: Middle Class

Net School Enrollment Percentage: 78.6%
Cuisine Equivalency: Indonesian; Mongolian
Violent Crime Rate (violent crimes/1000 persons): 4.6
Largest Religious/Philosophical Tradition: Arawai, Goddess of Fertility
Largest Language: Common
Demonym: Hareinite
Capital City: Harein Council

Nezero

Current Population: 18.4 Million
Population Growth Rate: -3.7%
Annual Birth Rate (births/1000 persons): 2.8
Annual Death Rate (deaths/1000 persons): 5.7
Overall Climate: Arctic
Large Environments/Landforms: Tundra; Pine Forest; Snowfield; Hills; Taiga; Coast; Bay; River; Highlands; Underdark
Common Races: Bugbear; Hobgoblin; Human
Known For: Military Academies; Civil War; Lumber; Arcane Weaponry; Undead; Meat; Leatherworking
Governmental Style: Monarchy
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 83.1%
Cuisine Equivalency: Norwegian
Violent Crime Rate (violent crimes/1000 persons): 5.4
Largest Religious/Philosophical Tradition: Maglubiyet, Goblinoid God of War
Largest Language: Goblin
Demonym: Nezerian
Capital City: Heverus Nez

Perdida-Paraiso

Current Population: 845 Million
Population Growth Rate: 34.6%
Annual Birth Rate (births/1000 persons): 28.5
Annual Death Rate (deaths/1000 persons): 3.9
Overall Climate: Tropical
Large Environments/Landforms: River; River Valley; Corderilla; Coast; Jungle; Rainforest; Swamp; Marsh; Floodplain; Peatland; Wetland
Common Races: Yuan-Ti Pureblood; Lizardfolk; Kobold
Known For: Agriculture; Aquaculture; Snakes; Bugs; Fertile Soil; Exotic Gemstones; Exotic Fruit; Little Technology; Closed-Off Culture; Sickles; Temples; Ritualistic Behavior; Shamanism; Dinosaurs

Governmental Style: Tribalism
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 48.7%
Cuisine Equivalency: Spanish; Portuguese; Guatemalan
Violent Crime Rate (violent crimes/1000 persons): 5.8
Largest Religious/Philosophical Tradition: The Serpent Gods
Largest Language: Draconic
Demonym: Paraison
Capital City: Vanji

Principality of Reticula

Current Population: 875 Million
Population Growth Rate: 27.8%
Annual Birth Rate (births/1000 persons): 24.5
Annual Death Rate (deaths/1000 persons): 6.3
Overall Climate: Subtropical
Large Environments/Landforms: River; Lake; Coast; Floodplain; Cove; Hills; Highlands;
Rainforest; Swamp; Wetland
Common Races: Lizardfolk; Kobold; Dragonborn
Known For: Dragons; Aquaculture; Fish; Lizards; Grasses; Dinosaurs; Spears; Complex Fusion of
Technology and Nature; Surprising Cultural Openness; Dragonflies
Governmental Style: Constitutional Monarchy
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 87.3%
Cuisine Equivalency: Malaysian
Violent Crime Rate (violent crimes/1000 persons): 3.4
Largest Religious/Philosophical Tradition: Bahamut, Dragon God of Good
Largest Language: Draconic
Demonym: Reticulan
Capital City: High Castle of Reticula

Sevier York

Current Population: 93 Million
Population Growth Rate: 5.6%
Annual Birth Rate (births/1000 persons): 7.9
Annual Death Rate (deaths/1000 persons): 4.6
Overall Climate: Subtropical
Large Environments/Landforms: Forest; Isthmus; Coast; Rivers; Cove; Jungle; Hills
Common Races: Human; Half-Elf; Elf
Known For: Diplomacy; Immigration; Emigration; Fey; Rare Beasts; Woodcarving; Soap; Spear-
Fishing; Crossbows

Governmental Style: Constitutional Monarchy
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 89.8%
Cuisine Equivalency: Jewish
Violent Crime Rate (violent crimes/1000 persons): 4.2
Largest Religious/Philosophical Tradition: Fharlanghn, God of Horizons and Travel
Largest Language: Common
Demonym: Sevier-Yorkian
Capital City: Fein of York

Snow-Hidden Tor

Current Population: 900 Thousand
Population Growth Rate: -5.3%
Annual Birth Rate (births/1000 persons): 2.4
Annual Death Rate (deaths/1000 persons): 4.8
Overall Climate: Arctic
Large Environments/Landforms: Pine Forest; Hills; Lake; Rivers; Tor; Snowfield; Underdark; Coast; Taiga
Common Races: Genasi, Goliath, Firbolg
Known For: Furs; Lumber; Tools; Peace; Neutrality; Hero Academies; Fireworks; Smoking; Barbeque
Governmental Style: Direct Democracy
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 82.5%
Cuisine Equivalency: Romanian; Ukrainian
Violent Crime Rate (violent crimes/1000 persons): 4.1
Largest Religious/Philosophical Tradition: Ulaa, Goddess of Hills and Mountains
Largest Language: Common
Demonym: Torian
Capital City: Ricontoru

Transitori

Current Population: 53.3 Million
Population Growth Rate: 8.9%
Annual Birth Rate (births/1000 persons): 12.2
Annual Death Rate (deaths/1000 persons): 7.4
Overall Climate: Subarctic
Large Environments/Landforms: Taiga; Steppe; Lake; Coast; Bay; Hills; Vales; Underdark
Common Races: Changeling; Human; Halfling
Known For: Thieves' Guild; Powerful Mafias and Crime Families; Guns; Alcohol; High Education; Low Rate of Banal Crime; Low Amount of Heroes and Villains; High Commerce and

Mercantilism

Governmental Style: Kleptocracy ruled by head mafia

Average Socioeconomic Strata: Upper Class

Net School Enrollment Percentage: 74.7%

Cuisine Equivalency: Tuscan

Violent Crime Rate (violent crimes/1000 persons): 11.8

Largest Religious/Philosophical Tradition: Hiddukel, God of Lies and Greed

Largest Language: Common

Demonym: Transitorian

Capital City: Scherzo

Union of Teryn

Current Population: 254 Million

Population Growth Rate: 16.8%

Annual Birth Rate (births/1000 persons): 13.4

Annual Death Rate (deaths/1000 persons): 4.2

Overall Climate: Subarctic

Large Environments/Landforms: Taiga; Snowfield; Highlands; Hills; Coast; Cove

Common Races: Dwarf; Hobgoblin; Orc

Known For: Complex Governmental Structure; Three Subnations: Teros, Caltos, Damainn;

Armor; Military Academies; Glass; Ice-Carving

Governmental Style: High Council Uniting the Three Subnations

Average Socioeconomic Strata: Middle Class

Net School Enrollment Percentage: 71.3%

Cuisine Equivalency: Russian

Violent Crime Rate (violent crimes/1000 persons): 3.1

Largest Religious/Philosophical Tradition: Dugmaren Brightmantle, Dwarf God of Invention

Largest Language: Dwarvish

Demonym: Terynian

Capital City: Prime Teryn

Verum

Current Population: 30.7 Million

Population Growth Rate: 1.5%

Annual Birth Rate (births/1000 persons): 0.9

Annual Death Rate (deaths/1000 persons): 1.7

Overall Climate: Temperate

Large Environments/Landforms: Rivers; River Valley; Plains; Meadows; Coast; Bay

Common Races: Human; Goblin; Gnome

Known For: Architecture; Alchemy; Constructs; Artificers; Engineering; Universities; Trade Schools; Steampunk Culture; Dense Cities

Governmental Style: Plutocracy
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 83.8%
Cuisine Equivalency: Ethiopian
Violent Crime Rate (violent crimes/1000 persons): 2.9
Largest Religious/Philosophical Tradition: Reorx, God of Craft
Largest Language: Common
Demonym: Verumite
Capital City: Gallacia

Zevon-Fold

Current Population: 134 Million
Population Growth Rate: 6.2%
Annual Birth Rate (births/1000 persons): 3.7
Annual Death Rate (deaths/1000 persons): 2.9
Overall Climate: Temperate
Large Environments/Landforms: Forest; Rivers; Coast; Cove; Bay; Lake; Swamp; Wetland; Floodplain
Common Races: Half-Elf; Elf; Human
Known For: Bard Colleges; Music; Cuisine; Soup; Seafood; Instruments; Marble; Pearls; Pristine Beaches; Many Holidays; Aquaculture
Governmental Style: Aristocracy dominated by Bardic families
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 90.2%
Cuisine Equivalency: Korean
Violent Crime Rate (violent crimes/1000 persons): 1.6
Largest Religious/Philosophical Tradition: Branchala, God of Music
Largest Language: Common
Demonym: Zevonite
Capital City: Roland

Dezrel

Demonym: Dezren
Total Population: 2 Billion

Daemon-Path

Current Population: 245 Million
Population Growth Rate: 24.3%

Annual Birth Rate (births/1000 persons): 21.9
Annual Death Rate (deaths/1000 persons): 5.4
Overall Climate: Subarctic/Temperate
Large Environments/Landforms: Taiga; Coast; Bay; Hills; Vales; Highlands; Flatland; Plains; Underdark; Savannah
Common Races: Genasi; Aasimar; Tiefling
Known For: Elementals; Fiends; Paladins; Crusades; Towers; Stonework; Masonry; Brickwork; Glass; Hammers; Castles
Governmental Style: Religiously-Motivated Monarchy
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 80.5%
Cuisine Equivalency: Turkish
Violent Crime Rate (violent crimes/1000 persons): 5.2
Largest Religious/Philosophical Tradition: Paladine, God of Rulers and Guardians
Largest Language: Common
Demonym: Daemonite
Capital City: Alperin

Elkin Faery

Current Population: 68.9 Million
Population Growth Rate: 12.1%
Annual Birth Rate (births/1000 persons): 14.3
Annual Death Rate (deaths/1000 persons): 4.2
Overall Climate: Arctic
Large Environments/Landforms: Hills; Taiga; Tundra; Pine Forest; Lake; Rivers; Coast; Highland; Fjord; Snowfield; Underdark
Common Races: Minotaur; Hobgoblin; Elf
Known For: Ships; Planes; Sailing; Exploration; Adventurers; Weaponry; Auroras; Fey; Lumber; Tombs; Military Academies; Undead
Governmental Style: High Military Council
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 72.3%
Cuisine Equivalency: Austrian
Violent Crime Rate (violent crimes/1000 persons): 4.9
Largest Religious/Philosophical Tradition: Dol Dorn, God of Strength at Arms
Largest Language: Common
Demonym: Faerinian
Capital City: Ulahein

Fallerlands

Current Population: 988 Million
Population Growth Rate: 41.0%
Annual Birth Rate (births/1000 persons): 32.7
Annual Death Rate (deaths/1000 persons): 6.8
Overall Climate: Subarctic/Temperate
Large Environments/Landforms: Taiga; Coast; Hills; Highland; Meadow; Rivers; Lake;
Underdark; Grassland; Bay; Savannah
Common Races: Gnome; Human; Kenku
Known For: High Technology; Flowers; Shepherds; Goats; Sheep; Milk; Cheese; Wool; Factories;
Tools; Fast Internet; Complex Infrastructure
Governmental Style: Constitutional Monarchy
Average Socioeconomic Strata: Upper Class
Net School Enrollment Percentage: 94.3%
Cuisine Equivalency: Irish
Violent Crime Rate (violent crimes/1000 persons): 3.4
Largest Religious/Philosophical Tradition: Rao, God of Peace and Reason
Largest Language: Common
Demonym: Fallerian
Capital City: Machinae

L'Ontae

Current Population: 35.6 Million
Population Growth Rate: 3.4%
Annual Birth Rate (births/1000 persons): 5.2
Annual Death Rate (deaths/1000 persons): 3.5
Overall Climate: Arid
Large Environments/Landforms: Canyon; Badlands; Savannah; Desert; Highlands; Hills; Vales;
River; Lakes; Coast; Bay; River Valley; Salt Flats; Flatland; Grassland; Mesa; Underdark
Common Races: Half-Orc; Orc; Kobold
Known For: Glass; Salt; Rare Minerals; Adventure; Golems; Towers; Pyramids; Dungeons; Tombs;
Undead; Gold; Smithing; The Planet's Maw
Governmental Style: Self-Governed Communes/Cities with a Presiding Judiciary Council
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 72.7%
Cuisine Equivalency: Egyptian; Iranian
Violent Crime Rate (violent crimes/1000 persons): 4.8
Largest Religious/Philosophical Tradition: Temples Devoted to Egyptian Pantheon
Largest Language: Orcish
Demonym: L'Ontaenian
Capital City: Carzaran City

Mumberlands

Current Population: 97.5 Million
Population Growth Rate: 2.9%
Annual Birth Rate (births/1000 persons): 5.9
Annual Death Rate (deaths/1000 persons): 1.2
Overall Climate: Subarctic
Large Environments/Landforms: Pine Forest; Taiga; Snowfield; Underdark; Coast; Hills; Rivers; Swamp
Common Races: Human; Gnome; Dwarf
Known For: Aberrations; Oozes; Cults; Clocks; Neurology; Medical Schools; Goats; Yaks; Folklore; Witches; Fortune-Telling; Superstition; Eldritch Beings
Governmental Style: Magocracy
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 87.3%
Cuisine Equivalency: Hungarian
Violent Crime Rate (violent crimes/1000 persons): 7.6
Largest Religious/Philosophical Tradition: Fanatical Devotion to Elder Gods
Largest Language: Common
Demonym: Memberian
Capital City: Sestori

York Eldrin

Current Population: 565 Million
Population Growth Rate: 13.9%
Annual Birth Rate (births/1000 persons): 18.7
Annual Death Rate (deaths/1000 persons): 6.8
Overall Climate: Semi-Arid
Large Environments/Landforms: Grassland; Lakes; Coast; Savannah; Hills; Isthmus; Underdark
Common Races: Kobold; Dwarf; Dragonborn
Known For: Dragons; Diplomacy; Immigration; Mercantilism; Horses; Tinkering; Tourism; Dense Cities; Smog; Lizards
Governmental Style: Monarchy
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 90.1%
Cuisine Equivalency: Libyan; Algerian
Violent Crime Rate (violent crimes/1000 persons): 3.6
Largest Religious/Philosophical Tradition: Bahamut, Dragon God of Good
Largest Language: Draconic
Demonym: York-Eldrian
Capital City: Eldrant

Islands

Total Population: 427 Million

Autumnal Isle

Current Population: 6.3 Million

Population Growth Rate: 0.2%

Annual Birth Rate (births/1000 persons): 0.7

Annual Death Rate (deaths/1000 persons): 1.2

Overall Climate: Temperate – Eternal Autumn

Large Environments/Landforms: Forest; Meadow; Hills; Vales; Flatland; Lake

Common Races: Elf (Eladrin); Half-Elf

Known For: Autumn; Leaves; Pumpkins; Fey; Portal to Feywild

Governmental Style: Singular Tribe with High Council

Average Socioeconomic Strata: Middle Class

Net School Enrollment Percentage: 84.6%

Cuisine Equivalency: Belgian

Violent Crime Rate (violent crimes/1000 persons): 0.6

Largest Religious/Philosophical Tradition: Devotion to Seelie Fey

Largest Language: Sylvan

Demonym: Autumnian

Capital City: Titania's Cradle

Cloverbay Isle

Current Population: 61.1 Million

Population Growth Rate: 4.7%

Annual Birth Rate (births/1000 persons): 7.3

Annual Death Rate (deaths/1000 persons): 2.5

Overall Climate: Tropical

Large Environments/Landforms: Forest; Jungle; Meadow; Hills; Grassland

Common Races: Human; Half-Elf

Known For: Bamboo; Clovers; Windmills; Farming; Cash Crops; Rare Plants; Medicinal Herbs;

Culinary Herbs; Cows

Governmental Style: Meritocracy Dictated by Farming Council

Average Socioeconomic Strata: Middle Class

Net School Enrollment Percentage: 86.5%

Cuisine Equivalency: Japanese

Violent Crime Rate (violent crimes/1000 persons): 2.4

Largest Religious/Philosophical Tradition: Arawai, Goddess of Fertility

Largest Language: Common

Demonym: Cloverian
Capital City: Fain

Craglands

Current Population: 17.7 Million
Population Growth Rate: -2.5%
Annual Birth Rate (births/1000 persons): 3.4
Annual Death Rate (deaths/1000 persons): 2.8
Overall Climate: Arid
Large Environments/Landforms: Mesa; Badlands; Canyon; Mountain Range
Common Races: Dwarf; Kobold
Known For: Mining; Geology; Rock Climbing; Explosives; Monstrosities
Governmental Style: Self-Governance
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 70.6%
Cuisine Equivalency: -
Violent Crime Rate (violent crimes/1000 persons): 3.4
Largest Religious/Philosophical Tradition: Zivilyn, God of Wisdom
Largest Language: Dwarvish
Demonym: Craglandian
Capital City: Stonebarrow

Fabled Isle

Current Population: 5.5 Million
Population Growth Rate: -5.9%
Annual Birth Rate (births/1000 persons): 1.3
Annual Death Rate (deaths/1000 persons): 3.4
Overall Climate: Temperate
Large Environments/Landforms: Hills; Grassland; Floodplains; Rivers; Marsh
Common Races: Gnome; Changeling
Known For: Magic; Unicorns; Arcane Colleges; Libraries; Rain; Carrot-Based Dishes
Governmental Style: Magocracy
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 87.1%
Cuisine Equivalency: Uzbek
Violent Crime Rate (violent crimes/1000 persons): 1.8
Largest Religious/Philosophical Tradition: Solinari, God of Good Magic
Largest Language: Gnomish
Demonym: Fabelian
Capital City: Yatruck

Galloping Island

Current Population: 30.3 Million
Population Growth Rate: 2.6%
Annual Birth Rate (births/1000 persons): 6.5
Annual Death Rate (deaths/1000 persons): 7.9
Overall Climate: Temperate
Large Environments/Landforms: Hills; Flatland; Canyon; Mesa; Savannah
Common Races: Goblin; Bugbear
Known For: Jingoism; Military Fanaticism; Horses; Elephants; Bows; Crossbows; Hunting; Rare Game
Governmental Style: Military Dictatorship
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 52.7%
Cuisine Equivalency: South African
Violent Crime Rate (violent crimes/1000 persons): 9.2
Largest Religious/Philosophical Tradition: Maglubiyet, Godlinoid God of War
Largest Language: Goblin
Demonym: Gallopite
Capital City: Raykor Zin'in

Grand Drake Island

Current Population: 78.2 Million
Population Growth Rate: 1.7%
Annual Birth Rate (births/1000 persons): 1.2
Annual Death Rate (deaths/1000 persons): 3.4
Overall Climate: Subarctic/Temperate
Large Environments/Landforms: Taiga; Grassland; Mountain Range; Canyon; Hills; Valley; Lakes; Forest; Pine Forest; Wetland
Common Races: Dragonborn; Kobold
Known For: Dragons; Swords; Dungeons; Embattled Clans: Chromatic and Metallic; Arte Research Facilities
Governmental Style: Tribalism
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 86.6%
Cuisine Equivalency: Puerto Rican; Uruguayan
Violent Crime Rate (violent crimes/1000 persons): 5.2
Largest Religious/Philosophical Tradition: Bahamut, Dragon God of Good
Largest Language: Draconic
Demonym: Drakonian
Capital City: High Rook

Hematose Island

Current Population: 24.6 Million
Population Growth Rate: 4.6%
Annual Birth Rate (births/1000 persons): 5.7
Annual Death Rate (deaths/1000 persons): 4.9
Overall Climate: Tropical
Large Environments/Landforms: Jungle; Rainforest; Hills; Rivers; Swamps; Floodplains
Common Races: Lizardfolk; Elf
Known For: Shrines; Tombs; Jewels; Vampires; Reptiles; Amphibians; Fishing
Governmental Style: Self-Governance
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 79.9%
Cuisine Equivalency: Haitian
Violent Crime Rate (violent crimes/1000 persons): 6.7
Largest Religious/Philosophical Tradition: Kelemvor, God of the Dead
Largest Language: Common
Demonym: Hematosian
Capital City: -

Isle of Absolution

Current Population: Negligible
Population Growth Rate: -
Annual Birth Rate (births/1000 persons): -
Annual Death Rate (deaths/1000 persons): -
Overall Climate: Subtropical
Large Environments/Landforms: Grasslands; Floodplains; Flatlands; Lake
Common Races: -
Known For: Historical Significance; Mythical Significance; Superstition; Fiends; Pilgrimages; Mysteries
Governmental Style: -
Average Socioeconomic Strata: -
Net School Enrollment Percentage: -
Cuisine Equivalency: -
Violent Crime Rate (violent crimes/1000 persons): -
Largest Religious/Philosophical Tradition: -
Largest Language: -
Demonym: -
Capital City: -

Isle of Cat's Joy

Current Population: 24.1 Million
Population Growth Rate: -3.5%

Annual Birth Rate (births/1000 persons): 3.8
Annual Death Rate (deaths/1000 persons): 3.7
Overall Climate: Subtropical
Large Environments/Landforms: Jungle; Forest; Lake; River; Steppe
Common Races: Half-Elf; Changeling
Known For: Vacation Spots; Tourism; Pristine Beaches; Amusement Parks; Desserts; Drugs; Alcohol
Governmental Style: Constitutional Monarchy
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 76.3%
Cuisine Equivalency: Venetian
Violent Crime Rate (violent crimes/1000 persons): 2.2
Largest Religious/Philosophical Tradition: Milil, God of Poetry and Song
Largest Language: Common
Demonym: Joynian
Capital City: Kingpin

Isle of Deadly Beats

Current Population: 12.4 Million
Population Growth Rate: 0.9%
Annual Birth Rate (births/1000 persons): 4.8
Annual Death Rate (deaths/1000 persons): 5.1
Overall Climate: Subarctic
Large Environments/Landforms: Taiga; Grassland; Flatland; Snowfield; Forest; Pine Forest
Common Races: Half-Elf; Aasimar
Known For: Music; Festivals; Bard Colleges; Headphones; Instruments; High Nature; Large Beasts; Minerals; Flowers
Governmental Style: Council of Bards
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 83.4%
Cuisine Equivalency: Slovak
Violent Crime Rate (violent crimes/1000 persons): 3.5
Largest Religious/Philosophical Tradition: Dol Arrah, Goddess of Sunlight and Honor
Largest Language: Common
Demonym: -
Capital City: Jearus

Isle of Deadly Beasts

Current Population: 11.4 Million
Population Growth Rate: -1.5%
Annual Birth Rate (births/1000 persons): 3.7

Annual Death Rate (deaths/1000 persons): 4.2
Overall Climate: Tropical
Large Environments/Landforms: Steppe; Flatland; Savannah; Jungle; Hills; Vales
Common Races: Shifter; Wood Elf; Goblin
Known For: Dangerous Beasts; Exotic Meat; Tournaments; Pilgrimages; Textiles; Wood; Dinosaurs; Harpoons
Governmental Style: Gerontocratic Kraterocracy
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 39.7%
Cuisine Equivalency: -
Violent Crime Rate (violent crimes/1000 persons): 10.7
Largest Religious/Philosophical Tradition: Silvanus, God of Wild Nature
Largest Language: Sylvan
Demonym: -
Capital City: Rokkala Ja'ir

Juniper

Current Population: 20.5 Million
Population Growth Rate: 4.7%
Annual Birth Rate (births/1000 persons): 6.2
Annual Death Rate (deaths/1000 persons): 3.0
Overall Climate: Temperate
Large Environments/Landforms: Forest; Pine Forest; Mountains; Flatland; Marshland; Swamp; Meadow; Redwood Forest
Common Races: Human; Half-Elf; Tiefling; Centaur
Known For: Horseracing; Urbanization; Gentrification; Cities; Skyscrapers; Redwood Trees; Commerce; Tourism; Highways; Trade; Charity; Late-Stage Capitalism; Social Media; Business
Governmental Style: Technocratic Meritocracy
Average Socioeconomic Strata: Upper Class
Net School Enrollment Percentage: 95.4%
Cuisine Equivalency: Lao
Violent Crime Rate (violent crimes/1000 persons): 3.7
Largest Religious/Philosophical Tradition: Shinare, Goddess of Wealth and Trade
Largest Language: Common
Demonym: Juniperian
Capital City: Igna Stratos

Lushland

Current Population: 13.3 Million
Population Growth Rate: 5.4%
Annual Birth Rate (births/1000 persons): 5.2

Annual Death Rate (deaths/1000 persons): 2.9
Overall Climate: Tropical
Large Environments/Landforms: Jungle; Forest; Steppe; Hills; Volcano
Common Races: Tabaxi; Half-Elf; Firbolg
Known For: Volcanic Rock; Obsidian; Knives; Mirth; Festivals; Tourism; Vacationing; Glass; Beaches; Rope
Governmental Style: Unitary Constitutional Monarchy
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 84.8%
Cuisine Equivalency: Jamaican
Violent Crime Rate (violent crimes/1000 persons): 4.0
Largest Religious/Philosophical Tradition: Branchala, God of Music
Largest Language: Elvish
Demonym: Lushlandian
Capital City: Barbari

Ripple Archipelago

Current Population: 34.3 Million
Population Growth Rate: 6.2%
Annual Birth Rate (births/1000 persons): 3.3
Annual Death Rate (deaths/1000 persons): 2.9
Overall Climate: Subtropical
Large Environments/Landforms: Volcano; Mountains; Archipelago; Islets; Jungle; Forest; Lakes; Grasslands; Meadows
Common Races: Dwarf; Kenku; Aarakocra
Known For: Exotic Birds; Feathers; Volcanic Rock; Gemstones; Beef; Complex Rites; Planes; Ships; Nautical Academy
Governmental Style: Theocratic Confederation of Islands
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 76.7%
Cuisine Equivalency: American (Hawaiian)
Violent Crime Rate (violent crimes/1000 persons): 2.9
Largest Religious/Philosophical Tradition: Kaxali, Spirit of the Volcano
Largest Language: Primordial
Demonym: Ripplite
Capital City: Kaxali-ali

Rotunda

Current Population: 37.2 Million
Population Growth Rate: -1.2%
Annual Birth Rate (births/1000 persons): 1.4

Annual Death Rate (deaths/1000 persons): 2.1
Overall Climate: Arctic
Large Environments/Landforms: Pine Forest; Mountains; Flatland; Lakes; Tundra; Taiga
Common Races: Dwarf; Genasi; Goliath
Known For: Giant Crater; Caverns; Mines; Ice Carving; Penguins; Pickaxes; Exploration; Ruins
Governmental Style: Self-Governance
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 68.2%
Cuisine Equivalency: Siberian
Violent Crime Rate (violent crimes/1000 persons): 5.7
Largest Religious/Philosophical Tradition: Marthammor Duin, Dwarf God of Lightning and Roads, Patron of Expatriates and Guides
Largest Language: Dwarvish
Demonym: Rotundite
Capital City: Amber

Siren's Island

Current Population: 4.7 Million
Population Growth Rate: 2.2%
Annual Birth Rate (births/1000 persons): 3.9
Annual Death Rate (deaths/1000 persons): 1.2
Overall Climate: Subtropical
Large Environments/Landforms: Jungle; Grassland; Swamp; Wetland; Mangrove Forest; Forest; Hills; Vales
Common Races: Gnome; Halfling; Genasi
Known For: Sailors; Pirates; Myths; Libraries; Herbs; Wheat; Granite; Soup; Pasta; Ink
Governmental Style: Noocratic Republic
Average Socioeconomic Strata: Middle Class
Net School Enrollment Percentage: 77.4%
Cuisine Equivalency: Czech
Violent Crime Rate (violent crimes/1000 persons): 6.2
Largest Religious/Philosophical Tradition: Balder, God of Beauty and Poetry
Largest Language: Common
Demonym: Sirenite
Capital City: Hallia

Turtlehead Island

Current Population: 2.1 Million
Population Growth Rate: 0.4%
Annual Birth Rate (births/1000 persons): 1.1
Annual Death Rate (deaths/1000 persons): 0.8

Overall Climate: Tropical

Large Environments/Landforms: Swamp; Marsh; Wetland; Peatland; Floodplains; Mangrove Forest; Forest; Flatland; Rivers; Lakes; Hills

Common Races: Turtle; Lizardfolk; Bugbear

Known For: Fish; Insects; Medicine; Shamans; Druids; Aquaculture; Low Pollution; Low Industry; Trade

Governmental Style: Self-Governing Communes

Average Socioeconomic Strata: Middle Class

Net School Enrollment Percentage: 82.4%

Cuisine Equivalency: -

Violent Crime Rate (violent crimes/1000 persons): 2.9

Largest Religious/Philosophical Tradition: The Old Faith

Largest Language: Aquan

Demonym: Turtllian

Capital City: Hermut

Umbrus Archipelago

Current Population: 25.4 Million

Population Growth Rate: 7.2%

Annual Birth Rate (births/1000 persons): 8.2

Annual Death Rate (deaths/1000 persons): 3.8

Overall Climate: Temperate

Large Environments/Landforms: Bays; Islets; Archipelago; Forest; Mountains; Plains; Flatlands; Salt Flat

Common Races: Human; Half-Orc; Half-Elf

Known For: Poultry; Spices; Salt; Barbeque; Grilling; Knights; Arenas; Knight's Academy; Weaponry; Steel

Governmental Style: Stratocracy of Knights

Average Socioeconomic Strata: Lower Class

Net School Enrollment Percentage: 78.3%

Cuisine Equivalency: Cuban

Violent Crime Rate (violent crimes/1000 persons): 3.1

Largest Religious/Philosophical Tradition: Paladine, God of Rulers and Guardians

Largest Language: Common

Demonym: -

Capital City: West Vestaras

Windbay Island

Current Population: 9.8 Million

Population Growth Rate: 6.7%

Annual Birth Rate (births/1000 persons): 4.9

Annual Death Rate (deaths/1000 persons): 1.2
Overall Climate: Temperate
Large Environments/Landforms: Mountains; Hills; Valleys; Vales; Steppe; Forest; Lakes
Common Races: Human; Half-Elf; Elf
Known For: Guilds; Artisans; The High Council of Twelve; Songbird; Colleges; Trade Schools; Education; Literacy; Aristocracy; Neutrality
Governmental Style: Guild Maintenance – High Council of Twelve
Average Socioeconomic Strata: Upper Class
Net School Enrollment Percentage: 97.3%
Cuisine Equivalency: Indian; Kenyan; Somalian
Violent Crime Rate (violent crimes/1000 persons): 1.7
Largest Religious/Philosophical Tradition: Reorx, God of Craft
Largest Language: Common
Demonym: Windbayesian
Capital City: Erzatos

Zentoma

Current Population: 8.1 Million
Population Growth Rate: 3.6%
Annual Birth Rate (births/1000 persons): 2.4
Annual Death Rate (deaths/1000 persons): 3.8
Overall Climate: Arid
Large Environments/Landforms: Desert; Mesa; Savannah; Plateau; Flatland; Salt Flat
Common Races: Dwarf; Orc; Kobold
Known For: Mines; Leather; Lamb; Ranching; High Industry; Factories; Cheap Labor; Sweat Shops
Governmental Style: Plutocracy
Average Socioeconomic Strata: Lower Class
Net School Enrollment Percentage: 24.1%
Cuisine Equivalency: Armenian
Violent Crime Rate (violent crimes/1000 persons): 7.1
Largest Religious/Philosophical Tradition: The Traveler, Diety of Chaos and Change
Largest Language: Common
Demonym: Zentoman
Capital City: Ulosk

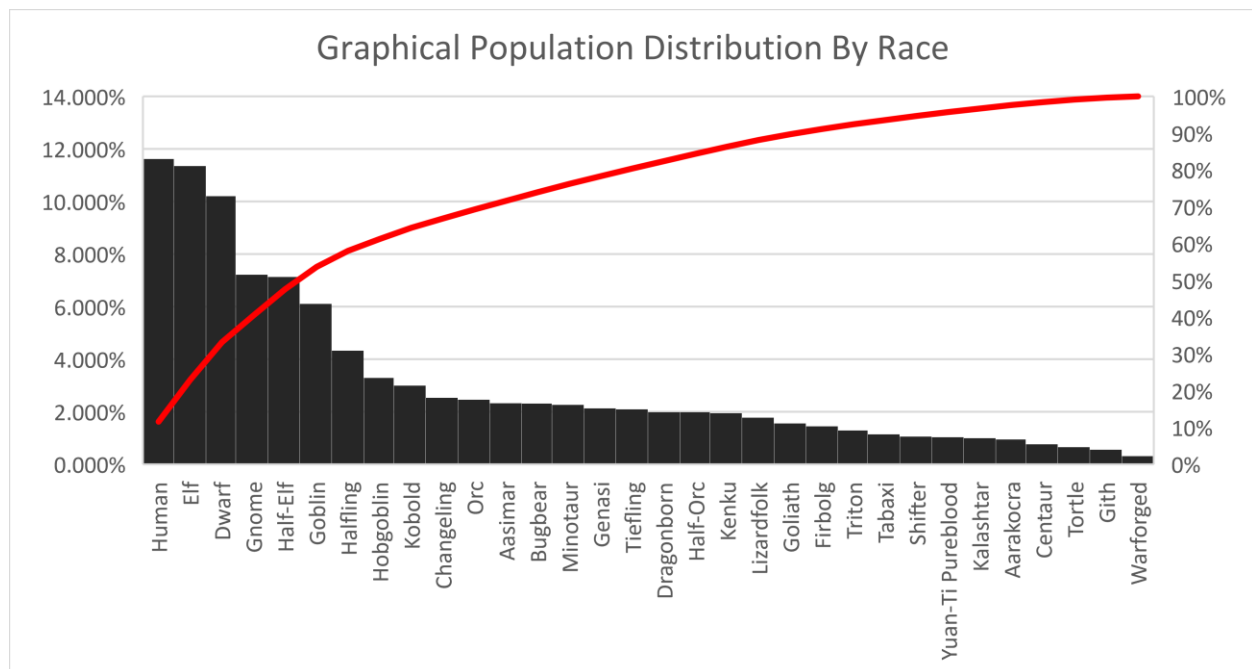
General Statistical Overview:

- Total World Population: 8.6 Billion
- Population of Centrus: 1.1 Billion
- Population of North Umbria: 2 Billion
- Population of South Umbria: 673 Million
- Population of Mariana: 2.4 Billion
- Population of Dezrel: 2 Billion
- Island Populations: 427 Million

World Demographics:

<i>Name of Race</i>	<i>Country With Highest Population Percentage of the Race</i>	<i>Primary Language</i>	<i>World Population Percentage</i>
Aarakocra	Kalten Gir South Umbria	Auran	0.949%
Aasimar	The Holy Republic of Banna-Gazza Seintost Ki'ilanya Vair South Umbria	Common	2.326%
Bugbear	Eregard North Umbria	Goblin	2.315%
Centaur	Juniper	Common	0.769%
Changeling	Transitori Mariana	Common	2.544%
Dragonborn	Grand Drake Island	Draconic	1.995%
Dwarf	Frostfaller North Umbria	Dwarvish	10.213%
Elf	Maotellia South Umbria	Elvish	11.358%
Firbolg	Maotellia South Umbria	Elvish	1.448%
Genasi	Daemon-Path Dezrel	Common	2.138%
Gith	Luminus Centrus	Gith	0.561%
Gnome	Chauncery South Umbria	Gnomish	7.223%
Goblin	Eregard North Umbria	Goblin	6.111%
Goliath	Falleo-Torin South Umbria	Giant	1.569%

<i>Half-Elf</i>	Zevon-Fold Mariana	Common	7.134%
<i>Half-Orc</i>	L'Ontae Dezrel	Common	1.986%
<i>Halfling</i>	Telliard North Umbria	Halfling	4.329%
<i>Hobgoblin</i>	Ebon Centrus	Goblin	3.297%
<i>Human</i>	Justicus Centrus	Common	11.627%
<i>Kalashtar</i>	Enmis Anathema Mariana	Common	1.000%
<i>Kenku</i>	Ebon Centrus	~	1.949%
<i>Kobold</i>	York Eldrin Dezrel	Draconic	3.002%
<i>Lizardfolk</i>	Principality of Reticula Mariana	Draconic	1.784%
<i>Minotaur</i>	Elkin Faery Dezrel	Minotaur	2.266%
<i>Orc</i>	L'Ontae Dezrel	Orc	2.471%
<i>Shifter</i>	Isle of Deadly Beasts	Common	1.069%
<i>Tabaxi</i>	Lushland	Common	1.144%
<i>Tiefling</i>	Everdark South Umbria	Common	2.098%
<i>Tortle</i>	Turtlehead Island	Common	0.664%
<i>Triton</i>	N/A	Aquan	1.298%
<i>Warforged</i>	N/A	???	0.322%
<i>Yuan-Ti Pureblood</i>	Perdida-Paraiso Mariana	Draconic	1.040%

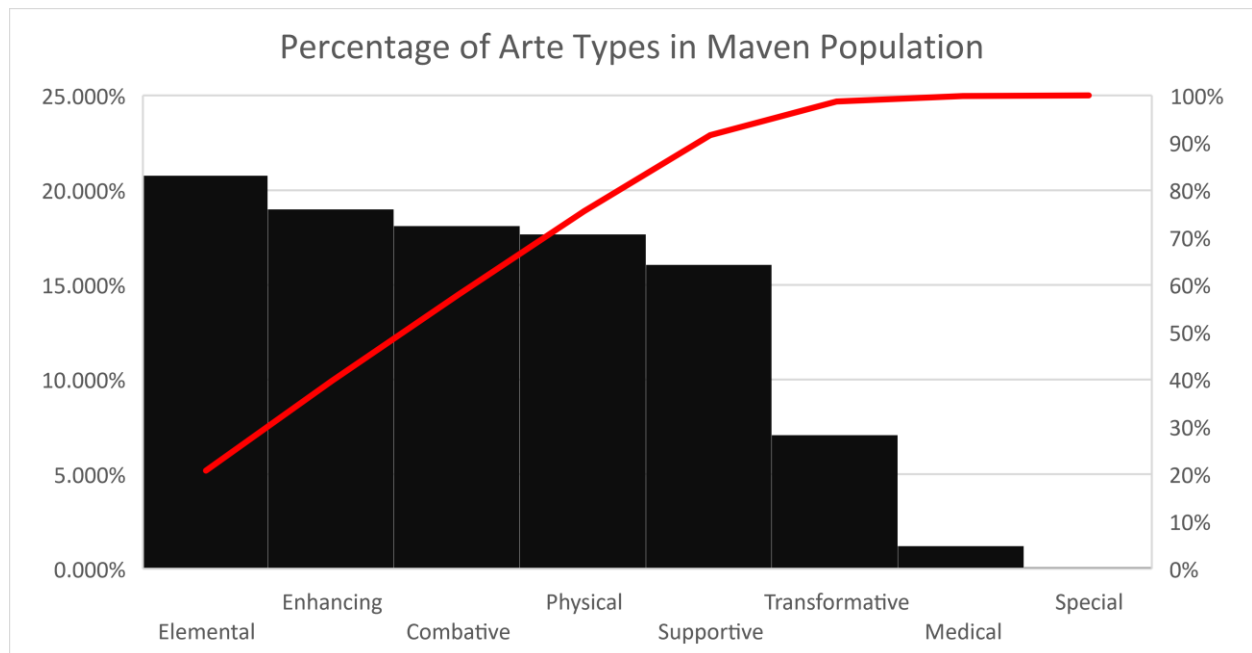


General Power Distribution Data:

- Percentage of Known Maven Population: $\approx 80\%$
- Percentage of Known Maven Population with Major Artes: $\approx 40\%$
- General Overview of Arte Types:
 - Physical (e.g., Super Strength, Super Resilience, ...)
 - Enhancing (e.g., Compounding Power, Regeneration, ...)
 - Elemental (e.g., Pyrokinesis, Particle Mastery, ...)
 - Combative (e.g., Total Weapon Mastery, Ballistician, ...)
 - Transformative (e.g., Shapeshifting, Hive, ...)
 - Medical (e.g., Recovery, Rejuvenation, ...)
 - Supportive (e.g., Support, Gastronomy, ...)
 - Special (e.g., Luck Manipulation, Division, ...)

Power Type Distributions in World Population of Maven:

<i>General Arte Type</i>	<i>Percent of Arte Population</i>
<i>Physical</i>	17.679%
<i>Enhancing</i>	18.989%
<i>Elemental</i>	20.775%
<i>Combative</i>	18.115%
<i>Transformative</i>	7.076%
<i>Medical</i>	1.210%
<i>Supportive</i>	16.071%
<i>Special</i>	0.085%



Cuisine of Avan

Covered Earthen Cuisine

- American (New York)
- American (Louisiana)
- American (New England)
- American (Soul)
- American (South)
- American (Southwestern)
- American (Amish)
- American (Chinese)
- American (Italian)
- American (Hawaiian)
- American (Alaskan)
- American (Native)
- American (General)
- Canadian
- Mexican
- Jamaican
- British
- French
- Italian
- Sicilian
- Russian
- Ethiopian
- Irish
- Scottish
- Dutch
- Indian
- Chinese
- Korean
- Vietnamese
- Japanese
- German
- Polish
- Swiss
- Armenian
- Ukrainian
- Romanian
- Finnish
- Icelandic
- Latvian
- Lithuanian
- Norwegian
- Swedish
- Tuscan
- Venetian
- Greek
- Belgian
- Spanish
- Turkish
- Portuguese
- Egyptian
- Jewish
- Taiwanese
- Arab
- Brazilian
- Chilean
- Haitian
- Cuban
- Puerto Rican
- Argentine
- Czech
- Mongolian
- Iranian
- Austrian
- Ghanaian
- Libyan
- Algerian
- Liberian
- Kenyan
- Somalian
- South African
- Malaysian
- Indonesian
- Lao
- Guatemalan
- Hungarian
- Uzbek
- Uruguayan
- Slovak
- Siberian

Centrus

- ❖ Auroar – American (Amish); American (New England); American (Soul); American (General)
- ❖ Cosmus – American (Louisiana); American (Native); Vietnamese
- ❖ Ebon – Arab
- ❖ Eternia – British
- ❖ Justicus – Chilean
- ❖ Luminus – French
- ❖ Serenity – Brazilian; Argentine

North Umbria

- ❖ Aratellia – Chinese; American (Chinese)
- ❖ Eregard – Taiwanese
- ❖ Frostfaller – Swedish
- ❖ Idyllis – Italian; American (Italian); American (New York)
- ❖ Telliard – Canadian; Sicilian
- ❖ Vouvent – Finnish

South Umbria

- ❖ Chauncery – American (Southwestern); Mexican
- ❖ Einland – Latvian; Lithuanian
- ❖ Everdark – American (South)
- ❖ Falleo Torin – American (Alaskan); Icelandic
- ❖ The Holy Republic of Banna-Gazza Seintost Ki'ilanya Vair – Greek
- ❖ Kaizan – Dutch
- ❖ Kalten Gir – Swiss; Liberian
- ❖ Lougrest – German
- ❖ Maotellia – Ghanian
- ❖ Quen – Scottish

Mariana

- ❖ Enmis Anathema – Polish
- ❖ Harein – Indonesian; Mongolian
- ❖ Nezero – Norwegian
- ❖ Pedida-Paraiso – Spanish; Portuguese; Guatemalan
- ❖ Principality of Reticula – Malaysian
- ❖ Sevier York – Jewish
- ❖ Snow-Hidden Tor – Romanian; Ukrainian

- ❖ Transitori – Tuscan
- ❖ Union of Teryn – Russian
- ❖ Verum – Ethiopian
- ❖ Zevon-Fold – Korean

Dezrel

- ❖ Daemon-Path – Turkish
- ❖ Elkin Faery – Austrian
- ❖ Fallerlands – Irish
- ❖ L'Ontae – Egyptian; Iranian
- ❖ Mumberlands – Hungarian
- ❖ York Eldrin – Libyan; Algerian

Islands

- ❖ Autumnal Isle – Belgian
- ❖ Cloverbay Isle – Japanese
- ❖ Fabled Isle – Uzbek
- ❖ Galloping Island – South African
- ❖ Grand Drake Island – Puerto Rican; Uruguayan
- ❖ Hematose Island – Haitian
- ❖ Isle of Cat's Joy – Venetian
- ❖ Isle of Deadly Beats – Slovak
- ❖ Juniper – Lao
- ❖ Lushland – Jamaican
- ❖ Ripple Archipelago – American (Hawaiian)
- ❖ Rotunda – Siberian
- ❖ Siren's Island – Czech
- ❖ Umbrus Archipelago – Cuban
- ❖ Windbay Island – Indian; Kenyan; Somalian
- ❖ Zentoma – Armenian