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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:**

Vertera remains close to Seraphs who are leaning towards preservation, namely Ganymede and Xeos. It maintains a complementary relationship with Bellum, to prevent havoc and destruction among conflicts. It also despises Kraim’s role, although acknowledging its necessity.

Aside from them, Vertera is reserved and tries not to create tensions with other deities, perhaps in a way to preserve the links, akin to the preservation of the high-intelligence species.

**Essences:**

**Vigor** and **Might** are often associated with Vertera, because It represents the manifestation of the human lifeforms and their potential as a specie. **Knowledge** and **Wisdom** should not be connected to It, however, because Vertera does not hold or represent the mind and intelligence of the species It protects. The Seraph is only responsible for the physical envelope of those creatures.

### Kameos

**Roles:**

Kameos is the embodiment of Wisdom and the Mind of all livings in the universe. It draws the large web that connects every physical, biological, chemical, mathematical aspects of the world. Therefore, it is praised by most academics and scientists.

Its role is to ensure that everything remains logical, structured and stable. Most will say Kameos’s influence is one of the least palpable among Seraphs. It is mostly transferred into the physical world by the intellectuals who will use this knowledge to create new things and make their specie progress.

Kameos also plays an important role in maintaining a safety net against dangerous interactions. A chaotic version of the deity would allow destructive interactions between common elements. Such interactions would quickly cause mayhem in the physical world, leading to its collapse. Perhaps Kraim would prefer this version of the Seraph of Wisdom, as it would be more entertaining.

**Depiction:**

Kameos is often depicted as an old owl, with grey feathers and a long coat, imitating the long grey beard of an old wise man. However, there are no traits favouring a specific gender.

The small bird is often seen carved in capitals in academic institutions or sewed in the robes of notorious professors. It also serves as a symbol to indicate whether a scientific topic has been researched enough to become open to the public. The convention consists of an owl with open wings when the topic can be widespread, while closed wings indicates the topic is still under study.

A temple is dedicated to the Seraph in the city of Shiney, on the continent of Vambulis.

**Affinities:**

Kameos is sometimes cited as an antagonist to Bellum. As both deities may represent commonly opposite concepts, in strength versus mind, the idea could not be more incorrect. The intelligence provided by Kameos can certainly be used in warfare and prove to be destructive, when used in inappropriate fashion. Vertera should be worried about the potential misuse of Kameos’s powers, as they could indeed lead to chaos.

In the end, most Seraphs seeking for stability keep an eye on Kameos as, in the blink of an eye, the great tool that is knowledge might turn the world into a burning field.

**Essences:**

Even a child could easily identify the essences related to Kameos, namely **Wisdom** and **Knowledge**. It is literally the embodiment of what the universe is capable of and how it should be used to prevent causing its doom.

### Flibius

**Roles:**

The deep sea, air, energy flux, the wind, thunder. All energy streams are under the command of Flibius. The Seraph maintains the flow of water connected to the cycles of the Moon, It blows the wind to push the sails of a boat, It propels vehicles when powered by an engine.

The role of Flibius is connected to many of the other deities. A safe home is provided to the water creatures, to birds and flying livings. A purpose is provided to the laws of physics. Energies and fluxes are properly balanced. The list could go on.

The most notable disciples of Flibius are travellers, sailors and engineers. Sailors will pray the deity before embarking on a long journey, wishing for the best winds and tides.

Its role also extends beyond the Earth, although it is much less noticeable. Flibius monitors the cosmic fluxes and currents and maintains proper energy levels and gravitational fields. Without It, celestial bodies could possibly collide, causing the collapse of millions of species, and the ruination of other Seraphs jobs.

**Depiction:**

Flibius is represented as a long sea dragon, carrying two large, semi-transparent wings. The body does not have limbs. It moves in the air and underwater just by the strength of Its tail. The wings are instruments to manipulate the direction of streams.

The deity is depicted on the docks of the city of Ulyomnis, as a statue. Sailors commonly have a tattoo of the serpent on their arm. A picture they kiss before going for a long journey, as it supposedly brings luck and safety.

Simply enough, Flibius is also often depicted on fountains.

**Affinities:**

Flibius is connected to many Seraphs due to Its role being so dependent on others. It maintains a good connection with Xeos for the stability of currents, Ganymede by providing a safe home for water creatures, Maskorme when aligning with the movements of the celestial bodies, and Kameos when energy fluxes are meant to be used in interaction with other elements.

The Seraph is truly neutral when it comes to potential conflicts, as its role is purely bound to balance.

**Essences:**

Flibius is **Knowledge** and **Willpower**. The deity knows the behaviour of all currents and streams and is a reliable source of information when it comes to understanding those. It is also imbued with **Willpower**, as It moves entities in a way they should to accomplish their purposes.

### 1.1.14 The fall of Serpentarius

The universe was built and maintained by the 12 Seraphs. Serpentarius, the Creator, was in rapture. Each aspect was under the control of a deity, whether it was good, neutral or chaotic. A perfect balance. Perhaps too perfect.

Conscious of their role in the supervision of the universe, the Seraphs were always having a look at their Creator, wondering how useful to the universe It was. Not much, did they conclude. With all the power in their hands, they would be sufficient to maintain the universe in order. Furthermore, as the world would evolve and they would have to adapt and take decisions, the Creator would probably not give too much freedom to operate to the Seraphs. Consequently, the deities united against Serpentarius to dethrone the God among the other Gods.

The Seraphs decided to isolate the Creator in another realm, where nought existed. A new realm where the Creator would be able to create anew. The strategy involved proving Serpentarius It could expand Its might to another universe. The Seraphs opened a breach where to reach the new realm and grant passage to the Creator. The foolish and almighty crossed the portal, unaware of what was about to come next.

The breach would be sealed by the Seraphs using 12 relics, one for each deity. This would ensure that all relics are required to open the breach again, and that would mean all Seraphs agree on freeing their beloved Creator. The Seraphs would then part ways, minding their own business, without a constant look over their shoulder.

In the meantime, Serpentarius was locked in another realm, a realm of emptiness that It could not escape from. Folly would start ingraining the once-so-powerful being. One would open the breach again and write the first sentence of Serpentarius’s letter of vengeance.

### The realms

The entire environment in which events of Last Chance revolve is composed of 3 realms: the physical realm, also called ‘Hollved’[[1]](#footnote-1), the realm of the dead, the ‘Xaroth’[[2]](#footnote-2), and the realm of the locked Serpentarius, the ‘Zatvor’[[3]](#footnote-3).

Hollved consists in the realm first governed by Serpentarius and created by the Seraphs. It is the representation of the living universe.

Xaroth is the realm where all essence that collapses and vanishes go after their its envelope dies. It has no boundaries, no rules. However, it is not empty. The essence tries to shape a new world, like what it once was, but slightly altered, as there are no guides, no Seraphs, to lead the way.

Zatvor is empty, pure void. Serpentarius is simply standing there, contemplating absolute nought.

### Essences

#### 1.1.16.1 Origin

Every living and non-living holds essence, which can take many forms. A non-living usually contains less essence than a living, at least less variety.

A star or planet, for example, contains a very large quantity of essence of one or two types. The quantity is tremendously larger than what a human can hold. However, humans contain a much-varied mix of essences. Each type of essence is tied to a character trait or a property of the entity that holds the essence. A star merely has 2 roles: carry out combustion and illuminate. Thus, only related essences can be held by the star.

Essence exists under 8 primary aspects, and several secondary aspects. These are rare and technically unpure.

#### 1.1.16.2 Primary essences

These types of essence have existed since the dawn of the universe by Serpentarius Itself. It just a mere amalgam of every primary essence types. This rich diversity allowed It to conceive the universe as we know it.

The following essences are:

* **Essence of Vigor:** it represents the weight of a body, its robustness. It is the most common essence type, because every rock, every tree, every living has some. The amount of essence of Vigor held by an entity grows with time, alongside the growth of its shell.  
  Upon death, the essence remains intact. Only decomposers can alter the quantity of essence of Vigor of a deceased.
* **Essence of Knowledge:** it represents the primordial knowledge of the world, how it works and all interactions between all entities. It is much less palpable than Vigor because it only truly manifests when an entity dies. Every entity holds a little amount of Knowledge at birth. Then, all experiences feed and grow the essence held by the entity.  
  Upon death, Knowledge is freed and quickly vanishes because it is vulnerable to the environment. Large quantities of Knowledge sometimes manifest as Elementals, Will-o-wisps or Spirits.
* **Essence of Might:** it represents how the potential of each entity is used to accomplish things. Generally speaking, large entities such as mountains and golems hold great Might, which comes along a large amount of Vigor. The amount of essence grows based on what the entity achieves. It is often combined with another essence which drives the entity itself. A living filled with great Knowledge may initiate large works, which will lead it to a state of great power, eventually. This highlights the importance that Might needs another essence by its side, as it cannot drive an entity on its own.  
  Upon death, it vanishes very quickly. If one wishes to obtain some, one should extract it while the entity is still alive.
* **Essence of Rage:** this type of essence represents a form of animosity from an entity towards another. It is bound to the concept of competition. Each entity thrives at being different, better than the others at what it does in the universe. Rage is the engine that drives this desire. As an example, a species that is dependent on hunting holds a quantity of Rage proportional to the accessibility of the food and how many other species are hunting the same resources. Emotions are also tied to this type of essence. The amount fluctuates based on feelings. Anger, sadness or sorrow may alter the amount of essence of Rage.  
  Upon death, it is either freed or repressed. Rage that persists after death is often bound to powerful feelings that were animating the entity while it was alive. It can manifest as Spirits.
* **Essence of Wisdom:** in opposition to Knowledge, Wisdom is tied to the learning process of past experiences and observations. Raw knowledge is represented by the essence of the same name, but what is made of it is Wisdom. A wooden structure that catches on fire consumes it if no external actor comes into play. This is Knowledge. Understanding that it may be safer to let the structure burn rather than trying to stop it with water or wind spells, which may cause more harm than good, is Wisdom.   
  Upon death, it behaves similarly to Knowledge: it vanishes quickly and is closely bound to Knowledge. However, it does not persist later on as Spirits. It is preferred to store Wisdom in an object or another entity. This allows the essence to continue its growth despite its original envelope gone. This technique is also a bridge that brings Wisdom from one generation to another.
* **Essence of Willpower:** Willpower animates entities to fulfil goals that are not tied to emotions or a learning process, which makes it different than Rage and Wisdom. A human who needs to go fetch some water at the well to drink as a simple example among others. To quench one’s thirst is primordial to a human. Willpower is the sole engine to fulfil primary needs: hunger, thirst, reproduction, sleep. In a competitive environment, Willpower may blend with Rage. If a human needs to wash in the river, Willpower is blending with other essences: Wisdom brings hygiene, Knowledge brings the concept of contaminated or cold water, which may not be appropriated to wash its body.  
  Upon death, it mainly persists through the actions made by the entity. Every single deed holds a tiny amount of essence of Willpower.
* **Essence of Freedom:** it is the symbol of all that is possible, and of all constraints tied to an entity. A flower may have the power to grow and expand as much as it desires, but it cannot move due to the lack of locomotion. It lacks a large panel of actions it can take, as opposed to animals. The balance of possibilities and constraints determines the amount of Freedom the entity holds. This amount can change over time, based on new knowledge, extensive wisdom, through sheer will…   
  Upon death, this essence is extremely volatile. It seeks fast liberation. The greater the essence, the greater its manifestation. When combined with other essence, it may even be dangerous.
* **Essence of Hope:** this particular essence represents the energy needed to make something come true, despite lacking some key elements for its realisation. Hope often blends with Rage, Freedom and Willpower. Hope attracts elements to rebalance all these essence types. In a way, it regulates the other essential components of an entity.   
  Upon death, it manifests violently. It may even keep the entity in a living state, if the balance of essences cannot be reached. Hope is very unstable. It is possible to extract some from an entity before its death, but it is considered unethical. Indeed, it is essentially an attempt at rebalancing the levels of essence instead of letting the entity do the work itself, which is the natural process.

These primary essences are the foundations of everything in the universe. However, certain hybrid types may manifest when essences blend so much a new type is created, usually called secondary essence type.

#### 1.1.16.3 Secondary essences

These come directly from primary essences and may only exist alongside them. They represent very dominant traits, so dominant that a new form of essence was created.

There are numerous types of secondary essences. The list being way too long, due to a gigantic number of combinations, only a few examples are listed here to provide a good understanding of what a secondary essence type can be.

Essence of **Determination** may manifest as a combination of Rage, Willpower and Hope. It appears in a competitive environment, where emotions will surge. The balance between Willpower and Hope is ever-changing and never reaches a point of stability. This unstable phenomenon may eventually crate essence of Determination.

Essence of **Folly** may manifest as an excess of Might and Rage and a lack of Knowledge and Wisdom. An entity must reach an essential balance state to have a stable behaviour. Folly manifests when these essences become uncontrollable. The entity then behaves like a beast, only seeking its own interest and using its physical and psychic abilities. However, it does not care about the consequences or the impact of its actions on the environment, or even on itself.

Essence of **Serenity** is rare, obtained by a perfect balance of Wisdom, Knowledge, Willpower and Freedom. Rage and Hope are very low. The entity is unflappable. Such balance is very uncommon, due to the prevalence of emotions and competition in a wild environment. A serene entity never manifests as a Spirit upon death.

Many other combinations of essence exist, but these are simple to understand and picture.

#### 1.1.16.4 Usage

Intrinsically, the usage of essence is tied to Knowledge and Wisdom, because they dictate how to use them properly. Entities capable of essence manipulation and essence gathering are classified as intelligent, due to a level of Knowledge higher than a given threshold.

##### 1.1.16.4.1 Essences and enchantments

Properties bound to a specific essence type can be applied to an object, through an enchantment process. The goal is to imbue the object with the essence, as if it organically contained some of that essence. In a way, the transfer of information from generation to generation could be defined as enchantment, because the amount of Wisdom changes between the two parties. Nevertheless, this is pure digression from the main definition of enchantment, which refers to a complete transfer of essence from the first party to the second.

Examples of enchantment are many, but the most common ones are the following:

* **Elemental Stones:** from appropriate essence and stone or mineral, it is possible to craft stones that carry elemental abilities, such as elemental impacts or resistance. The quality of the stone carries out great importance, as i twill dictate the power of the elemental stone. Additionally, if the essence is too powerful for the rock, it may just collapse during the enchantment process.
* **Stats Orbs:** these orbs function as an extension of the essence of an entity. It is as if the imbued essence belonged to the entity. However, this additional essence can be substituted with another when needed. The holder of these enchantments must be biologically compatible with the entities who make use of them. Such compatibility would not be respected, toxic and hazardous effects could arise. It is worth mentioning that history has shown certain folks would risk everything to extend their power (this being a perfect example of Folly).
* **Status Jewels:** these jewels embody Vigor and Knowledge in disproportionate forms. They extend the biological properties of entities that hold them. A human being can protect itself from poison with the appropriate jewel. The process of crafting such object is complex. It requires a high-quality receptacle and the purest form of the element the craftsman is trying to protect the holder of the jewel from.
* **Skill Runes:** these runes are concentrated amount of Knowledge and Wisdom from our ancestors. As opposed to books, scrolls, carvings and tablets, the information held by runes has limits. The power of runes diminishes after each use. Crafting those runes is therefore no easy feat: their content can vanish for ever if no entity can share its Wisdom or Knowledge to fill the rune. The rune market is always unstable, because it gives a price to those two essences, and those are ever-changing.

## Characters

### 1.2.1 Main characters

Main characters are defined by either the fact they are playable within the game or have a heavy influence on the storyline of Last Chance.

#### 1.2.1.1 Louga Aërnold Gravis

#### 1.2.1.2 Godfried Henri Markus Dagner

#### 1.2.1.3 Joachim

#### 1.2.1.4 Agrid

#### 1.2.1.5 Kolibri Wiseborn

#### 1.2.1.6 Arthur Wilfried Warlok

#### 1.2.1.7 Magnus Bolf of Eizbern

#### 1.2.1.8 Kayle Ebony-Fang

#### 1.2.1.9 Kristina Lucie Beauregard

#### 1.2.1.10 Kaorin

### 1.2.2 Secondary characters

Secondary characters are defined by their modest presence within the storyline and are not playable.

#### 1.2.2.1 King Aërnold Thomas Gravis

#### 1.2.2.2 Emperor Terrakion Julius IV

#### 1.2.2.3 Kyrmes Thug-Of-Steel

#### 1.2.2.4 Miruan, Warden of the Winds

#### 1.2.2.5 John Robert Algier

#### 1.2.2.6 Timotee Herbert Orald

#### 1.2.2.7 Leona Sunkeeper

#### 1.2.2.8 Uriel Absul Gamera

## World

For the purpose of the story, only the Earth will be described in this section, as the globality of the game occurs in that part of the physical realm.

### 1.3.1 Pernambulis

The largest continent found on Earth. It is home to the largest desert area and the largest lake in the world. Given how widespread the land is, multiple climatic conditions can be encountered.

The continent holds 4 territories: the mainland, the island of the Snowborn, and the two tiny islands of Grive and Espial.

The main cities are Kalfim, Walaska, Shaer’goth, Woodholm and Kaekkitish.

#### 1.3.1.1 Region of Kalfim

The city of Kalfim is the largest in Pernambulis. Located north of the western peninsula, with the ocean on its right and the Greenwoods on its left, the city is the main gate to enter the continent and the most important commercial actor in Pernambulis.

The city operates independently from the rest of the continent and is not under the rule of the Pernambulian Kingdom. Instead, a council of 8 Maesters controls the city, the surrounding territories and its activities.   
Because of its commercial power, the city is able to dictate the economy in most of western Pernambulis

Despite its strong position as a city-state, the situation inside Kalfim is rather unstable. There exist some anti-independence movements, namely in favour of Pernambulis or even in favour of Ulyomnis. The two groups claim that Kalfim occupies such a strong position in the conflict opposing Pernambulis and Ulyomnis that it would turn into a major strategic point, pivoting the events of the war. The council of Maesters persists on remaining independent, as this keeps the territory as neutral as possible and protects the economy.  
Multiple attempts at dethroning the regime has been tried in the past, but they were never successful.

Beyond the Greenwoods to the left stands the Western Rockbelt, creating a physical frontier with the ocean in the west. Both the woods and the mountains extend to the whole southern part of the peninsula and remain unoccupied. Kalfim is the only major settlement in this region of the continent of Pernambulis. The Green River is a physical border between the woods and the mountains. It splits close to its mouth into the Large Green and the Small Green. The Large Green continues its path towards Kalfim. The names are simply given from the length of both smaller rivers.

#### 1.3.1.2 Region of Gramont

The region of Gramont is located on the northern shore of Pernambulis and east of the western peninsula. It is home to 3 major settlements and the Pernambulian Castle: the Bastion of Haalmikah, the village of Farment and the village of Heratum.

The region is delimited by the Gornich Bay on the East and the Walaskan desert in the South and Southeast. Up North is the ocean and the region of Kalfim is in the West.

The region is rich in forests and fields. It is also an important military and economic region. The bastion of Haalmikah is is center piece of the army and remains close to the shore and the castle. It also acts as a passage to the East of the continent and is an important trade route.  
The mines of Farment, located close to the village of the same name, is an important source of various ores. The village is renown for their blacksmithing skills.

The region of Walaska can be accessed from the village of Heratum using a powerful jewel of engineering: the Drill. It can pierce through the mountains and brings people close to the city of Walaska.

The Gloom is a river that acts as a physical frontier to the West of the region.

#### 1.3.1.3 Region of Walaska

The region of Walaska is located in a desert east of the region of Gramont. It is surrounded by mountains north, west and south. East is a road to the region of Eizbern. The region is accessible from Gramont using the Drill in Heratum.

The city of Walaska stands in the middle of the desert, and serves as a trading place where a lot of traveling merchants stop before continuing their journey east or west. The city is surrounded by large and tall fortifications to mitigate the effects of sandstorms that strike the region occasionally.

The climate is very dry, but the temperature remains reasonable for humans.

The region is also renowned for the large library located in the city of Walaska. It contains thousands of books and scrolls, some from centuries ago. It is a major stop for any scholar traveling in Pernambulis.

Finally, the region also serves as a physical barrier to protect the region of Gramont from potential attacks from the east. The mountains and the desert make it very difficult to attempt a terrestrial military operation.

#### 1.3.1.4 Region of Eizbern

The green region of Eizbern extends from the edge of the Walaskan desert to the eastern shore of Pernambulis. It is delimited north by the Jungle of Woodholm and the Shaer River south.  
The Yellow Eye River cuts the region in half, and offers an interesting geological phenomenon where woods, mountains and river blend perfectly, in the so-called Eye of Nature.

The village of Eizbern is located close to the estern shore, and north to the Tear, a small river born off the Eye of Nature. The settlement is home to many hunters and trained mercenaries. Its inhabitants are well known for their ability to work and transform many natural resources in powerful equipment of potions. They are preserved from highly advanced technology and prefer the traditional means to thrive through life.  
The commerce of leather and medicinal plants is the heart of Eizbern’s economy. The services of several hunters and mercenaries are sometimes requested by external entities to get rid of dangerous creatures. These add up some coin to the economy.

The large and deep forests of the region make up for a very diverse fauna and flora. The area is home to a lot of species when the time of colder seasons has come. They find safety in the woods, where they can easily hide and feel protected.

#### 1.3.1.5 Region of Shaer’goth

#### 1.3.1.6 Region of Woodholm

#### 1.3.1.6 Island of the Snowborn

#### 1.3.1.7 Island of Grive

#### 1.3.1.8 Island of Espial

#### 1.3.1.9 The Scorched Lands

#### 1.3.1.10 Lake Yun

### 1.3.2 Ulyomnis

### 1.3.3 Vambulis

### 1.3.4 Relaga

### 1.3.5 Givros

### 1.3.6 Archipel of Eorna

## 1.4 Storyline

# 2. Field gameplay

This section describes the different components of the gameplay that affect the field. The field is defined by the environment the player moves in and interacts with. It does not include menus or battles. However, it does include character customization and crafting systems.

## 2.1 Movement & Interactions

The player moves in a 2D plane, on the X and Y axes using a keyboard or (virtual) gamepad. The system allows for movements in 8 directions. The player can also interact with certain elements on the field using a specific button.

Additionally, upon unlocking certain abilities or items, the player can interact with new elements, accessing areas that were blocked before.

When the player wants to trigger an interaction, the available interactable objects close enough to the player are gathered and the closest will be selected.

## 2.2 Character customization

### 2.2.1 Character stats

* Experience points. This value automatically gives the level of the character. The formula to obtain the experience points required for a given level is the following: 450x2+250x+10 where x is the level.
* Health. This is the life total of the character. When it reaches zero, the character enters the KO status.
* Mana. This is the magic resources total of the character. Abilities may consume a certain amount of mana. When the character does not have enough mana, the ability cannot be used.
* Essence. This is another form of resource. Abilities may consume a certain amount of essence. When the character does not have enough essence, the ability cannot be used. This resource works differently than Mana and does not persist after battle. A specific section is dedicated to Essence.
* Strength. Dictates roughly how much damage a character can deal with physical attacks and abilities.
* Defense. Dictates roughly how much damage is mitigated when the character is dealt physical damage.
* Magic. Dictates roughly how much damage a character can deal with magic attacks and abilities.
* Magic Defense. Dictates roughly how much damage is mitigated when the character is dealt physical damage.
* Agility. Mostly dictates how fast a character is when it comes to using attacks and abilities during combat. The higher the agility, the quicker the attacks can be used in battle. A specific section describes how turns are processed during battles.
* Luck. Has an influence in damage variance and stats that are probability based. Specific formulas that are probability based will be described later in this document.
* Accuracy. Base value is 90%. This is the probability that basic attacks land and deal damage to their target. It also applies to ability that uses the basic attack components.
* Evasion chance. Base value is 5%. This is the probability to prevent damage from an upcoming attack or ability. Certain attacks or abilities cannot be evaded.
* Parry chance. Base value is 10% This is the probability to mitigate 80% of the incoming damage before defensive stats are taken into count. Certain attacks cannot be parried.
* Critical Strike Chance. Base value is 5%. Critical strikes deal damage base on Critical Strike Damage.
* Critical Strike Damage. Base value is 200%. When landing a critical strike, this multiplier is used instead of the normal multiplier to calculate damage variance.
* Provocation. Base value is 100%. Dictates how likely a character is meant to be targeted when the pool of targets is random.

### 2.2.2 Equipment

* Left Hand: This is typically used for shields. When using a two-handed weapon, this slot is not available.
* Right Hand: This is used for any type of weapon.
* Head: This is used for helmets, hats or headbands.
* Body: This is used for armours, robes, clothes, jackets, etc.
* Accessory: This slot is used for various items that cannot be worn in another slot.

### 2.2.3 Status & Elemental Affinities

* Status Affinities dictate how likely a character is to suffer from status ailments. Base value is 100% for each status. 0% means the character is immune to that ailment.
* Elemental Affinities dictate how much damage a character is being dealt by elemental attacks. Base value is 100% for each element. 0% means the attack deals no damage. 200% means the character takes twice more damage. This multiplier has a low cap of -100% and a high cap of 500%. Negative value means the attack has the opposite effect. If a Fire ability is supposed to deal 100 damage and the multiplier is -20%, then the ability is healing for 20dmg (20% of 100). If a Healing ability is supposed to heal 100 and the multiplier is -50%, then the Healing ability is in fact dealing 50 damage.

## 2.3 Gathering

Several resources can be collected directly on the field. These are often used for either direct consumption, or in crafting recipes. They can be regrouped in different categories, based on how they are gathered:

* Fishing: fish can be gathered from rivers, lakes, ponds, and seas. It can be consumed raw for little effect or used in cooking recipes.
* Plant picking: various plants, fruits and vegetables can be gathered from bushes, vegetable plants, trees or fields. Fruits and vegetables can be consumed raw for little effect, or all plants can be used in either cooking or potion recipes.
* Mining: ores can be extracted from ore veins. Ores can be sold for good money or used in equipment crafting recipes.

## 2.4 Crafting System

Many items can be crafted from resources gathered on enemies, gathered from various field sources (see Gathering) or existing equipment or items. The different crafting systems are the following:

* Equipment crafting: This is the major crafting system. It involves creating either items from scratch or using existing items combined with additional elements to craft stronger versions of these items.
* Potions: These consumables can either be purchased or crafted using resources collected from the fields and monsters. Note that some potions cannot be purchased. They are meant to be used in battle for instant effects. Certain potions can also be used in the menu.
* Food: These consumables can sometimes be purchased but are often crafted using various resources. They are meant to be used in menus. They provide additional passive bonus for a limited time. Only one meal effect can be active on a character at any given time. The effects wear off after a certain in-game time, when the character dies or when it consumes another meal.

## 2.5 Enchantments

Equipment can be upgraded with specific objects: stats orbs, status jewels, elemental stones and skill runes.

* Stats Orbs: Provide a boost of a given stat. Value is always expressed in %. The Orbs can provide the following stats:
  + Max Health between +5 and 15%
  + Max Mana between +5 and 20%
  + Max Essence between +10 and 30%
  + Strength between +4 and 10%
  + Magic between + 4 and 10%
  + Defense between +5 and 12%
  + Magic Defense between +5 and 12%
  + Agility between +6 and 15%
  + Luck between +6 and 15%
  + Evasion between +1 and 4%
  + Precision between +4 and 10%
  + Parry between +5 and 12%
  + Critical Strike Chance between +3 and 9%
  + Critical Strike Damage between +5 and 20%
  + Provocation between -20% and +20%. This one is designed to be used to either prevent a target from being targeted or increase the chances of a character being targeted.
* Status Jewels: Provide a resistance to a status ailment when placed on a shield, a head element, a body element or an accessory, or allows the character to inflict the status on hit when using basic attacks. Provided resistances always reduce the status affinity to 0% and status on hit have a 100% base chance of being inflicted. Then the affinity of the target is taken into count.
* Elemental Stones: Provide a resistance to an element when placed on a shield, a head element, a body element or an accessory, or allows the character to deal elemental damage on hit when using basic attacks.
  + Provided resistances ranges from 30 to 60%. Neutral and Healing Stones do not exist.
  + Elemental damage converts 100% of the attack damage into the equipped element. If multiple elements are equipped, the damage is split for each element. If the character has a Fire, Water and Wind stone equipped, then a basic attack deals 33.3% Fire damage, 33.3% Water damage and 33.3% Wind damage. Each portion of damage is individually computed when taking the target’s elemental affinities. Multiple stones of the same element do not change how the damage is split.
* Skill Runes: Provide an additional ability when the enchanted piece of equipment is worn.

Each piece of equipment has a set amount of enchantment slots. Certain have no slots. Usually, if a set piece has a lot of innate effects, it has less slots.

# 3. Combat gameplay

There are 2 different types of combat: ones that are triggered on the field when attacking a group of fiends, and ones that are triggered by events (e.g. bosses).

## 3.1 Environment

### 3.1.1 Encountering monsters

On the field, monsters wander around and are visible. The player can take aggro in two different manners:

* The group of monsters is aggressive, and it is going to trigger the battle if the player remains close to it for long enough.
* The group of monsters is passive, and it is only going to trigger the battle if the player actively interacts with it.

All monsters of the group are visible on the field, so the player can assess what can be encountered. The average level of the group is indicated on top of it by a marker. The colour of the marker depends on the average level of the party. Depending on the colour, certain parameters can change:

* White: the group of monsters is far weaker than the party. The player can still earn loot from it but no experience points. Groups that are usually aggressive remain passive.
* Green: the group of monsters is slightly weaker than the party. The player can earn loot from it and gains 50% of the experience points the group would give in an evenly matched battle. Aggressive groups remain aggressive.
* Blue: the group of monsters is at the same level or slightly higher than the party. The player earns 100% of the loot and experience. Aggressive groups remain aggressive.
* Red: the group of monsters is relatively higher than the party. The player earns 125% of the loot and experience from this battle. Aggressive groups remain aggressive.
* Purple: the group of monsters is far more powerful than the party. The player can earn 200% of the loot and experience points. Aggressive groups remain aggressive.

For groups that are encountered through events, the loot and experience bonuses do not apply.

When aggression starts, a visual and audio clue will indicate the player that a fight is about to start. The player can disengage by walking away from the group of monsters. If the player does not leave the dangerous area within a few seconds, the battle starts. The battle also starts if the player goes on top of the group.

### 3.1.2 Battle Start

When a battle starts, a different screen is loaded, and both the party and the monsters are placed in an arena. The arena is based on the map the encounter occurred. Each arena has a start configuration, with starting positions for each battler.

Each team has a set of positions a battler can start on. Each member is placed randomly on a position of its team. In certain situations, the position is forced and cannot be changed before the battle starts.

### 3.1.3 Positioning

Repositioning is allowed in 2 situations:

* The battle does not have forced positioning.
* The party contains more than 1 alive character. If the party only contains 1 character, the position is chosen at random. If the party contains 1 alive character and one or more dead characters, the alive character is placed first at random, then the dead bodies are placed randomly in the remaining slots of the team.

Before the actual fight, the player can freely interchange character positions. Unused slots cannot be selected, as well as dead characters.

Once the player is satisfied with the positioning, or if repositioning is not allowed, the battle can start.

## 3.2 Commands

Once the battle truly starts, the player has to select which moves each party member will use during this turn. For each party member, the flow is the following:

Une image contenant texte, capture d’écran, diagramme, conception

Description générée automatiquement

### 3.2.1 Available commands

The battle contains 4 base commands:

* Attack: use the equipped weapon to strike a target. The battler moves in range first before attacking.
* Skills: use any ability the battler has learnt. Usually these require the use of resources. This command wraps up several subcommands. It is worth noting that only relevant subcommands will be displayed for the character.
  + White Magic: contains all magic that can restore health and cure status ailments.
  + Elemental Magic: contains all magic tied to a specific element.
  + Arcane Magic: contains all non-elemental magic abilities that are meant to deal damage.
  + Green Magic: contains all magic abilities that are meant to empower or impair targets.
  + Techniques: contains all non-magic abilities that do not have a direct utility purpose.
  + Utilities: contains all non-magic abilities that only serve utility purposes.
  + Ultimate: contains ultimate abilities of the current character.
* Items: use a consumable item from the inventory that can be used in battle. Only eligible items are displayed.
* Flee: if the battle allows flee, the party attempts to flee the fight. This can fail. The result of the flee command is determined by the total agility of the party (not including dead characters), the total agility of the remaining enemies and the total luck of the party (not including dead characters).

## 3.3 Battle processing

Once all party members have locked in their action, the turn can be processed. The process follows a concept of **priorities**.

### 3.3.1 The Priority System

Each action has a specific priority value. This value indicates how fast the ability will be executed during a turn relative to other abilities. As an example, if the party has locked Ability A with a priority of 0 and the enemy has locked Ability B with a priority of -1, then A will always happen and conclude before B even starts.

This first approach allows the player to easily order abilities to create complex and interesting combos. But then, it is important to define how abilities within the same priority value are processed.  
At this point, the Agility stat comes in. The Agility defines how quick an action is started within a priority value. Battlers A, B and C all use an ability with priority 0. Their respective agility is 20, 50 and 45. Relatively, the order in which abilities will be started in B then C then A. However, ability C happens much closer to ability B, due to the agility stat being closer.

Given 0, the earliest point in a given priority, and 1 the latest point in a given priority, the starting point of these abilities can be represented as follows:

1

0

B

C

A

Ability C is the quickest and ability A the slowest. They can be placed at the beginning and end of the timeline. The difference between B and C is 5 agility points, and the difference between B and A is 30 agility points. On a relative scale, this means that B happens on 0/6, C on 1/6 and A on 6/6.  
If priority 0 takes 6 seconds to execute, then ability C will start 1 second after ability B started, and ability A will start 6 seconds after ability B started.

### 3.3.2 Processing an action

The priority system defines **when an action starts** but not how long it takes. Each action can be split into several phases:

* **The movement phase**: the battler first needs to get in range to use the ability. Based on the range of the ability (or the range of the weapon in case of an attack), the battler will move towards its target until it is close enough. This phase is skipped if the battler is already in range.
* **The channel phase**: the battler may need to channel energy before firing the ability. During this time, the battler does not move. It directly follows the movement phase. Note that some abilities do not need a channel phase.
* **The strike phase**: the battler launches its attack or ability. This phase can directly follow a movement phase if no channel was required, can be the first phase if no movement or channel were required, or follows the channel phase if it was needed.
* **The projectile phase**: upon striking, the action may create a projectile that moves towards the target. Usually, melee actions do not require a projectile. Each ability can be tied to a specific projectile with a well-defined behaviour.
* **The impact phase**: this phase can be triggered by either the strike phase or the projectile phase. In this phase, the effects of the action are applied to the target. This is when the damage or healing is calculated, if the hit is a critical strike, if the hit is parried or evaded, etc. If the strike or the projectile fail to connect with the target, the impact phase never occurs.

Once all phases are resolved (or if the impact or strike phase is cancelled), the action is considered finished. All theses phases take some time to execute, and their duration is defined by different factors. This is called the **length** of the action. Please note there is a difference between this length and **the theoretical length**. Targets and battlers can move, take damage, die, and so on during a turn. Therefore, the theoretical length is different than the actual length.

### 3.3.3 Computing the length of an action

First, the movement phase is executed. The length of this phase is defined by the movement speed of the battler and the distance before the battler gets in range.

Then, the channel phase occurs. The length of this phase depends on the action itself. The action holds the information of how long the channel takes. The action also tells whether it requires a channel. The channel consists of a gesture and a particle effect.

Once the channel phase is over, the strike phase can be executed. In the same way, the length of this phase depends on the action itself. The action holds a strike animation, which represents its length.

Afterwards, the projectile phase starts. The projectile has a defined speed and must travel until is reaches its target. The base length of this phase is defined by the speed of the projectile and the distance between the battler and the target **when the ability is locked**.

Finally, the impact phase concludes the action. The length of this phase is defined by the impact animation tied to the projectile.

It is important to mention that, when computing the length of a phase, the length of the whole animation is not always used. If a portion of the animation triggers a phase (a striking phase triggering an impact phase), then only the portion that precedes the phase change is used. This event is called a phase transition.

The length of the action can therefore be computed using the following formula. The letter ‘A’ refers to the battler and ‘B’ refers to the target.

This formula gives the theoretical length of the action and can be used to represent how the actions will be processed on the timeline.

It should be noted that all actions that belong to a specific priority always occur before the actions of the next priority value. In an extreme example, if priority 0 has a very slow projectile that needs to travel across the battlefield, and an action is waiting at priority -1, then this action has to wait until the projectile connects and the impact phase finishes before it can start.

## 3.4 Interactions

### 3.4.1 Damaging a target

Actions can affect the pool of resources of a target. The result of an action falling under this category can be:

* The battler damages the Health of the target
* The battler damages the Mana of the target
* The battler damages the Essence of the target

In all three instances, a formula gives the amount of health, mana or essence taken from the target. The property **DealDamageToResource** regroups this behaviour. An action can have multiple **DealDamageToResource** properties. This property has these parameters:

* The resource affected by the damage
* The formula to compute damage
* The element tied to the action
* The damage variance

The base damage of the action is calculated through the formula. The effective damage value uses the damage variance attribute to create a range of possible damage values, where the base damage is the middle value.

The Luck stat of the attacker and the target are used to compute the final damage value. Given a range of damage [A,B], the middle value M can be defined as (M is actually the base damage):

A can be redefined independently from the other parameters. First, the luck stats are compared.

We have three possibilities:

* L <= 0. This means the Luck stat of the attacker is at least twice as high as the Luck stat of the target. In this case, the range of damage becomes [M,B].
* L >= TargetLuck. In this case, the range [A,B] does not change.
* L > 0 and A < TargetLuck. This means that the Luck stat of the attack is greater than the Luck stat of the target but not twice higher. The proportional difference must be calculated. The difference is used in a linear interpolation between A and M to obtain [Abis,B]. The difference D and Abis are calculated as follows:

### 3.4.2 Taking damage

A battler can be targeted by an action and dealt damage. The battler can take Health damage, Mana damage or Essence damage.

When taking damage, different scenarios may occur depending on the resource affected:

* Health damage: the current health of the target is decreased. If that value reaches or falls under 0, the target enters the KO status.
* Mana damage: the current mana of the target is decreased. If an action was meant to consume mana and the target does not have enough mana, the target cannot perform its action.
* Essence damage: the current essence of the target is decreased. If an action was meant to consume essence and the target does not have enough essence, the target cannot perform its action.

### 3.4.3 Parrying an action

A battler can parry certain actions. Any action that cannot be parried is specified by an icon. Each battler has a **Parry** stat that represents how likely an upcoming hit can be parried. Luck also impacts the chances of parrying an attack.

During the **Impact phase**, when the impact event occurs, the attacked battler can attempt to parry the attack, when eligible. The following formula indicates the probability of parrying an attack:

If the attacker has a higher Luck stat than the target, then the Luck Parry bonus does not apply.

A parried attack only deals 20% of the damage, before damage reduction. It also prevents on-hit effects from being applied.

### 3.4.4 Evading an action

A battler can evade certain actions that are hitting it. Any action that cannot be parried is specified by an icon. Each battler has an **Evasion** stat that represents how likely an upcoming hit can be evaded. Luck also impacts the chances of evading an attack.

During the **Impact phase**, when the impact event occurs, the attacked battler can attempt to evade the attack, when eligible. The following formula indicates the probability of evading an attack:

If the attacker has a higher Luck stat than the target, then the Luck Evasion bonus does not apply.

An evaded attack deals no damage and applies no on hit effect.

### 3.4.5 Landing a critical strike

Most offensive actions can be a critical strike. A critical strike has increased base damage, based on the Critical Strike Damage stat and the probability is dictated by the Critical Strike Chance stat.

During the Impact phase, when the impact event occurs, the game determines if the attack is a critical strike. The following formula indicates how the probability is calculated:

By default, a critical strike deals 200% damage, so twice the initial base damage. Variance is calculated the same way than a regular hit. However, base damage can be increased by the Critical Strike Damage stat. The base damage is simply multiplied by this stat.

### 3.4.6 Receiving a status ailment

A target can be subject to receiving a status ailment, whether it is positive or negative. If the action is meant to inflict a status, the following logic is applied to assess if the target is receiving the status ailment:

Une image contenant texte, capture d’écran, diagramme, conception

Description générée automatiquement

### 3.4.7 Removing a status ailment

Status ailments can be removed from a target in 3 different ways:

* The target gets KO’d. All other ailments are removed from it.
* The target is affected by an action that removes the ailment.
* The effect wears off when a condition is met.

### 3.4.8 Suffering from a status ailment

The effects of status ailments can happen at two different moments:

* When the status is inflicted.
* At the beginning of the turn.

# 4. Inventory

This section describes how the inventory system works, what kind of item can be found in there, and the subsystems that exists within each item type.

## 4.1 Equipment

### 4.1.1 Weapons

Weapons are items that characters can equip and enhance the attributes of the Attack command in battle, as well as the abilities that are basing themselves off the Attack command. By default, every character is fighting bare hand (also referred to as ‘Fist’). Weapons can be classified in different types, each type having specific traits to make it different from others.

#### 4.1.1.1 Swords

**Properties:**

* Grant additional parry
* Deal physical damage unless stated otherwise
* Provide decent stats across most characteristics

Swords can be either one handed or two handed. There exist several subdivisions within the sword class:

* Simple damage swords with great stats
* Swords with on-hit negative status
* Quick blades with critical hit and agility bonus
* Blades that also provide magic bonuses
* A unique weapon that draws power from foes
* An ultimate weapon for Louga

#### 4.1.1.2 Daggers

**Properties:**

* Provide bonus Agility
* Deal physical damage unless stated otherwise
* Place the user behind its target after striking with a basic attack

Daggers are one handed. There exist several subdivisions within the dagger class:

* Daggers that deal bonus damage against Undead
* Daggers that provide support abilities and increase effectiveness from items
* Daggers that inflict statuses on-hit
* Daggers that inflict Bleed and Hemorrhage on hit
* An ultimate weapon for Kolibri

#### 4.1.1.3 Axes

**Properties:**

* Provide high amount of Strength
* Deal physical damage unless stated otherwise

Axes are one handed. There exist several subdivisions within the axe class:

* Regular damage axes with on-hit effects
* Throwing axes
* An ultimate weapon for Warlok

#### 4.1.1.4 Spears

**Properties:**

* Grant additional parry
* Deal physical damage unless stated otherwise
* Deal bonus damage against armoured enemies

Spears are two handed. There exist several subdivisions within the spear class:

* Spears that deal additional damage against shields
* Spears that allow counterattacks after parrying
* Spears that hold an ability to significantly reduce resistances
* Spears that grant Water resistance and inflict status on-hit

#### 4.1.1.5 Fists

**Properties:**

* Deal physical damage
* Damage is based on distance travelled before hit
* Grant additional parry
* Counterattacks after parrying

The Fist attribute is not associated to any weapon. It is the attribute of the basic attack when no weapon is equipped. The damage formula is different than other weapon types.

#### 4.1.1.6 Claws

**Properties:**

* Strike an additional time
* Deal physical damage unless stated otherwise

Claws are two handed. There exist several subdivisions within the claw class:

* Claws that increase strength and critical strike chance
* Claws that deal damage against targets with low HP%
* Claws that inflict negative status ailments

#### 4.1.1.7 Staves

**Properties:**

* Deal physical damage unless stated otherwise
* Grant additional Magic stat

Staves are two handed. There exist several subdivisions within the staff class:

* Staves that also grant some MP and immunity to Silence
* Staves that grant additional parry and refill MP upon parrying
* Staves that ignore a portion of the target’s Magic Defense
* Staves that reduce MP costs and hold an ability to nullify status ailments
* Staves that increase the duration of positive effects

#### 4.1.1.8 Sceptres

**Properties:**

* Deal physical damage unless stated otherwise
* Grant additional MP

Sceptres are two handed. There exist several subdivisions within the sceptre class:

* Sceptres that focus on enhancing elemental abilities
* Sceptres that enhance healing abilities and provide defensive abilities
* Sceptres that provide additional Magic and allow Essence manipulation

#### 4.1.1.9 Grimoires

**Properties:**

* Deal magic damage with a slow projectile
* Heavily increases Magic
* Basic attack damage scales with Magic

Grimoires are two handed. They each hold a specific ability. Some grimoires are the sum of other grimoires, providing the abilities held by each.

#### 4.1.1.10 Bows

**Properties:**

* Deal physical damage unless stated otherwise
* Deal bonus damage against shields
* Has a fast projectile

Bows are two handed. There exist several subdivisions within the bow class:

* Bows with faster projectiles and high precision
* Bows with longer range
* Bows with higher critical strike chance and bonus damage to Undead
* Bows that grant elemental resistances
* Bows that ignore some part of the target’s Defense
* An ultimate weapon for Magnus

#### 4.1.1.11 Arbalests

**Properties:**

* Deal physical damage
* Deal bonus damage against armoured enemies
* Have a lower priority

Arbalests are two handed. There exist several subdivisions within the arbalest class:

* Arbalests that grant high Strength
* Arbalests that can fire two bolts
* Arbalests with very fast projectiles
* Arbalests that ignore a portion of the target’s Defense

#### 4.1.1.12 Firearms

**Properties:**

* Deal magic damage
* Have very fast projectiles
* Have a higher priority

Firearms are two handed. There exist several subdivisions within the firearm class:

* Firearms that reduce defensive stats on hit
* Firearms that strike in an area around a target
* Firearms with a short range that inflict Bleed on hit
* Firearms with high precision that shoot 2 bullets

#### 4.1.1.13 Maces

**Properties:**

* Deal magic damage
* Basic attack damage scales with Magic
* Grant MP and Magic

Maces are one handed. There exist several subdivisions within the mace class:

* Maces that reduce defensive stats on hit
* Maces that increase the effects of healing abilities
* Maces that grant additional parry and inflict status on hit
* Maces that inflict Slow and Bleed on hit

#### 4.1.1.14 Scythes

**Properties:**

* Deal physical damage
* Basic attack damage scales 50% with Strength and 50% with Magic
* Basic attacks heal HP and MP for % of damage dealt

Scythes are two handed. There exist several subdivisions within the scythe class:

* Scythes with an ability to attract a target
* Scythes that increase the effects of healing items and abilities
* An ultimate weapon for Agrid

### 4.1.2 Shields

### 4.1.3 Head Armour

### 4.1.4 Body Armour

### 4.1.5 Accessories

### 4.1.6 Equipment ranks

Each piece of equipment belongs to a given rank, from I to XII. The rank defines two elements:

* The relative strength of the piece of equipment compared to other pieces of the same category.
* The requirements to wear the piece of equipment. Only ranks unlocked through character progression can be worn by the character.

The ranking system also provides a streamlined pipeline of equipment upgrades. The crafting system allows the player to upgrade weapons from a lower rank into a higher rank, provided they bring the initial weapons and additional resources. This system prevents that weaker weapons become useless and only good for sale. Upgrading a weapon should always be cheaper and more efficient than buying the upgraded version from the shop.

### 4.1.7 Balancing equipment

Due to the large variety of properties and attributes, it is important to ensure every piece of equipment across the same rank has a similar power level. A **Power Budget** value is defined for each piece of equipment. The following table shows the power budget allotted to each rank:

|  |  |
| --- | --- |
| Rank I | 7 |
| Rank II | 15-16 |
| Rank III | 24-26 |
| Rank IV | 34-36 |
| Rank V | 49-53 |
| Rank VI | 69-72 |
| Rank VII | 90-91 |
| Rank VIII | 109-111 |
| Rank IX | 129-131 |
| Rank X | 150-152 |
| Rank XI | 172-175 |
| Rank XII | 200+ |

Power budget is calculated based on all properties provided by the equipment. The following attributes are considered for budgeting:

* 1 point per +10HP
* 1 point per +5MP
* 1 point per +5EP
* Other stats: 1 point per +1
* On-hit effects:
  + Bleed I: 5 points
  + Bleed II: 10 points
  + Bleed III: 20 points
  + Hemorrhage I: 6 points
  + Poison: 4 points
  + Blind: 6 points
  + Silence: 6 points
  + Break I: 7 points
  + Break II: 14 points
  + Break III: 21 points
  + Magic Break I: 7 points
  + Magic Break II: 14 points
  + Magic Break III: 21 points
  + Slow I: 8 points
  + Slow II: 14 points
  + Slow III: 22 points
  + Grounded: 14 points
* MP costs reduction grants 5 points for each 10%
* Increasing the effect of healing items: 5 points
* Weapon is 2-handed: -3 points per rank
* Immunity granted:
  + Poison: 5 points
  + Blind: 8 points
  + Silence: 10 points
  + Slow: 12 points
* Removes effect on hit:
  + Shell: 7 points
  + Protect: 7 points
* Auto-inflicts:
  + Bleed III: -20 points
* Deals bonus damage against specific type:
  + Light bonus: 4 points
  + Heavy bonus: 6 points
* Drains resource on hit: 10 points
* Deals bonus damage to shields: 5 points
* Counterattacks on parry: 7 points
* Has faster attack: 15 points
* Elemental damage reduction: 1 point per 10% per element
* Elemental damage increase: 1 point per 10%
* Additional strike: 4 points per rank
* Auto grants:
  + Bravery: 14 points
  + Faith: 14 points
* Bound abilities give points based on their power.

## 4.2 Consumables

## 4.3 Miscellaneous

# 5. Abilities

# 6. Bestiary

# 7. Visual identity

# 8. Interfaces

# 9. Audio

1. Universe in Breton. [↑](#footnote-ref-1)
2. Ancient Greek to describe some form of happiness, as the dead are free from all rules. [↑](#footnote-ref-2)
3. Prison in Macedonian. [↑](#footnote-ref-3)