

RWBY Expanded Universe

Calendar

The world of Remnant uses the International Fixed Calendar.

1. There are 13 months, with exactly 28 days each, making 364 days. The month of "Sol" is added between June and July.
2. Every month begins on a Sunday and ends on a Saturday.
3. Since every month has exactly 28 days, there are exactly four weeks with exactly seven days each. Each day always starts on the same column, meaning you always know what day of the week it is based on the date alone.
4. There is a calibration day known as "Year Day" at the end of each year, bringing the total days to 365.
5. There is a calibration requirement every leap year, so there is also a "Leap Day" between June and Sol on every year that is divisible by 4 (with exceptions based on calibration requirements).
6. Leap Days and Year Days are not considered any part of the week, nor do they shift any calendar mechanics outside of their day.

Physics & Technology

The physics within the world of Remnant possess a variety of unique behaviors that allow manipulation of matter in extraordinary patterns. With the right influence, particles can collaboratively synchronize and transfer between dimensions to achieve nearly any result within the terrestrial realm.

Those same physics, however, also imposes certain complexities with technology. It is impossible for electronics to function at certain levels. Due to easier manipulation and interference at atomic scales, digital technology cannot exceed the hardware performance that humans had achieved in 2018 on earth; a fictional planet that is said to exist elsewhere within the galaxy.

Despite the limitations, technology has sufficiently advanced to allow Atlas to create wondrous feats: scrolls (phones), operating systems, consumer electronics, vehicles, advanced machinery, etc. However, hardware is not nearly powerful enough to run artificial intelligence in real time. Anything that resembles AI or post-2018 technology (on the fictional planet earth) has been deemed impossible to create purely with natural elements. Alchemy (the scientific study of imbuing enchantments into physical things) must be used to create anything that would exceed that technological limit.

Military Technology

Despite Atlas' original goals, they were unable to produce androids using technology alone. The AI required to operate a meaningful android could not function on the hardware available. They have, however, managed to create a technologically superior military due to their vehicles and weaponry.

Atlas produces exceptional armor and combat suits that augment the offensive and defensive capabilities of the soldiers wearing them. Their higher-end suits are very expensive and difficult to build, but the level of improvement they add is significant. It can nearly double the expected output of a soldier, and considerably boost their physical abilities, but not to the level of a Huntsmen trainee. Huntsmen would already possess superior offensive and defensive abilities to the suits.

Weapons

Weapon designs for Huntsmen are taken seriously, as they are intended to be used against the creatures of Grimm. While some citizens within Remnant have made conceptual designs for silly and comical weapons (like musical instruments), such weapons do not exist within the military.

Weapons are not usually particularly unique among most Huntsmen, with the exception of elite Huntsmen such as those who qualify for House Solaris. Most weapons have similar patterns and base types (swords, scythes, guns, etc). Top tier Huntsmen are much more likely to have special and unique customized weaponry due to their importance and the need to tailor their weapons to maximize their benefit to humanity. The most powerful and legendary Huntsmen may have access to rare magical weapons that were handed down or collected through the ages.

Among the more powerful weapons, it is common to have guns integrated into melee weapons. These weapons are typically created using a combination of advanced technology, magical materials, and alchemical enchantments. This creates interesting weaponry that is also useful, since having both ranged and melee easily accessible can help provide the Huntsmen with additional combat options and strategies.

Magic

“Magic” is somewhat of a misnomer that loosely defines significant manipulation of terrestrial physics through conscious will.

The subatomic particles within the universe possess a variety of powerful mechanics that, when used together in specific patterns through conscious synchronization, can allow someone to manipulate matter. More importantly, they can manipulate matter across multiple dimensions, and in large enough quantities to affect terrestrial life.

Auras

Auras are the manifestations of one’s soul that maintain a singular entity as a solid, unified force of nature. The ability to consciously influence the aura is the most practical way to use “magic” and influence subatomic particles in a meaningful way. It also acts as a defense mechanism. It is incredibly difficult to directly manipulate or harm an aura, or anything protected by it. This is why telekinesis doesn’t work on someone’s weapon while they’re holding it, but works when it’s on the ground.

Magic Materials

Magic materials have specific subatomic compositions that are extremely well-tuned for interacting with “chambis” and other magic-like properties of the universe. They can be crucial for maintaining enchantments or creating artifacts that exceed traditional limitations.

“Dust” is the common name used by most civilians to generalize many of the magical materials used in alchemy. Alchemists tend to use more accurate terminology due to the considerable differences (see the magical materials document). Magical materials are used to produce the world’s most impressive technological and super-science feats.

The Maidens & Avatars

Oz sacrificed some of his magic to create the four Maidens, which was originally done as a gift bestowed to four young women. He endowed the Maiden powers with the creation magic of the God of Light, ensuring that the Maiden power would always seek out and choose targets that aligned with that nature. Men can be maidens, but they are instead named Avatars.

The Maidens do not inherently understand why they received their powers, but they feel empowered. Oz has a very

limited sense of the Maiden's powers due to his magical connection with them, which is usually enough to track them down and explained what happened.

Maidens possess a stronger opposition to Grimm than they did before they acquired their Maiden powers. Their senses against the Grimm sharpen, making them more capable of fighting the Grimm. Maidens do not immediately receive all of their powers, however. Most of their powers take several years to develop, generally about 2 years for each tier of power being acquired. Maidens eventually receive roughly six tier 1 aura upgrades and four tier 1 semblance upgrades beyond what they would have acquired through experience and natural potential. Their life is extended by about 50%, and they retain their youth throughout most of their life.

After a few years, Maidens can activate their innate Maiden nature. This causes the eyes to flare up, revealing the fact that they're a Maiden. When this happens, they gain +X MPS (mana per second), where X is equal to the number of years they've possessed the Maiden power.

Maiden Death

When a Maiden dies, a new Maiden somewhere in the world is chosen and empowered almost immediately. It always transfers to someone young that is at least somewhat well-equipped to fight the evils of the world; often a Huntsmen or other warrior of justice. It only selects a champion that adamantly uses their power for creation, peace, justice, and virtues that the God of Light approves of.

Maiden Lore

The Maidens are now just believed to be a myth, despite once being a well-known and legendary force in Remnant. Salem realized that the inspiration of the Maidens (and the Maidens themselves) were detrimental to her goals, and began committing resources to have them tracked down and assassinated. Once Oz realized what was happening, he began teaching the Maidens how best to conceal their power and avoid detection.

Salem eventually learned that the Maidens offered something even greater. They could be transformed into uniquely powerful Grimms. This process drained the Maiden's life force rapidly, causing them to die after a few years. However, the Grimm Salem could create were far more powerful and intelligent than usual, which was enough to make the Maidens extremely valuable to her. This incited an even greater need for Oz to keep them safe and secret from the public's eye.

The Relics

Relics are items of extraordinary magical power that were originally created by the God of Light. It is possible to recreate these relics by using Ambrosia, but the original four relics are important due to the story of their creation. If they are brought together, the original Gods will return and judge humanity.

The Relic of Knowledge is slightly different in this universe, but Jinn is still the Relic's personified form. It can provide one answer per year, but has a rule about only revealing up to thirty minutes worth of information, regardless of how clever the question's phrasing was. It can, however, still show that information to a large group of people that are present for it. Also, the knowledge can be reviewed again at a later time, as long as it is in the hands of the person that originally asked the question. Jinn can act a highly intelligent companion or assistant for other purposes when summoned. However, she will not divine any knowledge beyond her normal senses unless the power is being used.

The Relic of Creation still has Ambrosius as its personified form, but the power works differently than in the show. Whatever construction or crafting task it is assigned to work on will be worked on as though the fifteen most talented experts in the world (of the relevant fields) are working on the project together. The range of the relic is roughly one kilometer, and it can use any materials within its range that are allowed to be designated for its task.

He never gets tired or bored, and will fulfill the requests with a degree of expertise that likely outshines the original intention.

The Relic of Destruction is a magical sword with minimal aura requirements; it must have a commitment of 10 MPS to use. Anyone equipping the sword gains the equivalent power offered by a tier 4 semblance toward dealing additional damage and penetrating armor and aura. The sword, even without its powers, is extremely deadly due to its sharpness, material type, and ease of use. It can also reshape itself to suit the fighting style of its user.

The Relic of Choice. The GM can decide how this works.

Beasts

Beasts are special, more powerful variants of wildlife creatures that some might consider monsters if the Grimm didn't exist. Beasts are larger, smarter, and stronger than their wildlife kin. Unlike their native counterparts, they've awakened aura powers and semblances that significantly enhance their power. This makes them far more dangerous than typical wildlife, with some being useful enough to fight against Lesser Grimm. Legendary beasts with considerable training may even be a threat to Huntsmen or capable of assisting Huntsmen-class Beastmasters against the Greater Grimm.

Beasts are beautiful and majestic creatures with considerable power to offer. They are much more rare than other animals, making up less than a ten thousandth of the population. Beasts acquire many of the characteristics of their animal parents. However, their awakening causes significant mutations that make them very easy to distinguish.

With extraordinary effort and training, beasts can be tamed by professional Beastmasters that understand the appropriate magical languages and skills necessary. A tamed beast is known as a familiar. Owning a familiar can be a powerful status symbol, since very few people have the magical skills, patience, or resources necessary to own and care for a familiar. Additionally, beasts tend to forge strong relationships with those that took the time to tame and train them; not random strangers that wanted to purchase them.

Semblances

Semblances can grow over time, particularly with advanced training. This allows all Huntsmen to improve their abilities with extensive practice. However, most professional Huntsmen will likely only gain one or two additional Semblance traits beyond their original capacity, and usually only in tier 1 steps. This is because Semblances are highly innate and mostly unchangeable.

Semblances are often similar in nature, and most semblances are at least somewhat based in the Foundational Semblances. However, Semblances can also be highly unique to each individual or have small nuances that fit the user's personality.

The vast majority of people never discover their semblance, and would have a weak one if they did. Most Huntsmen will be able to unlock a tier 3 or 4 semblance. Superior and Elite Huntsmen are likely to have particularly powerful semblances that are rated higher than tier 4.

Remnant Citizens

There are approximately 500 million residents of Remnant (including both Humans and Faunus). Approximately one fifth of them live within the kingdoms in greater cities with natural barriers to survive against the Grimm. Life can be very harsh and unforgiving outside of the main kingdoms, so warriors are often desperately needed there. The military presence is often important.

The largest cities have nearly one million people living in them, but typical large cities average closer to 200,000 or so. Some of the most well-defended cities are built into excavated mountains or have large fortifications and border walls. It is uncommon for cities and villages to be completely open and undefended; walls are commonplace as a basic line of defense against many forms of Grimm.

Ambrosia

Ambrosia is an essentially unknown magical currency created by the God of Light that can be spent in exchange for his services. Anything that the God of Light can create can theoretically be purchased by spending ambrosia: magical artifacts, materials, buildings, modifications, upgrades, etc. With enough ambrosia, one could purchase very powerful magical effects such as creating a new Maiden, building a portal, etc.

Ambrosia cannot be taken by force or spent by someone that is not the true owner. Ambrosia knows its true owner and rejects any attempt to exchange it without permission.

The original recipient of ambrosia can carry any amount of their ambrosia on them because it will simply “transform” and merge with their aura. Several coins of ambrosia (ten to twenty) can be combined to give the appearance of magical tattoos. A very large amount of ambrosia within the aura could be signaled to light up, casting enough light to read next to. The user can convert these back into ambrosia coins at any time just by willing it to happen.

Ambrosia Exchange Rates

Ambrosia can be exchanged for other magical currencies (or effectively replicate their behavior) at a specific exchange rate. See “Magical Currencies” for exact details. However, ambrosia can also do nearly anything else that the Gods are capable of in exchange for an appropriate payment.

For 1 ambrosia, you can create ten or so beneficial, single-use magical consumables: healing potions, aura-regeneration potions, magical scrolls that can cast a one-time rare power, etc.

For 1 ambrosia, you could heal a permanent wound or illness on someone, such as a missing limb or life-threatening disease.

For 1 ambrosia, you could identify every last lie, partial-truth, red herring, misdirection, or other difficult to spot non-truth in someone’s long-winded story or claim.

For 15 ambrosia, you can bestow a magical enchantment on a very large building, location, or property. The enchantment could be used to augment the defenses of those within, to increase the quality of life and beauty of its inhabitants, to create a magical teleporting and building-omnipotent servant that is completely loyal and empowered within the area, etc.

For 35 ambrosia, you can enchant a powerful magical upgrade or power into a weapon, piece of armor, tool, or other item. The enchantment would be something that an entire coven of veteran alchemists might be capable of producing in a year’s time of working together. It would be considered to be of exceptionally high value.

For 100 ambrosia, you can create a magical weapon or piece of armor that would be considered “legendary” among the Huntsmen. It would inspire awe and become an artifact of historical value for humanity, granting significant advantages beyond most elite Huntsmen weaponry and technology, likely at the cost of MPS. It can also make reasonable adjustments to itself to accommodate its user.

For 200 ambrosia, you could create a permanent, one-way portal placed at a destination of your choice and which leads to another destination of your choice. The portal could have special parameters that you set, such as requiring

passwords, having a designated owner, or understanding rules about entry. The portal can also be linked up with an existing portal, creating a two-way link, as long as both portals were created with that intention (or by the same creator). Specific portal rules can be adjusted by the owner at a later time, as long as they are present at a portal.

For 300 ambrosia, you can create a legendary magical artifact (such as a weapon or armor) of the same power level as at 100 ambrosia, but which has only a half of its aura requirements (15 MPS).

For 350 ambrosia, you can conjure a tier-6 enchanted building the size of a grand palace or castle. It will use optimal materials, including any alchemical materials required for enchantments.

For 400 ambrosia, you can recreate the Relic of Knowledge or Relic of Creation, or create a custom utility-based relic that possesses its own aura, sentience, will, and nature. A relic of this nature can be used without any aura requirements.

For 500 ambrosia, you can recreate the Relic of Destruction or a custom legendary magical artifact (such as a weapon or armor) of the same power level as at 100 ambrosia, but which has only a third of its aura requirements (10 MPS).

For 2000 ambrosia, you could create a new Maiden or Avatar with the same power and rules that Ozpin applied; any selfish modifications would raise this ambrosia cost immensely.