

Nevermore, the name of the dreaded, abysmal world of cruel destiny .

In this forsaken realm, magic exists, though let not your dreams run wild, for magic is but a sweet venom in the veins of humanity.

Sorceries, alchemy, magic, witch arts, shamanism, and the like are but a science, a thing to be studied, documented, subject to numerous experiments. And the costs of such discoveries are more often than not quite costly.

To master a single type of sorcery, one must dedicate a lifetime, and from the many fools who attempted, many were met with the realization of how underwhelming their achievements are. Magic is not easily manipulated; a highly selective force that chooses but the most gifted of all people.

Nevermore is a world governed by magic, therefore one can expect such forces to intervene in life expectancy. The body uses the soul to survive, therefore a soul unwilling to die, willing to survive and conquer, desiring and driven by said desire or goal, is an immortal soul.

Though this begs the question “: once the soul is satisfied, once the goal is achieved, what could keep the soul going...?”

And thus all die, either by the act of despair at one's weakness, or at the satisfaction, thereafter the hedonism, thereafter the greed of more arduous ambitions. They might make it again, but the world only offers so much. Reach the top, and nothing could ever amount to anything that matters. Stay Below, and wallow in the shadows. One dies either way.

Legends are written in Nevermore.

Heroes who defy all odds. Those who claim they can break The Ouroboros. Powerful souls that challenge what is by far greater than they are. Those who wield Ashes, Cinders, Dust, Sand, and Salt. Those who wield the very first light shed upon the world. Those whose lighting still sparks and crackles. Those whose Darkness lurks below the depth, in the abyss, and in the sky. Those whose Fire is unyielding, ever flickering. Those whose blood on their hands can draw more blood, and can draw what is of abstract beauty.

Not all legends are Heroes. Some driven mad, some born malicious. The world seems to favour such individuals. Preying on One's kind is not rare. We all want to live. Evil Or Good, it matters not to Instinct.

Finally, One may enter Nevermore, for the Tale continues, and the end of it slowly walks alongside, never needing to rush, for the citizens run on their own.

Pawka Meae

§ A script defining the order of Nevermore. A dreaded piece of paper written by a mad man. Only a fool would Willingly read it. Once held, One feels a heavy weight on the heart.

The Magic System:

Nevermore magic is a science, an Ars, made possible by many mechanisms.

What exactly constitutes magic is still unidentified. Some can conjure spells from themselves, some draw power from the world around, though generally, no magic is limitless, and a person will get tired from repetitive usage, mentally and physically.

While magic is indeed a science, so is the abstract, as magic in essence is abstract. Thus, many laws are applicable, but the limitless has limitless laws, and limitless contradictions. Logic and Irrationality, both are needed to understand the magic of Nevermore.

Magic is hard to master, an arduous journey that is unrewarding, dangerous, and tedious. Which is why many just choose to go without it, utilizing natural occurring magic, like magic infused ores. This allows the making of many things. But keep in mind that Nevermore is a cruel world, and extraction is extremely difficult, as well as mastering forging to handle such material. Trial and Error were needed.

Now to explain the Basic usage of magic:

- The handling of one magic is already a feat on its own, and requires handling with two hands. Being able to manipulate a magic type with one hand is an incredible achievement, but ultimately worthless, as all time spent would not allow one to invest time in swordsmanship, and swinging anything in the other hand would already distract a magician enough to make him lose control over the magic. Two Handed Staffs are a pseudo mandatory item for Beginners, veterans, and some masters even. Only the truly talented are independent.

- Magic is selective. Not all magic can be mastered, if the magic itself does not agree to be wielded. Some elements, such as Water, are very forgiving, as it is by far the easiest to manipulate. Electric is arbitrary, with seemingly no pattern of choice, extreme randomness. Fire is a ritualistic chooser, choosing those in love, in hate, driven by will power, those who were tormented, and so it seems to favour those who experienced certain conditions. Wood seems to favour those who take care of the forests with no hidden motives, Etc.....

- Magic can be lost, though very rarely, as once a magic is given, the magic needs to be strong enough to be independent. Light and Dark are so, and will often leave a host who loses the spark of their interest.
- Magic has no will, but will listen to orders, and apparently, an Old Order was given, which makes magic under certain unknown conditions move as if it has a will. This fact took many years to be proven, and before, people thought magic was sentient. Some still believe in the sentience of magic.
- While limitless, every element excels in certain corners, and has severe shortcomings in others, example : Water mainly heals and supports, but doesn't really make a great offensive strategy. Exceptions are present, but exceptions mean that the user must be ultimately skilled to be able to put an unfavorable element to fill a certain role.
- Magic can be fused, and fused magic is seen as a sign of grandiosity. An element can be fused with itself, oddly enough, to make another element, Example : Fire + Fire = Plasma
- Some fusions can be refused, and some fusions give the same element. Example : Magma + Wind = Obsidian / Fire + Electric = Plasma
- Ratios of fusion affect the outcome. Example : 30% Light + 70% Dark = Darkshine

Magic Elements: Primary

Fire
 Electricity
 Wind
 Wood
 Metal
 Light
 Dark
 Earth
 Water

Magic Elements: Secondary

Spirit
Null
Pure

Magic Elements: Bi-Fusions

- Water + Fire = Steam
 - Water + Electricity = Desolation (Radiation)
 - Water + Wind = Ice
 - Water + Wood = Flora (more subtle living plants ; flowers and the like)
 - Water + Earth = Salt
 - Water + Light = Lux Aqua
 - Water + Dark = Nox Aqua
 - Water +++ Dark = Abyss
 - Water + Spirit = Flowing Ebb
 - Water + Pure = Velva Aqua
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- Fire + Fire = Plasma
 - Fire + Electricity = Plasma
 - Fire + Wind = Azure Blaze
 - Fire + Wood = Ashes
 - Fire + Metal = Lava
 - Fire + Earth = Lava
 - Fire + Light = Lux Pyro
 - Fire + Dark = Nox Pyro
 - Fire + Spirit = Will
 - Fire + Pure = Velva Pyro
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- Electricity + Metal = Magnetism
 - Electricity + Light = Lux Volt
 - Electricity ++ Light = Holy Thunder
 - Electricity + Dark = Nox Volt
 - Electricity + Spirit = Consciousness
 - Electricity + Pure = Velva Volt
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- Wind + Wind = Sound
 - Wind + Earth = Sand

- Wind + Light = Lux Gale
- Wind + Dark = Nox Gale
- Wind + Pure = Velva Gale

- Wood + Metal = Monument Forest
- Wood + Earth = Grand Forest
- Wood + Light = Lux Fauna
- Wood + Dark = Nox Fauna
- Wood + Spirit = Shaman
- Wood + Pure = Velva Fauna

- Metal + Metal = Forged
- Metal + Earth = Crystal
- Metal + Light = Lux Fulaz
- Metal + Dark = Nox Fulaz
- Metal + Spirit = Will
- Metal + Pure = Velva Fulaz

- Light + Light = Velk Lux
- Light + Dark = Temperance
- Light ++ Dark = Darkshine
- Light +++ Dark = Mael's Light
- Light + Spirit = Faith
- Light + Pure = Velva Lux

- Dark + Dark = Oblivion
- Dark + Light = Temperance
- Dark ++ Light = Hollow
- Dark +++ Light = Memento Mori
- Dark + Spirit = Phantom
- Dark + Pure = Velva Nox

- Earth + Light = Lux Tera
- Earth + Dark = Nox Tera

- Earth + Spirit = Shaman
- Earth + Pure = Velva Tera

Nevermore Combat System :

There are 6 damage sources:

- Physical, through the use of the currently held weapon
- Magic, through the use of spells
- Weapon Arts, through the use of skills
- Item, through the use of the inventory
- Environmental, through the use of the landscape's perils
- Despair / Hope, through the use of the despairful / hopeful effects

Physical damage type has 4 major subcategories :

- Piercing : The attacks are focused, typically allowing to bypass shields, or hit weak points.
- Maiming : The attacks are broad, typically allowing for shredding and bleeding wounds to occur.
- Striking : The attacks are blunt, typically denting armor and causing hard structures to break.
- Whipping : The attacks are sonic fast, allowing for a weaker mixture of all three types above.

Combat is unavoidable in Nevermore. The player will fall into situations where the only way out is through. To that end, the combat system is defined through the use of { **Actions** }. Every Player has a specific number of actions they can take depending on their race, their class, their current condition, their inventory, their afflictions and virtues, and many more factors.

Movement Action : This denotes the ability to displace oneself willingly. Typically, this can be done while using another action, or even before an action.

- Free action : Move 0~30 Steps
- Unrepeatable Half-Action : Move 0~15 Steps

Item Action : This denotes the ability to use items from **quick-pouches**, currently **held**, or from the **equipped inventory**. **Held** items can be used almost always freely, without cost, while **quick-pouches** can require a sleight or longer action. Taking an item from an **equipped**

inventory will typically take time proportionally to the size of the inventory, and sleight of hand skills.

- Free action : **Held** items
- Half-Action : **Quick-pouch** items
- $\frac{3}{4}$ Action : **Inventory** items

All Other actions will take a full **Action** unless stated otherwise.

Actions are represented through **Cards**. Hence, a form of deck building is put to play to simulate combat readiness. Players can choose a set amount of cards depending on multiple factors, allowing their deck to be truly centered around their own personal play style.

The Card Combat System has the following rules :

- **Cards** can be stacked to reduce their cost, all the way up to 3 **Cards** in a single stack.
- **Stacked Cards** are **Lost** when used, and need to be **recovered** before being used again.
- Players have a set amount of **Actions** they can take per turn. **Actions** allow the use of **Cards**. There are subcategories of **Actions** :
 - **Movement Action** : A free **Action** if used at the beginning of your turn.
 - **Decisive Action** : This **Action** allows you to use **Spell, Weapon Art, or any equivalent Card or Card Stack**. **Items** are not counted. This **Action** can be used once per turn, and only if allocated by the **Master Action**.
 - **Setup Action** : This **Action** allows you to use **Items**. This **Action** can be used only if allocated by the **Master Action**.
 - **Master Action** : This **Action** can become any of the three actions mentioned above.
 - **Recovery Action** : This **Action** allows the player to recover lost **Cards**, and costs $\frac{1}{4}$ of a **Master Action**.
- Using a **Spell, Weapon Art, or any equivalent Card or Card Stack** will consume the single use **Decisive Action**.
- Solo **Cards** that are used are not **Lost**.

Players start with 3 **Cards** in their deck that they can change in **Any Rest Time**.

Players will get a new card every level.

Players start at **Level 0**.

Players will be able to stack 2 cards once they reach **Level 3**.

Players will be able to stack 3 cards once they reach **Level 6**.

Players will no longer get any levels once they reach **Level 9**.

