
PEOPLE OF THE STATE

Living

The world is old, and many of the races have interbred to the point of being indistinguishable. The people of Rusva are all mixed culture, ethnicity, and species. Those species that were once distinct—the elves, dwarves, humans, dragons, and tieflings—have long since been thrown into a mixing pot. Some bloodlines give people slight features of their ancestors; i.e., some of tiefling blood may have bright, strange eyes or small horns.

After the war, even this mixed race found scarcity. The history is lost, but many of the living bear similar characteristics to pale humans with dark or pale hair and pale eyes attuned to low light conditions. These are the living of the realm of Rusva in the times after the war.

Mechanics: use humans in creation, but you can choose features from any above-mentioned race for aesthetics, though they will not have any in-game effect. Also, add low light vision.

Undead

Those undead intermixed in society are not the dead originally from Kalma's realm. Those undead are of a different breed: cruel, heartless, and of a fully corrupt soul. Those slain on the battlefields, in the villages, and in the raids of Kalma's lichs were raised again to fight in the war. If the necromancer that raised the slain was to be destroyed, the undead under their service were freed. These free undead kept the personalities and traits of their previous life, though their souls are more faintly attached to their bodies than the living. In a strange effect, this causes the dead to be slightly more in-tune with natural spellcasting.

Because these undead retain their original souls and are accustomed to life in a real body, the unusual psychological effect of the “phantom arm” is present (in some studies, those missing limbs amputees once had can still be felt as if they were present. It's pretty weird—look it up). This affects the entire body of an undead like this. They still feel pain if they get stabbed or their bones are broken, they still feel hunger and thirst—though this cannot be truly remedied, some undead find that chewing on things helps—and their phantom muscles still get sore and tired, though they are in truth nonexistent. In time, the souls bound to the dead bodies degrade and the undead finds true death once more. This usually happens around 100 years of total age—age living and dead.

The life of undead is strange in the society of the State.

Because technology has allowed the souls of the living to be stored in crystals and bound in other forms, many see the “body” as a vehicle or tool—the soul is the sacred part of the People. Thus, some treat the undead in reverence, as those who would sacrifice salvation to continue the progress of the people. This has led to many choosing to continue life after death. In Temple ceremonies, those on the brink of death may have their souls forcefully bound to their—or another—body. These ceremonies are often celebrated as a rebirth. Because of this tradition of undeath, many of the dead are encouraged to be brought to Temples for preservation. Not all temples have acolytes experienced enough in soul binding to carry out this ceremony, though powerful acolytes often travel throughout the cities to perform the ceremony on high profile members of the State.

Those that live within the cities often live among the Ecclesia, using the tradition of complete cover to cover their undead nature. Others simply cover themselves and work among the rest of the people.

Mechanics:

-Ability Score stuff is the same as a living character, as these undead were once living

-Immunities: poison, disease, really anything that would make sense

- Despite these connections to reality, undead cannot sleep, or eat, or die from suffocation (though they may feel the unbearable pain of suffocation and fall unconscious). Their souls must still rest, entering a dreamless trance comparable to sleep.
- All undead in my world are healed by cure wounds just as living are, and damaged by necrotic effects just like living are. Other necrotic effects may still bolster undead while holy effects may harm undead, but cure and damage spells work the same on undead as they do on living people.
- Mending can fix broken bones.
- Undead are more in-tune with spellcasting efficiently. They spend one less ability point to cast spells (-1 cost)
- The souls of undead are barely attached to their bodies—taking magical damage has a chance to stun undead.
- Dark vision to 60 ft.

Machines

If a refinery worker loses an arm, a soldier is shot and on the brink of death, or an important member of society contracts a fatal disease, they often seek to find a solution. This solution is often in the form of a machine body. Machines were first used for war purposes, bringing soldiers on the brink of death salvation and a means to continue fighting. Now, those most needy of the transition can requisition a metal form to which they attach their soul to. The few attachment labs are found in the Grey City, as those in Arear were destroyed in the war. Because there are few attachment labs, requisitions for bodies are often refused, and the dying are left to die. Machines are typically reserved for soldiers—or ex-soldiers with mechanical bodies rarer in other professions.

Machines are sometimes regarded as less-human even though their souls are very much the same as the living. Some see them as brutish and militaristic, others view them with pity, knowing something horrible caused them to acquire the body. Others yet may view them with resentment if they had a friend or family member that was refused a body. In the eyes of the Ecclesia and many of the more devout, machines are heroes: they are people that continue to serve society even after experiences that would destroy others.

Machine bodies rely heavily on a development in crystal technology allowing for their energy to course through the metal in “veins”. The soul is bound to a single crystal which is inserted into a slot in the body. The crystal siphons the power of the soul and uses it to power the body—this degrades the soul over time much like aging does, and the soul needs regular rest just as a physical form does. This crystal can be taken out and placed in different mechanical forms, though attunement to the new form takes time.

Mechanics:

- Machines get +2 STR, everything else is same as a human. The mechanical body does not impose the same physical limits as bones and muscles, making machine very powerful in comparison to a normal human.
- Because much of the soul’s natural magical power is being used to power and recharge the crystals within the core of the body, machines must scrape for energy to use in spellcasting. While it is possible, it imposes a higher cost: +1 to any spellcasting cost.
- Machines have no natural healing—you must be repaired. Many machines learn how to repair themselves, however it takes raw materials and time. While you cannot benefit from positive energy healing, you can heal to full with a short rest and materials.
- Immunities to disease, poison, and chemical weapons such as M-class Moross.
- Machines need to power-down for eight hours a day to not overbear their systems and their souls. Missing a power-down session imparts a level of exhaustion, as the soul is unable to physically or mentally control the body as well.
- Because machines are powered using crystals, traveling or working in a rift zone can occasionally cause brief “lapses” in function. Machines have a small, random chance to be stunned for a few seconds in a rift. These lapses may occur a few times per day.