Legends System

Legends refer to gods, demons and other mythological creatures that have existed in history. These legends are attracted to people who hold a similar past or belief as they once did, who act as an anchor for their existence. A contract is formed between human and legend, granting them different powers and their consequences.

The terms of the contract are set by the legends creating them and as such, the price the human pays will differ between each one. The terms the legend can lay out can range from sacrificing live humans or using the special abilities to help others, depending on the legend specifying the terms. Each human is given a choice, whether or not to accept the terms laid out.

Once the contract has been formed, legends can be invoked by the contract holder, allowing them to receive attributes as well as the ideology of that legend. In other words, they gain both powers and weaknesses based on that legend's background. However, overuse of a Legend’s power can be taxing to the contract holder, both physically and mentally, perhaps leading to the loss of humanity or original self.

For example:

Fenrir, a monster in the shape of a wolf, grants his contract holder the power to erase the existence of a person from the mind of others. Invoking this power causes the contract holder’s teeth to become sharper. A possible price to pay for using the power may be that it needs to devour humans to continue to use it. Overuse of this power can lead to permanent changes in the contract holder’s physical form as well as loss of humanity.

Each significant character within the game possesses one legend. October will be set as the month of supernatural events, which is when legends will be attracted to humans. Further discussion is required for the idea of one central god or an artificial god.