13 octobre 2024

Maxime Joly

Last Chance Project

Game design document

# The Last Chance universe

The Last Chance universe is large, both on the spatial scale and the temporal scale. The chronological events, prior to the events of the game, are very important to set up, because they are the direct causes. The player is mainly going through the consequences of all acts, events, and deeds from the past.

## Lore

### Genesis

At the dawn of everything, one entity: Serpentarius. Some refer to It as “The Creator”. Which is not truly accurate. Serpentarius desired a large, self-expanding world, populated with many species and various lifeforms and entities. Conscious and modest, It decided to raise allies that would help It create and supervise this rich universe.

Serpentarius raised 12 Seraphs. It created 12 celestial bodies, whose sole role would be to watch over and take care of a portion of what would be necessary to a perfect world. The bodies were named as follows:

* **Bellum (Aries):** Seraph of War and Conflicts
* **Draknyd (Taurus):** Seraph of Longevity and Eternal life
* **Sygmuth (Gemini):** Seraph of Treason, Infidelity and Shadows
* **Kraim (Cancer):** Seraph of Genesis and Purity
* **Maskorme (Leo):** Seraph of the Night, Stars and Deep Space
* **Ganymede (Virgo):** Seraph of Harmony and Nature
* **Xeos (Libra):** Seraph of Mastery, Control and Balance
* **Zyglon (Scorpius):** Seraph of Deviousness and Cunning
* **Pendulus (Sagittarius):** Seraph of Space and Time
* **Vertera (Capricornus):** Seraph of Preservation and Protection
* **Kameos (Aquarius):** Seraph of Wisdom and Mind
* **Flibius (Pisces):** Seraph of Streams and Fluids

A perfect world cannot be achieved with pure harmony, good and purity. Hence why Serpentarius raised a balance of Good and Bad Seraphs, complementing one another to create a complete balance. As Bellum would inquire war and battles, Vertera would ensure those do not alter the world in a significant way, by protecting what needed to remain intact.

The Seraphs would preserve their celestial body aspect until their presence was required. In such case, they would manifest under the form of their desire. Or perhaps under the form of what would be most fitting for the reason of their manifestation.

Pictures and representations of Seraphs around the world would, however, remain quite consistent. At the scale of Earth, their role would remain similar. Consequently, inhabitants of the planet would often view the Seraphs and depict them in a similar fashion.

### Bellum

Une image contenant dessin, croquis, dessin humoristique, Personnage de fiction

Description générée automatiquement**Roles:**

As Seraph of War and Conflicts, Bellum commands all minds who seek a victory on the battlefield. Its role is to guide those who wish to fight for their life, their family or their people.

Bellum does not seek destruction nor death. Conflicts are meant to exist. A world where entities have opinions and take decisions cannot subsist without any form of disagreement, which can ultimately lead to conflicts and fights. As Seraph, it ensures all battles have a purpose, and that the result of those quarrels result in progress.

Bellum is seen as a guiding light by many fighters, soldiers, commanders, armies across the universe. On Earth, warriors pray Bellum before going to war, to ensure their convictions are understood by the Seraph, and that It will grant them reason and validate their purpose. Effigies of Bellum can be seen in certain cities near barracks or headquarters. Also, statues of Bellum are often erected where important battles took place, as a sign of respect to the Seraph that dictated the purpose and issue of the battle.

**Depiction:**

The Seraph is usually depicted as a tall humanoid, bearing two large goat horns, showing off a large, naked, muscular chest. It carries a large hammer in Its right hand, and a tall shield in Its left hand. A temple is dedicated to Bellum in the city of Shiney, on the Vambulis continent. The temple is host to the largest known depiction of Bellum on Earth.

**Affinities:**

Bellum does not truly have an enemy among other Seraphs. Some folks suggest that Vertera, the Seraph of Preservation, and Kameos, the Seraph of Wisdom, would be their antagonists. These are short-minded interpretations of their actual roles. Bellum does not seek destruction. Vertera does not need to intervene when the sole intentions of Bellum are in play. However, when other actors would join the events, such as Sygmuth or Zyglon, things could turn out significantly worse and Vertera’s intervention would be required in order to prevent chaos.  
The same reasoning can be applied to the supposed rivalry between Bellum and Kameos, the querulous and the sage. The belief of such rivalry existing led to the construction of a temple to Kameos in the same city of Shiney, to balance the power each Seraph has on the territory. Such endeavour would not preserve the city, however, from enduring recurrent curses regarding their leaders.

**Essences:**

Essence can manifest when invoking the will and aid from a Seraph. In the case of Bellum, **Might** and **Rage** may manifest. The essence of Might provides the strength to endure the battlefield, while the essence of Rage fuels the competitive spirit. While Might represents the resources provided by Bellum to succeed, Rage is often the deciding factor, as it is conducted by emotions, by the purpose of the entity calling for Bellum’s grace.

### Draknyd

**Roles:**

Draknyd can be synonym with “may your body, mind and soul persist through the ages”. It ensures all beings, living and non-living, persist long enough to accomplish their purpose in this world. It is the embodiment of life goals, life purposes. In other words, Draknyd is guarding every entity until their have fulfilled their role. May this role be nullified, or the associated goal accomplished, Draknyd will cease to support the bearer, which will be left alone in this dangerous world.

The Seraph is celebrated all around the world for keeping livings in good shape. However, some cults are using the fated “life purposes” to paralyze society. In other words, people are told not to pursue their dreams and keep working for the good of the community, because they would be at a risk of death. In good hands, this dogma can lead to prosperous civilizations, but in less kind hands, authoritarian regimes can arise.

Draknyd condones such behaviour, although It does nothing to stop it, as if the fate of such leader was to indeed lead an authoritarian regime, Draknyd’s Veil would wear off, and all dangers would start threatening the life of the evil men.

**Depiction:**

The Seraph is often depicted as a tall, old-looking heavy dragon. Its veil is represented in statues by Its large wings covering younger folks, whose purpose has not been identified yet. Today, no intact depiction of Draknyd can be found, as many have been destroyed after the revolutions against authoritarian regimes, which were using the Seraph’s blessing as a mean to control the people.

**Affinities:**

Draknyd counts no enemy among the other Seraphs. The disasters of the cult have led to fictional conflicts against Sygmuth, to picture treason. Once again, these are tools used to manipulate opinions and masses and create clans around Seraphs. The Seraph of Longevity seeks nothing but enable everyone to accomplish their fate, may this even include the other Seraphs.

**Essences:**

**Vigor**, **Wisdom** and **Willpower** are all referred to when mentioning Draknyd’s Veil. **Vigor** is tied to the robustness of the body, its physical envelope. **Wisdom** is, however, unproperly associated to the Seraph. Draknyd may be represented as an old, sage dragon, but this does not mean that It is providing a long life to the livings. It is providing a meaningful one.  
**Willpower** depicts the role of the dragon in a better way. The desire to fulfil its role in this world is the perfect manifestation of that form of essence.

### Sygmuth

**Roles:**

Not all Seraphs serve good causes. Some of them are meant to balance things out. Sygmuth is one of them. As a figure of Treason, Infidelity and Shadows, this Seraph is the driving essence of treachery and what leads entities to mischiefs. In a way, Sygmuth is meant to bring chaos and mayhem, where Xeos is meant to restore balance.

Rogues, thieves and thugs see Sygmuth as the divine figure which justifies their deeds. No statue of the Seraph of Treason is erected, but drawings, carvings, paintings of Sygmuth can be observed in hideouts where Its followers gather.

Despite Its questionable position and role among other Seraphs, Sygmuth plays a role in pushing for change, when other parties do not share the will for change. Thus, the world can remain everchanging, shaping itself into a new iteration each time. Each iteration may not be perfect, as none of them ever is, but they remain a teaching moment of what consequences drastic changes can have.

**Depiction:**

Sygmuth is represented as a hooded character, with a snake head, two short arms and a long snake body. Knives are usually present around the lower part of Its body, attached to a belt. Most depictions of the Seraph usually only showcase the hooded head.

The figures can be found in thieves’ hideouts, dark alleys, caves, waterways, or more commonly as tattoos. Only die-hard members of Sygmuth cults have a mark of the Seraph Itself on their bodies.

**Affinities:**

Sygmuth is often associated with Zyglon as the pair of mischievous Seraphs. Oppositely, Xeos is its pure antagonist, promoting balance and control. In society, the differences easily manifest due to the way thievery and mischiefs are treated. Followers of Sygmuth are usually isolated, something walking with Zyglon’s, and are considered outcasts, pretty much the same way the two Seraphs are outcasts among the other deities.

**Essences:**

**Rage** and **Freedom** are associated with Sygmuth, both as catalysts for change and desire for change. **Rage** brings a competitive aspect to the table, to push for things to be the better choice and make change occur. **Freedom** reflects the possibilities and constraints that exists. What would be a better fuel for mayhem than those two together?

### Kraim

**Roles:**

Kraim watches over the world and its stability. The Seraph monitors how the world behaves. If things would degenerate so much the world itself or other Seraphs could not re-establish order, Kraim would intervene and start a massive purge, cleansing the world of all possible threats, essentially creating the world anew.

Its role is crucial to the balance of things, and Its regarded as one of the most important Seraphs, despite It not being the most active deity. The role also creates tensions among other Seraphs, as Kraim does not take party in deciding whether the current world should be wiped. The deities have disagreed on topics in the past, leading to chaotic decisions and hoping Kraim would revert things back to stability. Arguments which Kraim simply ignored, judging it fell under the other Seraph’s responsibilities to restore order.

This role, rather not entertaining, as led to the Seraph taking pleasure to observe the decay of humanity and entertain Itself with, what It considers, the poor management and execution of other deities’ jobs.

**Depiction:**

Kraim is most often depicted as a figure of cleansing and healing, the latter being an interpretation of the cleansing process, rather than an actual role of the Seraph. Therefore, it can often be seen inside temples, hospices and along Flibius near fountains. It is depicted as a foetus with no legs, on top of a pile of rocks. The foetus bears swan wings on Its back and holds a lotus flower in Its hands. More detailed depictions feature bones and decays near the rocks below the Seraph, to highlight the renaissance of a decaying world.

**Affinities:**

Kraim would, in theory, wait for reports from Xeos and Ganymede about the current stability of the world. The temper of the deity though, ignoring other Seraph’s opinions, has created tensions. Kraim is ally of no one, but probably enemy to nobody either. Other Seraphs know the power of Kraim and Its importance in the balance process. Consequently, the aspects of the universe under the responsibility of a Seraph could find themselves ruined and destroyed, would Kraim decide so.

**Essences:**

Kraim is pure **Wisdom** and **Might**. The Seraph is meant to judge, assess and condone any world led to self-destruction. It gathers experience from past worlds that committed mistakes and ravaged themselves and constitutes the embodiment of Universal Wisdom. Its **Might** renders the cleansing process possible, as Kraim needs to supress all that has been created and manipulate all essence to shape a new world.

For the common folks, Kraim’s **Wisdom** is associated with the progress of medical techniques and medicines.

### Maskorme

**Roles:**

Maskorme tints the sky in blue during the day, sets it ablaze when the sun sets, and creates a dark void at night that only the stars and the Moon can pierce through. It is the deity of outer space, constellations and cycles. Celestials around Earth are controlled by Maskorme, although there is not certainty as to the exact mechanisms in place.

Some people believe the Earth is Maskorme’s central focus, and that all other entities are tools used by the deity to manage the cycle of day and night, and to draw the skies. Others suggest that the Earth is just a mere body in the sea of stars under the hands of the Seraph, meaning that the planet is simply a tool to another, much more important, body in the universe. Perhaps the deity Itself.

Maskorme is essential to the development of all natural forms and entities in the universe, as they have evolved with the cycles It created, which regulates days, seasons, eras. Any disruption could devastate entire aspects of the universe, which places the Seraph at a very important place in the hierarchy. One should not mess with Maskorme.

**Depiction:**

Maskorme is depicted as half-wolf, half-raven creature. A wolf body and head, topped with black wings and four sharp raven claws. It can be mainly found in fields, among crops, mounted on wooden sticks by peasants as a mean of protection against bad weather conditions. Maskorme plays a huge role in maintaining a prosperous agriculture.

Some scientists and philosophers also look upon Maskorme when studying the skies. Although, as mentioned earlier, they seem to be divided in two groups, with different beliefs.

**Affinities:**

Maskorme is often associated with Ganymede for Its impact on nature, with Flibius with the impact of stars on sea levels, and with Pendulus regarding the cycles of days, nights and seasons. The latter is more than an interpretation of how time and cycles are correlated. Ultimately, a cycle iterates over a duration, as a unit. Time distortion could affect the value of a cycle, resulting in disruption of natural processes.

**Essences:**

The essence of **Vigor** is manifested in every single body in the universe. Maskorme probably holds the largest quantity of essence of **Vigor** that exists, and it keeps growing as the universe expands. On the same boat, all essence of **Knowledge** held by every body in the universe is under the hat of the Seraph of the Night. Looking at the Essential power, Marskorme could be treated as the most potent Seraph and being in the universe.

### Ganymede

**Roles :**

A serene nature, a restful grove, the resourceful sound of a flowing river through the woods. Ganymede protects these precious symbols of purity and serenity in this world. As the Seraph of Nature, It dictates the principles of natural evolution, species creation and extinctions, chemical interactions between elements, and much more. It is sometimes referred to as Mother Nature, although the associated gender is incorrect.

Ganymede is also the Seraph of Harmony. Quarrels have no place in a world governed by the deity. Hence why tensions exist with Seraphs which are more the chaotic type, such as Sygmuth or Zyglon. It is worth noting that disputes and arguments can happen in the Grand Nature of Ganymede, as long as they are related to how nature should behave and evolve. Any external source, susceptible to disrupt the natural peace, should be abolished.

The Seraph is the symbol of Peace and Harmony to many civilizations. It is also a symbol of preservation against natural catastrophes. Symbols of Ganymede can be found anywhere, from houses to churches, or even in the middle of a forest as shrines.

**Depiction:**

Despite all Seraphs being agender, Ganymede is often depicted as a female guardian of nature. It has long curvy hair, a broad forehead, carries a harp and Its body is ornamented with flowers and ivy. It also carries a long sceptre, mounted with animal carvings.

There are words of an ancestral shrine to Ganymede located on the Southern continent, Pernambulis, where Ganymed would manifest in Its true form. But it has yet to be found. Or perhaps it has, but no one ever returned. And the perpetual false image we have of the Seraph remains untouched.

**Affinities:**

Ganymede is close to Flibius, Seraph of fluids and water plans, and to Vertera, Seraph of Preservation. They hold together a beautiful world full of colours, wonderful species and serene environments. The Seraph of Nature draws close to hatred to any entity meant to disrupt Its beautiful creation. Henceforth the name of Sygmuth might not even be mentioned in Ganymede’s presence.

**Essences:**

**Vigor** and **Willpower**. These essences represent nature at its best. **Vigor** manifests in all plants, animals, insects around the beautiful world of Ganymede. Nature knows what is best for itself: the rudiments. Nature sustains itself with cycles. All species know their functional purposes and draw their energy from the essence of **Willpower** to maintain their environment prosperous and harmonious.

### Xeos

**Roles:**

As balance dictates. No better words can describe the deeds of Xeos, the Seraph of Balance, Control and Mastery. It ensures stability at all costs. Xeos refuses chaos, uncontrolled decisions, fury, dementia, and above all else, disillusion.

Xeos constantly listens and monitors the deeds and acts of everything, every animal, every plant, every rock, every deity. It prevents devious behaviours. It should work in pair with Kraim, deciding whether the balance of a specific aspect of the universe cannot be rebalanced and needs cleansing. However, Kraim is not willing to cooperate with the Seraph of Balance, putting a lot more pressure on Its shoulders than it should.

Xeos is the spiritual leader to all who seek perfection and mastery in their arts. It is the embodiment of self-control, study and resilience. Many monks, martial arts specialists, but also academics look upon the Seraph as their guiding light and source of inspiration.

**Depiction:**

Xeos is pictured as a short, darker-skinned humanoid, with hair shaped in large and long dreadlocks. It is often depicted meditating. Small effigies of the Seraph can be found around the world in schools, dojos, or even bedrooms of students.  
On a small island in the middle of the Central Ocean should have been built a temple to Xeos Itself. It is said the Seraph manifests inside the building occasionally, but only It can open its doors. The deity only manifests its desire to meet other livings when the balance has been disturbed.

**Affinities:**

As mentioned earlier, the relation between Xeos and Kraim is non-existent, despite their roles depending so much on one another. Sygmuth and Zyglon are despicable deities to Xeos, while It wishes they were more akin to Ganymede. Ultimately, as a master of balance, the Seraph knows why Serpentarius designed the Seraphs this way: there is nothing to balance if everything goes one way.

**Essences:**

Xeos is the embodiment of **Wisdom** and **Knowledge**. It knows the world, what the world is capable of, what it can endure, and how it can be destroyed. As a master of balance, you could possibly create the most peaceful environment, while knowing exactly how to create the worst chaos imaginable.  
These two essences ultimately are what most students and learners in general seek to achieve. **Knowledge** to create new things and make society go forward. **Wisdom** to take the right decisions based on experience and prevent society from collapsing.

### Zyglon

**Roles:**

Zyglon does not per se represents a bad figure. It is indeed a chaotic Seraph, because it embodies cunning and deviousness, but those could be considered as catalysts for change, drastic changes. However, there are positive angles to the deeds of Zyglon. One may need the tools It provides in a battle to defeat its enemies. One may require unorthodox techniques to achieve their goals. One may eventually decide to break rules to progress.

Deviousness is not necessarily a bad thing. Hence why when it comes down to bad events, Sygmuth is often pointed more than Zyglon.

In battles, warriors will pray Bellum to grant them the strength to fight. Winners will pray Zyglon to grant them the edge and the tools to succeed. The Seraph is the spiritual leader of all talented tacticians and innovators of this world. It may be the breaker of rules, and even the breaker of worlds.

**Depiction:**

Zyglon is depicted as a humanoid fox, wearing a long dark coat, and carrying lots of seemingly useless artifacts. Those artifacts represent the different unorthodox tools the Seraph uses to achieve what could not possibly be achieved through traditional means.

The *Way of the Fox* is a guild of grand tacticians following the mindset of the Seraph of Deviousness. They all wear a medallion with a fox head. The medallion is said to whisper the guidance of Zyglon when placing close to ears. But the deity will only speak to those worthies of Its advice.

**Affinities:**

Zyglon may have some affinities with Sygmuth, their bond is not a bond of allies. They create chaos among the work of other Seraphs, but Zyglon is effectively less harmful. However, breaking rules is not Xeos’s cup of tea, as this ruins balance and can lead to drastic changes.

Bellum and Zyglon share the same goal: victory. While the consequences and the means matter to Bellum, they do not matter much for the Seraph of Deviousness. Still warriors and tacticians need to work hand in hand to claim victory in the toughest conflicts.

**Essences:**

Tacticians are competitive beings, driven by the essence of Rage. Tacticians also uses new techniques, know their environment, what can be done and what cannot be achieved. Those decisions are fuelled by the essence of Freedom. Some eventually need to flip a coin, as they need to push over the edge to cause drastic change. That is when the essence of Hope manifests.

Zyglon embodies everything that tries to push an entity to its limits. The most volatile essences shape the power of this Seraph, in an explosive fashion. Perhaps in a way to highlight that walls can only be broken in a bang.

### Pendulus

**Roles:**

Time is not an invention of clock manufacturers to sell more clocks. It has been crafted by the very hands of Pendulus to create a perception of evolution in an animated universe. It carves the hours, seconds and centuries in an invisible frame that holds everything together. To Pendulus’s work, time is a finite measure. As the universe expands, so does time. The length of time increases, but the perception of it remains identical because the universe is growing with equal proportions uniformly.

With such power, Pendulus can alter the evolution of certain bodies, simply by compressing or expanding time somewhere in the universe. This, however, demands careful consideration of other Seraphs doings. Pendulus happens to be very open to dialogue and reason, as opposed to certain deities, who would simply not care.

Humanity does not perceive the work of Pendulus, but rather the work of Maskorme. Indeed, the perception of time to living entities is directly tied to the cycles controlled by the Seraph of the Night. Nevertheless, Pendulus actions have a direct impact on those cycles. It does not seek recognition from any lifeform, however. Thus, the absence of cult around Pendulus does not affect the deity.

**Depiction:**

A faceless, one-armed, ethereal body, holding a pendule with a chain. That is. The representation of Pendulus is akin to the modesty of the deity. It only serves one purpose: embody space and time. It does not need anything else.

There are no sophisticated depictions of the deity, and it is overshadowed by Maskorme. Therefore, there is no cult around. Which explains the simplicity of the depiction, as cults tend to embellish the entity they refer to, as some sophisticated appearance make it appear as a superior entity. Pendulus wants nothing of that.

Some clock manufacturers, however, like to include needles in their clocks that remind of the pendule held by the Seraph.

**Affinities:**

Other than an important connection to Maskorme, Pendulus is an isolated deity. It does not need more interaction, nor does it want any. For obvious reasons, Xeos would not tolerate time disruption, but the Seraph of Balance does know that Pendulus is not going to willingly break things and create chaos for unjustified reasons.

**Essences:**

Pendulus is pure **Knowledge**. As Maskorme holds the largest quantity of essence of **Vigor**, the Seraph of Time does hold all that belongs in space that is not a physical entity. It knows the void itself. And the void itself is exponentially larger than the non-void.

Pendulus is also pure **Wisdom**. Only time tells how things evolve, and what could have been done differently. In a way, Pendulus is more than just essence of **Wisdom**; it can manipulate this essence in a way to create a different perspective on **Wisdom**.

### Vertera

**Roles:**

Vertera preserves the high-intelligence civilizations. These were created to push boundaries and explore new possibilities in the vast universe that was created. It ensures their evolution is prosperous and their protection against various threats, such as wars, invasions, diseases or catastrophes.

The Seraph was originally prayed as an ominous protector and symbol of everything. However, Its position started declined over time as people recognized in other deities specific aspects that were worth praying for. Today, Vertera only remains a symbol of protection of the human specie.

It is worth noting that, despite the supposedly superior position of the high-intelligence civilizations, the role of Vertera is not more important that other Seraphs’. On the contrary, only through the works of the other deities the humans can thrive and achieve what would otherwise be impossible.

Some say Vertera’s role being restricted to humanoids in general is proof that Its existence is a mere invention. However, manifestations of Vertera have been observed and confirms the existence of the Seraph, although Its effective role may not be clear.

**Depiction:**

Most depictions of Vertera were destroyed during the Great Cataclysm, when the Gallilean civilization collapsed after the fall of the Comet. Nature quickly changed following the catastrophe, leading to the disappearance of most depictions.

One notable exception remains the Granit Tower, located near the Northern shore of the Pernambulis continent. This tower was erected by a civilization of beast-humanoids after the Cataclysm. Perhaps survivors of the events wanted to preserve the memory of the Seraph, as a testimony to Its role as a preserver.

Nowadays, the civilization is extinct, and only the abandoned tower remains. It is said to be the host of manifestations of the deity, which is return, is preserving the memory of the fallen.

**Affinities:**

**Essences:**

### 1.1.12 Kameos

### 1.1.13 Flibius

### 1.1.14 The fall of Serpentarius

## 1.2 Characters

## 1.3 World

## 1.4 Storyline

# 2. Field gameplay

## 2.1 Movement & Interactions

## 2.2 Character customization

## 2.3 Gathering

## 2.4 Crafting System

## 2.5 Enchantments

# 3. Combat gameplay

## 3.1 Environment

## 3.2 Commands

## 3.3 Battle processing

## 3.4 Interactions

# 4. Inventory

## 4.1 Equipment

## 4.2 Consumables

## 4.3 Miscellaneous

# 5. Abilities

# 6. Bestiary

# 7. Visual identity

# 8. Interfaces

# 9. Audio