

# context/worldbuilding.

>> from top bar, select View -> uncheck Print Layout and check Document Outline.  
>> [character roster/notes](#).

v6, 6.8.19.

context and worldbuilding notes.

see bottom for old notes + ideas.

// rework in progress. no idea is set in stone.

## Core Characters

theme: [POP/STARS legends never die awaken](#)

signature:

the future heroes of the setting, led by **aera**.

the setting, story, and other characters exist in context of this team.

notes:

aera's story isn't exactly the one i want to tell.

but she needs to exist for the story i *do* want to tell to be meaningful.

some people simply belong at the top, and this team is designed to exemplify that.

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the valkyrie. silver tresses, bright amethyst eyes.

>> transfer student of royal blood, akin to an idol in training.

>> dreams of a better world. held back by high society.

[ 1 ] **aera, the leader**

valkyrie // shinsoo sky dance // [star guardian counter raid: another d](#)

// placeholder.

**dragon/flying**

gale wings

serene grace

skill link

fairy aura

-

brave bird

dazzling gleam

roost

dragon dance

**aera**: and besides, ego aside, people seem to love it.

**aera**: watch this!

(aera then turns to the crowd behind her and raises her arms in her signature pose)

aera: AERA FOREVER!!!! (the crowd begins cheering wildly)

aera: see? (crowd still hollering deliriously in the background)

kyrie: ..

kyrie: is this going to happen every time?

aera: uh

aera: maybe?

kyrie: xd

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the nightingale. white hair tied into ponytail, dark skin. intimidating smirk.

>> renowned sweeper and immensely skilled demon hunter.

>> only takes requests and missions that interest her.

[ 2 ] kyrie, the nightingale

nightingale // rudraksha-09 // [the purifier's resolve](#)

// placeholder.

steel/dark

defiant

rivalry

justified

mold breaker

-

pursuit

taunt

sucker punch

psyshock

-

kyrie: yo

kyrie: i've decided to join your little crew.

aera: ahaha.. phew. (aera sighs in relief, then focuses herself)

aera: that's actually so great to hear! thank you so much!!

aera: you're super intimidating, so i wasn't sure what to say when i approached you.

kyrie: ?

kyrie: you're a princess.

kyrie: you find *me* intimidating?

aera: most of my "friends" are elven nobles.

aera: i don't know many girls like you.

-

kyrie: (Looking around) i see your little retinue doesn't follow you everywhere you go, at least.

aera: oh yeah

aera: you're uh

aera: pretty scary hahah

-

aera: anyways

aera: my mind went completely blank when i got close

**aera:** so i went with whatever i thought would impress you.

**aera:** sorry.. lol

**kyrie:** ..

**kyrie:** you really are about as young as you look, huh?

**aera:** what's that supposed to mean? (*kyrie snorts*)

**kyrie:** well, as long as it doesn't get in the way.

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the sword saint. blue-haired pretty boy carrying two swords.

>> legendary sweeper. something of a celebrity, doesn't care.

>> former member of a legendary team that fell apart.

[ 3 ] **mugen**

sword saint // 0xFF // [rise as we fall](#)

// placeholder.

**flying**

aerilate

teravolt

-

swords dance

sacred sword

thunderbolt

extreme speed

-

**kyrie:** minh

**kyrie:** got a moment?

**mugen:** ?

**kyrie:** got a princess looking for help.

**kyrie:** you down?

**kyrie:** i know you've been riding solo for a while now, so i won't push it.

**mugen:** ..

**mugen:** who?

**kyrie:** (*brings up a picture*) aera ardescat. trainee from scarlinger.

**kyrie:** fun personality, too. :^)

**kyrie:** bit of a dreamer, but her talent is the real deal.

**mugen:** ..

**mugen:** i'll decide that for myself.

**mugen:** where to?

**kyrie:** follow me :v

-

**kyrie:** i'm back~

**aera:** kyrie! i've been looking everywhere for y-**OHMYGODWHOISTHIS??** (*mugen flinches a little*)

**kyrie:** a friend.

**kyrie:** he's interested in your offer. :)

**mugen:** ..hi

**aera:**

**aera:** h-hELLO.

**aera:**

**mugen:**

**aera:**

**aera:** uhm. ahem.

**aera:** iadmireyousomuchandthinkyou'reincredibledo youwanttojointh- (*kyrie interrupts*)

**kyrie:** so what do you think, minh?

**mugen:** ..

**mugen:** i'll get back to you.

**kyrie:** yeah, take your time.

-

**aera:** omg.

**aera:** was that THE mugen?

**aera:** it was, wasn't it?

**aera:** did he like me?

**aera:** was i awkward?

**aera:** i was, wasn't i?

**aera:** did i screw up?

**aera:** i did, didn't i?

**aera:** omg.

**aera:** i need to apologize to him.

**aera:** i-

**kyrie:** chill.

**kyrie:** minh likes you.

**kyrie:** just give it a moment.

-

**mugen:** ..

**mugen:** i'm tentatively accepting your offer.

**mugen:** but what's the condition?

**kyrie:** lol. there isn't any condition.

**kyrie:** like i said, she's a dreamer.

**kyrie:** and from what i saw, she's the real deal.

**kyrie:** you want to find your brother, correct?

**kyrie:** here's your chance.

**mugen:** ..

**kyrie:** all you need to do is be there at the right time.

**kyrie:** and hey, she's a princess.

**kyrie:** worst comes to worst, we're still a top team with the resources to spare.

**kyrie:** that sound like enough for you?

**mugen:** ..

**mugen:** yeah.

**kyrie:** lit. welcome back, mugen.

## Narrator

notes: the narrator plays the part of an observer, and exists in context of other works.  
>> following his thoughts and comments should provide insight into the author's intents and add a little bit of depth, without distracting "mainstream" readers from the core story and characters.  
>> he has his own story as well, though i'm not how to explore it, yet. see the [notes](#) for more info.

[ x ] efren, the resident wizard



*aha...ha? uh oh. that's three questions marks, by the way.*

[w] efren ko: 2 mana 1/1 neutral legendary // shift cypher // [avi x surasshu - here's how](#) karakuri tech's resident wizard. **dead specimen's** hacker, manager, and coach.

**steel/fairy**

prankster

-

will-o-wisp

taunt

thunder wave

foul play

theme: [dean - instagram heize x dean - and july](#)

signature: the snarky and unreliable narrator of the story.

See, here's the thing. There's a subtle distinction between what it means to be real and what it means to be "real"; and by the time you've learned what it is this ostensibly innocuous dissimilitude seems to afflict, regret has already made it to your door and begun to molest the doorbell - you'll find yourself in the peculiar sort of situation whereupon your uninvited guest is now attempting to break in, and a decision must be made before you're truly ready to make it. And, well, strictly speaking, whether or not it's a decision you may want to make isn't always up to you; it's rather untoward, really, the way this particular breed of circumstance likes to situate its violently inbred posterior amongst the posteriors of its similarly miserable ilk.

And nevertheless, regardless of how miserably or begrudgingly it may be perpetuating itself, and perhaps in spite of your own feelings on the matter, life merrily - *mercilessly* - carries on with its insipid little existential horror game, dragging you along as if it had ever once solicited your opinion; of course, you've ceased to resist, because it's better than dealing with regret, yet again.

It honestly does become a little tiresome, doesn't it?

>> see the [character roster](#) for the rest of the characters currently being worked on.

## Designation Origins

>> **Squad Themes:** [Meta Knight's Revenge](#), [Bramble Blast](#), [Lorekeeper Zinnia](#), [Kass' Theme](#)  
>> Each modern combat **Designation** is based on the role of a member from Nashira's legendary team, a party that played a major role in ending the century-spanning conflicts of the **God Wars**.  
>> They're essentially akin to mythological or fairytale characters, and should feel larger-than-life.  
>> The existence of this party, the party members' roles, and their associated legends set up everything else in the worldbuilding context, which the rest of the "modern" characters, like the students of **Karakuri Institute of Technology**, and settings, like **Tsukihana** and **Kriftinger**, play off. Analogous to **Ala Rubra** from Negima.

**Valkyrie [V]** - *Nashira Valeria Ardescat, the Elven Princess* (LEADER/VALKYRIE) - [elementalist lux](#)  
[1] "I'm begging your pardon, Marquis d'Évreux, for I find that terribly rude. How exactly do you suggest we 'circumnavigate' the Karzahni Peninsula with three camels and a *goat*?"  
[2] "My, my, how insolent. The first step in any successful negotiation is to gain the other party's goodwill, yes? Then perhaps you may want to reconsider your approach, *Inquisitor*."

> The **Ardescat bloodline** is known for its trademark inhuman grace/agility and silver hair/amethyst eyes, both of which are strong indicators of royal blood.  
> One of the Student Council co-presidents of Karakuri Tech heavily and intentionally bases her aesthetic/demeanor on being a modern Nashira.

**Warlock [W]** - *Inkwell vos Irivelle, the Court Sorcerer* (STRATEGIST/INVOKER) - [sanctity](#)  
[1] "See, the fact that, logically, it doesn't make sense to do that... doesn't mean someone (*Looks at Ventis*) won't do it, which means I always have to leave room for the case wherein some impetuous bonehead invariably does the *one* thing that makes absolutely ZERO sense to do."  
[2] "...Sometimes, I wonder if our quests go well *because* of my meticulous planning, or in *spite* of my meticulous planning."

> The members of the **Irivelle bloodline** are the stewards of the **Academy**, an institution which has maintained an iron grip on the magical paradigm for centuries, directly dictating what constitutes acceptable/unacceptable use of magic.

**Breaker [B]** - *Keaghan von Krieger, Captain of the Guard* (HERO/DRAGONSLAYER) - [eternal bond](#)  
[1] "Dear lord, this thing is fucking hideous. The fuck'd you do, stitch it blindfolded?"  
[2] "No. That's idiotic. Rathyrian Steel resists magical attacks just about as well as Juzo resists her urge to hit on things. We're going with Dragonhide."  
[3] "Am I really falling for such cheap provocation? ...I'm really falling for such cheap provocation. Bring it on, motherfucker!"  
// Known for his legendary dragonslaying lightning greatsword, **Reckoning of Arcturus**.

> Over time, the **Von Krieger bloodline** has become known as a brutal, villainous bloodline that values strength and cunning above all else - a far cry from Keaghan von Krieger, the bloodline's most famous

hero, especially considering Keaghan's grandson **Darius** eventually grew up to become one of the most reviled warmongers in history/mythology.

> **Kai von Krieger**, the other Student Council co-president of Karakuri Tech, is a subversion in both regards, having neither the typical traits of his bloodline nor the traits of Keaghan von Krieger.

—

**Assassin [A]** - *Puppetmaster Zulfiqar* (SUMMONER/WITCH-KING) // *Nivis Sinclair* - [power-hungry fool](#)

[1] "Hello there, young fellow! Brilliant day, if I do say so myself. Oh, mind your step, that spot's a bit slippery - such a volume of blood does take a *ghastly* while to dry."

[2] "Goodness, no! You're horribly mistaken. It isn't the *magic* that's dangerous; it's the *user*, the caster. Magic like mine is merely a tool - a dangerous, forbidden tool, yes, but nothing more than a tool."

> **Puppetmaster Zulfiqar** is a heavily mythological figure whose original personality has been lost to time; nowadays, he's viewed as a silent, brooding badass, when he was in reality anything but.

> The **Sinclair bloodline** is known for its immense magical power, and its... somewhat vampire-like demeanor and properties, thanks to Zulfiqar's magical experiments on his own bloodline.

—

**Exemplar [Ex]** - *Ventis Glorybringer, Grandmaster at Arms* (GUARDIAN/PALADIN) - [dragon rider](#)

[1] "EVERYTHING IS FINE! WHY? BECAUSE I AM ON FIRE!! HHAHAHAHAHAHAHAH" (*Laughing gloriously*)

[2] "SO, YOU COME FROM MORDESTECT!! I AM VENTIS, AND I COME FROM ABOVE!! PLEASURE- (*jumps off his flying mount*) -TO MAKE YOUR ACQUAINTANCE!! HEHAHAHAHEAHAHA" (*Laughing while plummeting while burning*)

[3] "I AM BEING COOKED ALIVE!! HHEHHAHAAHAAHAAHAAHAAHAA" (*Laughing heartily while burning*)

[4] "...IT SEEMS AS THOUGH I'M COVERED IN LEECHES!! HAHAHHAHAAHAAHAAHAA" (*Laughing infectiously*)

// Ventis becomes a farmer after retiring from combat activities 101

**aera:** i think venmo is a pretty cool guy

**aera:** eh kills violins and doesn't afraid of anything

**efren:** (*snickers*)

> The **Glorybringer bloodline** controls **Advent**, a chocolate company turned major corporate conglomerate that has monopolized the entire food/beverage/agriculture industry, abusing natural resources and running massive superfarms in the **Kaesong Industrial Complex** without concern for the environment.

—

**Healer [H]** - *Aufheben Neinhart, Chosen of Zaid* (HOLY MAIDEN/PRIESTESS) - [embracing me](#)

[1] "Okay everyone, remember! Don't get too far away from me, follow the knight's lead, and please stay out of the fire. Stay out of the fire. Stay out of the fire! GET OUT OF THE F-"

> The modern **Healer** designation, under the jurisdiction of the **Neinhart bloodline**, is home to a toxic industry that has a very strict view on what an "acceptable" Healer looks like, with the legendary **Aufheben** being held as the "golden standard" - a beautiful, caring maiden that serves as the "heart" of her party. Healers that don't fit this image - or significantly deviate from it, even if talented at healing - aren't considered true Healers by the industry, and are shunned by mainstream society.

> This has slowly been changing - after all, every other Designation is home to a wide variety of classes, archetypes, and characters - but those in control of the Healer industry are mostly unwilling to deviate from the "golden standard" that Aufheben set.

—

**Specialist [Sp]** - *Sorocaba of the Thousand Faces* (THIEF/MIMIC/COLLECTOR) - [unfounded revenge](#)  
[1] "You're a miscellaneous bunch of powerful adventurers, right? Great! You always run into some kind of highly lucrative quest to save the world. Count me in!"  
[2] "Hey, look at this. Isn't it neat? I picked it up in Antioch. Without asking, of course. By the way, you guys might want to start running. It's a bit, um, unstable."  
[3] "Hello and welcome to the bar! What can I get for you? Oh, it looks like you've had plenty to drink already."

> **Sorocaba**'s actually still around, now an immortal troll known as **Sorocaba the Meddler** that runs a small shop hidden away in **Gensokyo**, selling inordinately powerful wares for exorbitant, sometimes non-monetary prices.

—

**Sweeper [S]** - *Ringfinger Juzo* (MERCENARY/CORSAIR) // Juzo Kuraokami - [shingeki no kyojin](#)  
[1] "Sure, I can do it, but can you afford me? Haha, just kidding, just kidding! ...You can't."  
[2] "Aw, calm down, Chartreuse, you'll get your turn soon enough. For now, mommy's gonna have some fun with Amaranth, okay? Now just - aw c'mon, don't be like that, hm?" // C & A are sentient weapons  
[3] "Haha, well, you know what they say: an apple a day makes you sick of apples."  
[4] "You know, I never really expected to say this, but I'll say it now: lords, that is one jacked bovine."  
[5] "Hey, why're you embarrassed? That's a beautiful name - you should be proud of it."  
[6] "...Maddening, isn't it? That feeling of inadequacy, that looming despair. I know. I was once there, too. But not now. Not anymore. C'mon, we've people to save."  
// Notably the founder of **Tsukihana**, the main setting of the modern story.

> Of the roles, the **Sweeper** designation has come the furthest since its inception, with sweepers now being considered the carries and core celebrities of most parties, rather than simple mercenaries or sellswords like Juzo. As not every party (and indeed, most parties) is going to have a Valkyrie, sweepers took over as the core attacker and hero archetype.

// Ringfinger Juzo's crew of minibosses, the Black Hand - [meta knight's revenge](#), [squeak squad](#)  
**efren:** hhahahha oh my god this guy's name is seriously "middlefinger dickens"

—

**Merchant [T]** - *Intrepid Shylock* (TRADER/DUNGEON MERCHANT) - [merchants of novigrad](#)  
[1] "Another fool with too much money and too little sense. Well, I'm not complaining. Let's see what you've got."  
[2] "Oh, you again. Fancy that. You've come at the perfect time."  
[3] "Shame on you, you greedy guts. Thought you could outwit a grifter?"  
[4] "Well, I'm stripped clean, as it were. Pleasure doing business."

> Like **Zulfiqar**, **Shylock**'s original personality has been lost to time in favor of his role, with **Kriftinger**, the merchant capital and commerce hub, erecting multiple monuments to "Shylock, the Intrepid Merchant and Trade Prince," when **Sorocaba** actually fits the image of the "travelling merchant" that **Kriftinger** idolizes far better.

## Settings: Tsukihana

- >> Most of the cast attends **Karakuri Institute of Technology/Karakuri Tech**, located here.
- >> Generic BGM: [star guardian/invasion](#)



**Tsukihana** (月華)- the name of the major city that makes up much of the current setting, known for its stellar beauty and technological prowess, as well its shitty criminal underbelly.

*Upper Ward: Tenryuu*



**Upper Ward: Tenryuu** (天竜) // [kyoumen no nami starlite golden copied city sky of scarlet perception](#)  
Beautiful, but highly guarded zone for the extraordinarily wealthy; only residents and professionals are allowed to enter and exit freely, though they're allowed to bring guests. Located directly above **The Atrium**, and has a gorgeous view of an incredibly vibrant night sky.

**Pleiades** - an artificial constellation in the Tsukihana night sky overlooking everything else, and home to high society: expensive location, expensive aesthetics.

**Yuumei Botanical Garden** - a floating garden where magic runs free, with lots of light and running water. ironically named for an artist with a vision for a better world.

// [somnolent\\_nova](#)



## Bio

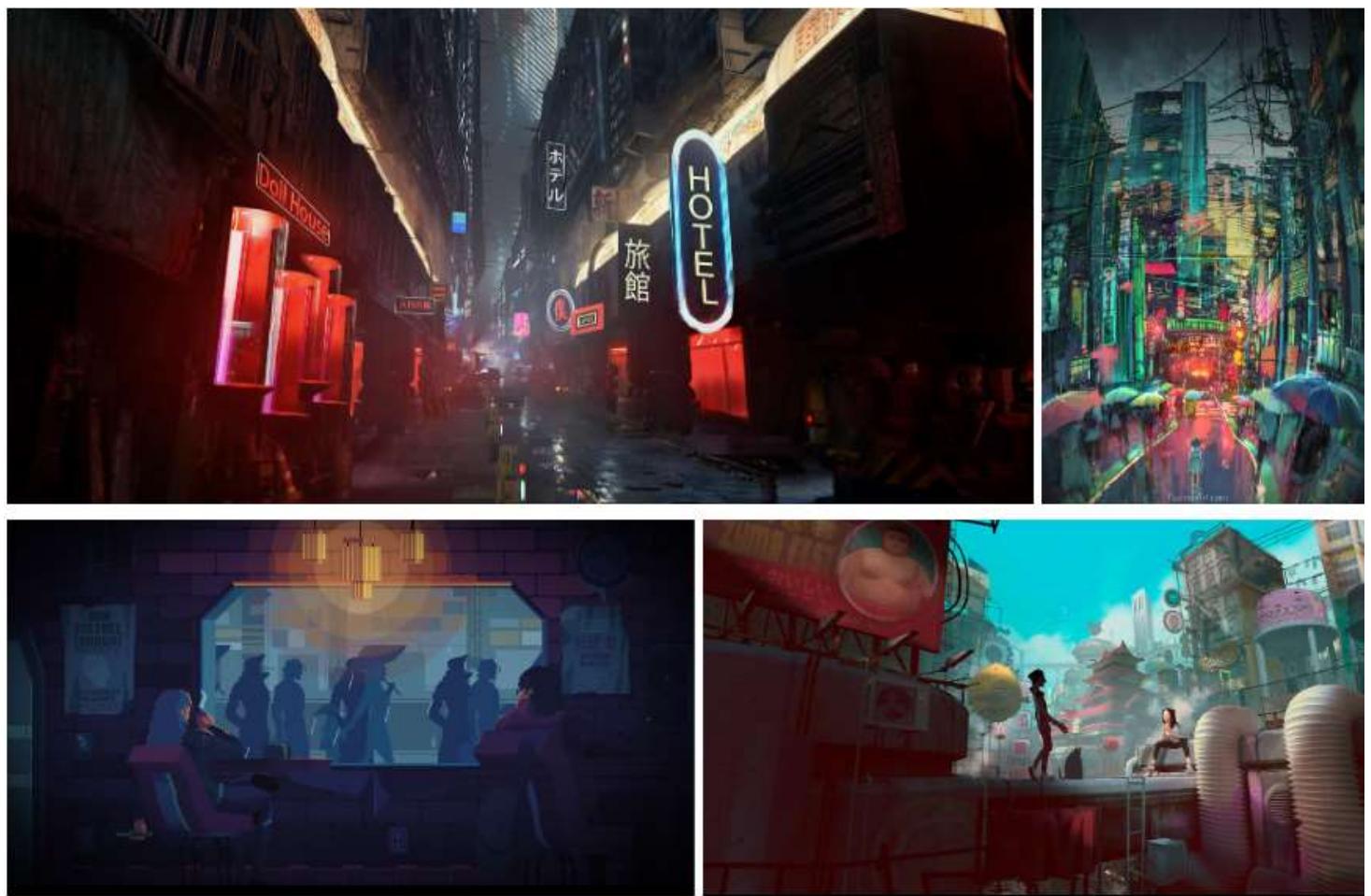
As the sun finally burrows its way into bed, you leave Ji-eun's apartment, finding the empty street outside lost in mist. You know your way back home but you don't take it.

Throughout the city you find velvet gardens draped in the colors of nearby shop windows and cafes. The tender stare of a stranger, their face illuminated by phone light from below and street lamps from above. The steps you take start to melt into one another, softly being enveloped by some unknown force that carries you forward.

The night blooms further, the light becomes more and more neon. The skyline turns obsidian and the same old doubts replay in your head. But the momentum of something greater than yourself pushes you forward. Into and then back out of the lights of different entrances, effecting your egress into the night over and over again.

You lose track of time, slipping into ash filled streets farther from the center of the city. Outskirts where all color has been lost save for the silver rain of moonlight. An empty palette, a lake of mercury and ash, obsidian and velvet. Would any life have been lived the same as yours, City Girl?

*Lower Ward: Karakuri*



**Lower Ward: Karakuri** (絡繹) // [KLOUD - Raise Your Weapon](#), [Persona 5 - Beneath the Mask](#), [Skyscraper](#)  
Overpopulated, dystopian, and claustrophobic, but for some people, that's the dream. For many, Tsukihana is synonymous with Karakuri. Under constant, heavy government surveillance, home to one of the most intense competitive gaming scenes in the world, and known for its many lounges/nightclubs. Constant organized crime turf wars, regardless of race. // quasi-cyberpunk  
!!!: Karakuri Tech, Black Lotus Nightclub



**Karakuri Institute of Technology (Frog)** // [Coffee Break](#)

**Head:** lmfao who knows

A public tuition-free boarding school that accepts anyone who passes the difficult entrance exams, so there are many orphans among the students; in addition, because it is a school for the gifted, as well as the liaison between this world and the magic world, there are many abnormal students—including vampires, mages, and gods in disguise—at Karakuri, as well. Located in the eponymous Karakuri district.

Also one of the top schools in the New World, known for its incredible STEM, Hero training programs, and intense gaming scene. The administration is infamous for cutting a lot of corners, never having enough funding, and giving little to no shits about the wellbeing of its students—as there are already too many—but the teachers do deeply care. A lot of dangerous events occur simply due to the amount of corners being cut.



**Black Lotus // Lair of the Shadow Broker //** BGM: [TroyBoi - X2C](#), [Inverted Silence - Monorail](#)

A high end bar and high roller nightclub located in the Karakuri district run by **Imperator Cicero, the Shadow Broker**, frequented by some of the most powerful and dangerous people in the world - not just anyone is allowed in. Guarded by a statue of a beheading knight.

Popular with **Inquisitors**, high ranking heroes, bored nobles, and members of high society.

*Western Ward: Elysium*



**Western Ward: Elysium (エリシウム) // in all verity mute city corneria esfera: diffraction night bus**

A futuristic, clinical zone of arcane and scientific research; houses massive hospital and research complexes. Defined by transparency, floating hexagons, artificial light, and refractive vistas.

**Districts:** Hawking, Kepler, Euclid, Pascal

**!!!:** Albion Exeter, The Veritas Foundation, Lotus Observatory

> An artificial space far larger than it appears on the outside, encapsulated by a biodome with an artificial sky inside, controlling weather conditions and atmospheric humidity; sections of it can be backed up and restored, in case of catastrophic experiment results, by simply performing a mass restoration of particle states using magic. There are major restrictions on the cloning of particle states without justification - it's essentially banned, with multiple curses and blocks placed on the relevant spells by the Academy.

> Mana is a sort of constantly present force, like air or gravity, that allows manipulation of particle and energy states without any of the associated reactions. Floating islands and other magical landscapes can be found in areas with abnormally high mana density; for the most part, though, mana is

relatively sparse, and much of what is used in spells come from a person's own mana stores, or from special mana-charged crystals that act like mana batteries.

For the purposes of physics, there's actually a constant that allows conversion from required energy/force to do something to a specific quantity of mana consumed.

**Lotus Observatory** - the center of magical and technological research and collaboration. top tier research universities have direct teleconnections, with their main labs all being located within.

> There are no physical people at the Lotus Observatory - everyone controls VR projections that can interact with things normally and transfers sensations to the controller, but with extra functions like simulated telekinesis, control over gravity, teleportation, and instant wound regeneration for use with test subjects. *This tech began the AR/VR gaming revolution, and is the basis of the current combat-based spectator sports.*

*Eastern Ward: Gensokyo*



**Eastern Ward: Gensokyo** (幻想郷) // [MS - Momiji no Sakamichi](#), [Kecon](#) // *Ghibli-esque Locale*  
Home to all kinds of spirits, demihumans, and other magical beings; essentially an ethnic quarter and the spiritual center of Tsukihana. Eastern aesthetic, incredible food. Rampant gambling; home to multiple youkai clan headquarters. A ceasefire happens during major religious holidays.

Located directly next to, and in some parts converging with, Karakuri Lower Ward. Tsukihana law enforcement doesn't touch Gensokyo, so paying for protection to one of the crime groups is a must to survive here.

**Tree of Memories** - sakura tree in Sokyo with many spirit lights floating about, and fluttering charms hung across its many branches. binds an area to the Spirit World, and provides a barrier against dark spirits. glows twice a year, during each solstice.

**Tinkerer's Workshop** - a tiny, out of the way store run by the Meddler that peddles incredibly powerful magical trinkets for exorbitant prices, many non-monetary. No one looking for this shop will ever find it; rather, it appears to those in need of something in its inventory.

### *Tsukihana Outskirts*



#### **Tsukihana Outskirts // [Indoor 2](#), [Undertale](#), [Twinleaf Town](#)**

The quiet, lower density general residential area west of Tsukihana where the problems of the world don't seem quite as urgent. Next to the mountains, and leads into a densely forested area next to the coast.

**Placeholder** - A trendy upscale shopping district in the town center. // [Kerning Square](#)

**Trine** - A statue with a warrior, a mage, and an archer fighting in tandem.

### Kaesong Industrial Complex



**Kaesong Industrial Complex** // [Risk of Rain - Coalescence](#), [Alien Manifestation](#), [Wretched Weaponry](#)  
Forsaken industrial district, built in preparation for a war that never quite happened - robot factories, chemical processing plants, weapon storehouses, etc. Mostly populated by rogue machines and dark spirits, since manual labor for humans had been phased out long ago. Parts of it have collapsed due to shitty engineering. // This area is incredibly, incredibly dangerous for the average person; any rescue/retrieval missions based in Kaesong are essentially suicide missions.

**The Jungle** - The massive underground dystopian industrial bootleg zone, sprawling beneath Tsukihana. home to those with nowhere to go due to its high number of abandoned facilities and labyrinthine structure. Basically an unfinished metropolitan city in ruins, with overgrowth covering nearly everything, and a strange, dark fog that comes and goes; rumor has it that shit like revenants and *massive fucking spiders* inhabit the area. This is by far the most dangerous of the districts, as it wasn't constructed this way; there seems to be some kind of underlying [WORK OF AN ENEMY STAND] here, and as such only the most competent students are even allowed access to the outskirts.

// underground colosseum area in the Jungle

// [Haunted House Garage Encounter](#)

*Central Ward: The Atrium*

**Central Ward: The Atrium // Trancing Pulse Sakuzyo - Imp Sakuzyo - Nightbird**

Government sanctioned educational and commercial district, located at the center of the others for ease of transportation from the residential districts. Houses more than a hundred thousand students and multiple different competing schools, ranging from preschool to postgraduate. Segregated by intellectual/physical prowess and specialization based on standardized testing. Not used much in the main story - most of which takes place in Karakuri - right now; *mostly for background context and backdrops*.

Also houses many government buildings and mega corporations - gifted students are scouted and expected to contribute to major research projects as soon as middle school. Those deemed to be lacking in talent or potential based on standardized testing are blocked from pursuing higher education, instead joining the ranks of the blue collar workforce.

-  
dumping grounds.

**immemorial glade** - field of swords, with the tomb of an unnamed champion at the center.

## Common Terms

>> slightly outdated - esp. the dialogue - but should provide enough context.

**celica:** Alright, let's get started~!

**aera:** hooray i love briefings

**efren:** "brief" kek

*Flicker / Designation / Hero / Summons*

**Designation, Flicker, Summons (Familiar/Spirit) and Equipment (Regalia/Artifact)** must be registered before one is allowed to peruse the **Mission Board** to take missions, join teams/parties, and receive rewards. More info below:

**Flicker** - a person's special ability. those with flickers are known as **espers**.

> espers make up about 12% of the overall population.

> called such because the soul "flickers" upon use, allowing espers to influence parts of nature.

> there are five main types of flickers: **offensive, defensive, utility, special, and elemental**.

**Summon** - any familiar, regalia, or artifact registered under someone.

Scroll to "Updated Terms" see more info on *Flickers, Summons, and their classifications*.

**aera:** i dont want to

**efren:** thx for ur input

**Designation** - essentially a person's overall role or "career," each encompassing a wide range of classes and abilities.

**Hero** - any government registered fighter under one of the combat designations, with the exception of Retainer and Inquisitor; one cannot accept combat missions or receive rewards without being a registered hero. Each Hero has a **callsign** (like Minh Hara, known as **Mugen**) associated with them.

> For comparison, the magic world version of the role is called **adventurer**, and requires registration with an "Adventurer's Guild" before questing.

> Named because members of each designation can be heroes in their own right - there are no "bad" designations, only bad people.

**aera:** i disagree btw

**kyle:** no one asked

// more info, can skip ahead to **codex/aegis**.

**Flicker Classifications:**

**Class Ω (>99.9%)**: flickers that are capable of causing mass destruction or calamity, cannot be shut down or countered without high amounts of preparation, or egregiously violate the laws of nature. True

Omega-class flickers are extraordinarily rare, numbering in the single digits; many are classified as Omega-class based on a technicality or as a precaution, and each Omega-class flicker is closely monitored by the Inquisition, as they're essentially Keter-class SCPs once activated.

**Class S (98.5-99.9%)**: extremely powerful flickers that provide significant advantages over even other strong flickers and fighters.

**Class A (90-98.5%)**: rare, strong flickers. the baseline for being considered a powerful esper, and a hard guarantee for being registered as a ranked hero.

**Class B (75-90%)**: useful flickers that provide advantages equal to proficiency in mid-level magic. the baseline named/unique flicker.

**Class C (35-75%)**: common unnamed flickers such as weak water manipulation or minor telekinesis.

**Class D (5-35%)**: mostly useless or negligible flickers that provide few advantages over non-espers.

**Class F (<5%)**: flickers that are actively harmful or otherwise negatively impact the owner.

- > the above classification divisions apply similarly to Designation and Summons.
- > flicker classification is based on a series of tests, and can change over time depending on circumstance and training; excluding Omega-class flickers, which are classified based on the mechanics of the flicker, the classification can simply be seen as a power level of sorts.
- > flickers class A and above have a chance of also manifesting a stand-like projection; usually only present for flickers that don't originate from within the esper, i.e. flickers that require something else to be summoned to work.

**Some rules/descriptions regarding flickers and espers:**

1. **Flickers are essentially “bugs” or “exploits” in the code of the world, caused by the soul.** As such, unless otherwise stated and usually only in the case of the more powerful named flickers, **flickers do not consume resources like mana**. Overuse or misuse of elemental flickers can cause highly negative side effects, however.
2. **Flickers are ingrained into both the soul and the DNA.** Two identical twins usually have similar flicker traits, but the flickers themselves will manifest differently depending on circumstance; rarely, their flickers will be tied together to form a “paired” flicker.
3. **Flickers are not directly inherited.** A child of two powerful espers has a chance of being born with a flicker containing traits related to those of their parents, but has an equal chance of receiving a completely unrelated flicker, or no flicker at all - there are no “dominant” or “recessive” flicker traits.
4. **Flickers can manifest through trauma or stress.** This is due to how trauma mutates the soul, and sometimes results in a flicker related to the trauma in the form of a “wish,” i.e. the flicker manifesting is the soul’s way of granting the owner’s wish for the trauma to end.
5. **Elemental espers have hybrid souls with two parts - one human, one elemental.** The more “elemental” the esper is, the more powerful their elemental flicker.

**Familiar** - exactly what the term would imply.

**Regalia** - “costume” or equipment of choice, specific to those that wear/summon magical armor or undergo transformation sequences.

**Artifact** - magical, summoned, or legendary weapons/equipment. only artifacts that alone provide an advantage equal to a Class B Flicker or above need to be registered and monitored.

### *Codex / Aegis / Fairy*



**Codex** - a complex HUD/UI that provides real time combat information and statistics like health, mana, minimap, and mission objectives; part of the basic Hero set.

> Warlocks have access to a massively enhanced Codex that displays far more information and has far greater customizability, but has a very steep learning curve, akin to using a Bloomberg Terminal.

**aera:** what's a bloomberg terminal

**celica:** See the handy attached picture on the right!

**aera:** idk what that is

**celica:** Fortunately, that's why we have Google!



**Aegis** - a personal projectable barrier that blocks projectiles and partially mitigates attacks, but goes on cooldown after taking a certain amount of damage; part of the basic Hero set.

> Exemplars have access to a massively enhanced Aegis that can function as a team barrier and greatly mitigates incoming damage.



**fAIry** - each official team (or ranked solo hero) is assigned an AI bound to their Codex that observes and logs their achievements, assists them with various tasks, and keeps them up to date with announcements and orders from HQ.

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**aera:** are we done yet

**efren:** im done with u

## Primary Hero/Combat Designations

- >> As this is a combat-oriented setting, these designations are core to defining each character's role.
- >> Each one pulls from multiple series and archetypes, and can be seen as a "summary" of sorts.

### Sweeper [S]



**Sweeper** // BGM: [unlimited blade works](#) [shingeki no kyojin](#) [POP/STARS](#) [RISE](#) [meta knight's revenge](#)

[S] The main attackers and the core of any team; the designated "carry" role. They focus on taking down adversaries and securing objectives ASAP over survivability or utility. PVE specialists.

Further categorized between burst/DPS, AOE/single target, melee/ranged, and physical/special.

#### // examples

Lucian, Xayah, Yasuo, Lux, Xerath, Pharah  
Blaziken, Lucario, Gardevoir, Charizard  
Naru, Jeanne, Six, Therese, Beatrix, Lucifer  
> Mega Lopunny w/ Power-up Punch  
> Contrary Serperior w/ Leaf Storm & Sub  
> Skill Link Cloyster w/ Shell Smash

**efren:** hey its u (pokes kimmie)

**aera:** too bad she didn't get a pic

#### // role notes

Most sweepers have a built-in snowball or setup mechanism in lieu of mobility or bulk, i.e. left alone, they become very dangerous very quickly, but are easy targets when caught out of position or before having a chance to snowball. The best sweepers can easily wipe out massive groups of weaker opponents alone, but in a competitive setting where they are evenly matched, it is their team's job to set up the situation for them to succeed while they focus on maximizing their damage output, as they can be taken out quickly.

Sweepers gain greatly increased rewards from eliminations, with the tradeoff of not having access to "loot sharing" from assists at the end of missions. Good sweepers have far higher earnings potential than any other Designation, but bad sweepers will have a hard time doing anything of note.

#### // setting notes

Sweepers are usually the most popular and the faces of many teams and sponsorships - they're considered the "carries," after all, and top sweepers appear everywhere in advertisements and promotions. Image is as important for high ranking sweepers as talent, and many sweepers are more motivated by rank/prestige than any real love for combat; for them, their talent is a means to an end, a craft to be perfected.

> **Scarlinger Citadel** is a **Sweeper/Exemplar** magnet school.

aera: scarlinger citadel more like pooplinger shitadel hahA  
aera: go frogs

### WarLock [W]



Warlock // BGM: [akazukin no ookami sanctity magnolia/myosotis here's how](#)

[W] Stylish utility-based supports that can perform a wide range of tasks and control the battlefield; usually magic users that don't specialize in directly dealing damage, but never really needed to anyway. They generally disrupt and counter enemy actions while setting up for the Sweeper(s). Strategists, debuffers, disruptors/zoners, controllers, and hazard setters.

#### // examples:

Thresh, Rakan, Bard, Lulu, Sombra, Ana  
Prankster Klefki, Mega Sableye, Proxy Singed  
Chaos Ruler, Quatre, Lecia, Vajra, Altair  
> Alolan Ninetales w/ Aurora Veil  
> fuckin lelouch with his geass

efren: hey its me  
aera: ok lelouch

#### // role notes

Warlocks have access to much more information by way of a more complicated **Codex**: Bloomberg Terminal levels of information overload/cost, and Cheat Engine levels of utility. As such, almost every strategist holds the Warlock designation - though not every warlock is a strategist - being responsible for tracking enemies, setting up attack and defense formations, shutting down enemy actions and advantages, and predicting how events play out/reacting accordingly. A good warlock makes enemies think they are two steps ahead, when they are actually three steps behind.

kimmie: did efren write this  
celica: Yes  
efren: cynthia wtf

#### // setting notes

What good warlocks actually do usually goes over the head of the public, and even other professionals, due to their performance not being directly ranked by a number like damage dealt; however, that same sort of high level analytical thinking and calculated leadership lends itself to the very difficult, highly paid intellectual work needed by top corporations like Excidia - Warlocks love difficult problems and creative solutions.

Additionally, high ranking Warlocks tend to be rather narcissistic, loving stylish maneuvers and arrogant checkmates, resulting in legions of fans that think their [style] versus sweepers' overrated [coolness] is fucking awesome.

kimmie: efren definitely wrote this

efren: can u not

aera: u guys r so cute

> Albion Exeter is a Warlock/Specialist magnet school.

kyle: bunch of pretentious fuckers

efren: sounds like my kinda place

### *Breaker [B]*



**Breaker** // BGM: [rastafari](#) [blood hunter](#) [reptile](#) [darkin](#) [rhaast](#) [escape](#) [break](#) [through](#)

[B] Bulky, hard to ignore offtanks meant to divert attention away from other team members, eliminate out of position targets, and lead the offense. PVP specialists; divers, bruisers, wallbreakers, and pivots.

#### // examples:

Camille, Aatrox, Urgot, Kled, D.Va, Doomfist

Tyranitar, Salamence, Metagross, Cresselia

Berserker, Ayer, Sarasa, Magisa, Apollonia

> Huge Power Azumarill w/ Belly Drum

aera: so sexy

aera: look at those hunks mhm YES

aera: that is what i am TALKING about

aera: om nom nom nom

aera: hubba hubba hubba hubba

kyle: please shut up

efren: (cackling)

#### // role notes

Breakers thrive in the midst of combat, constantly looking for openings to rip apart and exploit; where there aren't any openings, breakers create them. Their combination of damage and bulk makes them dangerous foes regardless of circumstance - they're strong fighters in both solo and group settings, and transition seamlessly between the two.

aera: >group settings

aera: mr "i'll do it myself" would beg to differ

kyle: u could try not being dead weight

aera: and u could try not having the personality of a brick

#### // setting notes

Breakers also make excellent mercenaries, prizefighters, and bounty hunters, which forms the core of their fanbase; sweepers are popular because of their image and “coolness,” while breakers and their fans live for the intense fights and brutal takedowns. Defined by respect for the strong.

**efren:** and apparently contempt for the weak

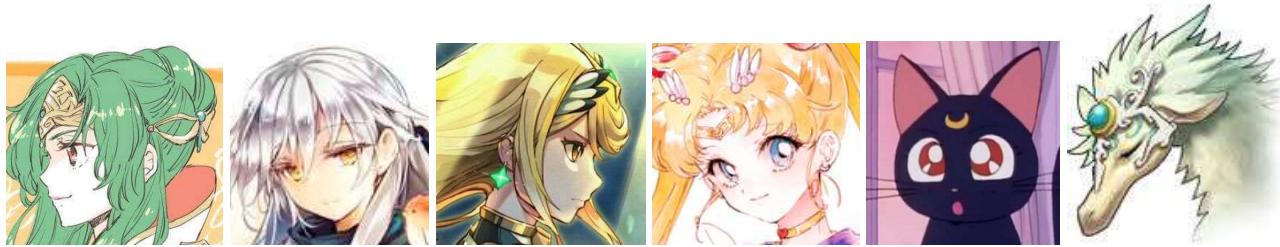
**aera:** (*Looks at kyle*)

> **Ecclesia Autem Nox** is a **Breaker/Assassin** magnet school.

**aera:** aw yeah boi here it comes!!

**Valkyrie** [V]

// under heavy consideration for rework.



**Valkyrie** // BGM: [elementalist lux valkyrie drifting soul](#)

[V] Balanced characters with flexible kits - they can heal, fight, protect, engage, etc.

They function as multiple designations. Magical girls. Technically more of a class than an archetype.

// examples

Elincia, Micaiah, Europa, Jeanne, Mist, Usagi

Primarina, Latias, Milotic, Mega Altaria

**aera:** ^ the HEROINE designation btw

// role notes

Valkyries fulfill multiple roles - they snowball like Sweepers, protect their allies like Exemplars, heal and buff their team like Demoiselles, and disrupt opponent actions like Breakers and Warlocks. The healer version of the FE “lord” archetype, and the modern version of the Paladin archetype. Overpowered when strong due to being able to do anything, near useless when weak due to lack of focus.

**aera:** i disagree btw

**kyle:** good to know



// BGM: [wind and flower](#)

Valkyries also have access to (1) a unique set of powerful equipment known as their **Regalia** that modifies and enhances their abilities, which they can equip at any time after a brief transformation sequence; (2) a **Familiar** that's summoned once they gain Nashira's blessing; and (3) access to a private dimensional space in Elluel shared across Valkyries, acting as a secret base of sorts.

**efren:** isn't this kind of broken? that's too many things

**aera:** ur too many things

#### // setting notes

The most common responses to telling someone you're a Valkyrie are "what the fuck is a Valkyrie?" and "you're very arrogant."

The Valkyrie designation is archaic and unique to females of royal blood, created for an elven princess named Nashira who was tired of being protected as a healer; each subsequent Valkyrie has inherited her blessings. Being a Valkyrie holds special connotations, and isn't something just anyone can be.

**kyle:** you have royal blood?

**aera:** idk (shrugs)

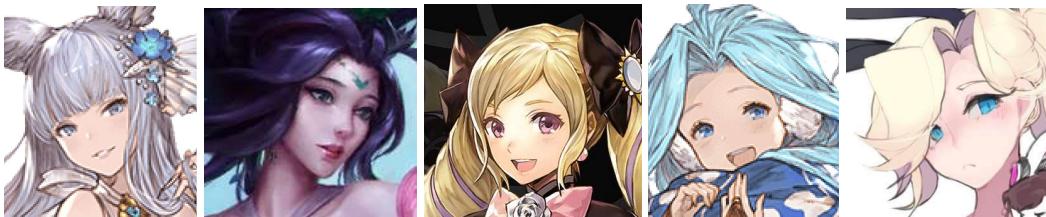
**efren:** (gets up slowly, adjusting glasses)

**kimmie:** (concerned Look) are u okay

**efren:** don't worry about it

**kimmie:** (glares at kyle)

#### Healer [H]



**Healer** // BGM: [embracing me hontou no oto departures lonely lillie](#)

[H]ealer. Enchancers and caretakers that keep the other team members alive, provide buffs/shields, and remove negative status effects, but usually aren't suited for direct combat; they provide combat and moral support. Healers, buffers, clerics, and enchanters.

> this role has a very specific social connotation in this world - other designations may contain healing capabilities, but Healer refers to a very specific and highly feminine archetype

// examples:

Mercy, Sona, Janna, Nami, Soraka

Jirachi, Celebi, Sylveon, Blissey

Elysian, Korwa, Nio, Sophia, Diantha

> MS Kanna; supportive buffer mage

**aera:** so prettyyy~~

**aera:** i wish i could be a healer

**kimmie:** what's stopping you?

**aera:** i don't have the right attitude apparently :C

**aera:** like look at you

**aera:** you're so floaty and ethereal

**aera:** and im just like

**aera:** a potato with a gun

**efren:** (snickers)

> pathétique, précieuse, cygnus, seraphim, roselle

> aufheben, ciel, minerva, vivienne

> élégie printanière, shinsoo skydance

// role notes

Healing/buffing appeals for a few reasons:

> It's easy to find parties; the role is very important, and there aren't too many healers, as healers are essentially miracle workers.

> It's not a high pressure role; healers don't have to compete with anyone (attackers) or lead the team well (tanks, strategists) to "prove" their worth - the role has intrinsic value by existing.

> Continuing from the above point, it's also a social role - healers don't have to hurt anyone to be important and effective, since their value comes purely from helping people. Healers are seldom the "bad guy."

> Healers are highly protected - or at least, *should* be - by their team members. The difficulty comes from the soft skills required to play around shitty parties, rather than anything technical.

The role itself acts as you would expect. Most are sick of their party's shit, and feel somewhat underappreciated.

**aera:** like me

**efren:** you have to do something worth appreciating to be underappreciated 😊

// setting notes

Highly ranked Demoiselle are viewed very favorably by high society, and many families try to train their daughters early to become healers, regardless of their actual talents.

The modern industry is all about image and femininity, and can be directly compared to what idols, singers, and actresses have to deal with in terms of promotions; as such, the role is dominated by pretty girls from well off families with few other relevant combat skills, with their success being

mostly determined by behavior, popularity, and interestingly enough, artistic talent/aesthetic style. Combat, for upper class healers, is viewed as dirty, and somewhat below them.

**aera:** see that's so annoying

**aera:** like what if I'm good at healing but want to fight too

**efren:** you'd need to be good at either first

**aera:** omg can you stop

Healing magic mechanically differs greatly from the way modern medicine heals wounds, being considered "pure" and somewhat intimate; as with blessing-style buffs and enchantments, healing magic is essentially the result of prayer, channeling the caster's faith and favor with the respective deity in order to warp reality. Unlike medicine-based healing and buffs, there are no drawbacks, like comedown periods or risks of overdose - healing magic is limited only by mana and cooldowns.

These factors result in a lot of stigma for guys trying to become healers - there currently isn't a clear way for talented male healers to have a role in a party without a lot of nasty looks, though that seems to be slowly changing.

**aera:** imagine if kyle was a healer

**efren:** please don't make me do that again

> **Iridis Hall** is a **Healer** magnet school; being able to use healing magic is a requirement for admission to Iridis Hall, even if the character in question doesn't end up becoming a healer.

#### // culture notes

The role seems like it'd be mostly full of happy and supportive people, but the system is actually incredibly toxic. While healers don't really compete with their teams, they do heavily compete with each other for the top spots, due to each team really only needing one at most.

#### *Assassin [A]*



#### **Assassin** /// BGM: [bloodborne shadow reaper](#) [kayn](#) [zed](#) [jhin](#) [pyke](#)

[A] Combo oriented attackers that specialize in isolating and eliminating priority threats immediately; high damage, high cooldowns, prioritizing speed and burst over bulk and sustained DPS.

Thieves, snipers, revenge killers, and suicide leads.

#### // examples

Zed, Talon, Leblanc, Akali, Widowmaker, Zero

Greninja, Bisharp, Tapu Koko, Aegislash

> Ghostium-Z Mimikyu w/ Shadow Sneak & SD

> Mega Absol w/ Pursuit & Sucker Punch

**aera:** aka the edgelord designation

**kyle:** stfu

**efren:** LMAO

**// role notes**

Assassins are “unfair” fighters, eliminating threats without giving them a chance to respond, and resorting to tactics such as sneak attacks, smokescreens, and camping from afar. Similarly to Warlocks, much of their skillset revolves around prediction and entrapment, but with a focus on burst damage over crowd control and utility.

// Access to Bounty Hunter system

**// setting notes**

Unlike Sweepers, the names of top Assassins are spoken in hushed whisper, mere rumors to the public at large; the less their opponent knows about their abilities, the more successful they are, after all. Their commonly sociopathic, antagonistic demeanor and willingness to do anything for the right price doesn’t do any favors for their public image, though a handful are well integrated into high society as “presentable” Assassins.

A team will almost never *need* an Assassin, so they are rare in competitive environments.

> **Ecclesia Autem Nox** is a Breaker/Assassin magnet school.

**kimmie:** *(has fallen asleep at this point)*

**efren:** should i wake her up?

**aera:** no kimmie is mood rn

*Exemplar [Ex]*



**Exemplar** /// BGM: [dragon rider you say run](#) [warriors holy knight](#)

[Ex] Heroes and tanks that lead the charge and protect their allies with high amounts of CC, some form of damage mitigation, team-oriented initiation, and (usually) low offensive power.

Commanders, tanks, playmakers, and walls.

**// examples**

Nautilus, Sejuani, Braum, Galio, Reinhardt

Ferrothorn, Celesteela, Deoxys-D

Spartan, Chevira, Alexiel, Gawain

> Regenerator Toxapex w/ Mega Sableye Duo

> fuckin all might

**aera:** so cool! i looked up to exemplars when i was little

**efren:** wonder what it'd be like to have a tank on our team 😊

**kyle:** ...

## // role notes

Exemplar kits revolve around being front and center, leading the charge and mitigating the enemy offense. Similar to how Warlocks have access to an enhanced **Codex**, all Exemplars have access to an upgraded **Aegis**, a powerful projectable shield/barrier that blocks attacks & projectiles.

Additionally, each Exemplar can use Knight's Vow, a pact that significantly mitigates and redirects damage from an ally to the Exemplar.

**aera:** ohh that's kind of romantic

**kyle:** nothing about that is romantic

Righteous Glory, Sacred Oath, and Guardian Angel are also built into the Exemplar set.

## // setting notes

Leaders, protectors, vanguards, and symbols of hope, Exemplars are the first in and the last out of any crisis - of the roles, they most truly exemplify the word "hero." Being an Exemplar is more than just being hard to kill - Exemplars are brave paragons and risk takers, always pushing themselves to go beyond their limits for the sake of others.

**aera:** why can't u be like this kyle

**kyle:** there's a fine line between being brave and being retarded

**efren:** there's also a fine line between being poignant and being a bitch

> As mentioned above, **Scarlinger Citadel** is a **Sweeper/Exemplar** magnet school.

-

**aera:** ugh break pls

**celica:** We're almost done with this section!

## // other //

*Specialist [Sp]*



**Specialist [Sp]** - characters that do one very specific thing and not much else, such as being the core of a certain team composition, or a direct counterpick to a popular strategy. In a vacuum, usually not rated very high. Cheese strats and counterpicks.

## // examples:

Iceborn Viktor, Mid Taric, Proxy Singed

FEAR Smeargle, Choice Scarf Ditto, Magnezone

Gizoku, Nighthound, Catherine, Zooey, Song

> Trick Room Reunicles w/ Magic Guard

## // setting notes

The Specialist designation only exists for the handful of characters with talents that don't fit into any other role. There is only a small number of highly ranked Specialists - it's uncommon for someone with strong abilities to not be better suited for one of the above designations. On the flipside, each Specialist is the best at what they do, so they're invaluable when their services are needed.

**aera:** isn't mira a specialist?  
**celica:** That's right!  
**aera:** but she's also a warlock  
**celica:** That's right!  
**aera:** i don't get it  
**celica:** Sometimes it b that way  
**efren:** (keks)

> Albion Exeter is a Warlock/Specialist magnet school.

Summary list:

**Sweeper, Warlock, Breaker, Valkyrie, Healer, Assassin, Exemplar, Specialist**

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// working roster.  
[note page/character roster.](#)

// outdated but easier-to-digest descriptions.  
[old character roster/megadoc. \(obsolete\)](#)