

# Grimhearth Sapiens

Sapiens are the intelligent, human-like species who live on Niveus, a moon orbiting a frozen planet. There is no known life, and the Sapiens have never been to space either.

Your character is a Sapien, and you may consider them to have any normal human features, varying greatly.

Your character can be a towns person, a fellow (instructor at the Academy), or a student of the academy.



*Everyone's character is born a Sapien. It is only after they reach the Age of Awakening that they make their choice to join in a Soul Contract.*



**choice**: FELLOW, STUDENT, TOWNS PERSON

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## soul contract

The Soul Contract may be joined once a Sapien reaches the age of fifteen. It is made with a deity-like being that most Sapiens call "The Eye" (link coming soon) but whose true name is debated among the guilds.



*Most Sapiens do not enter into contracts with The Eye, but those who do will typically undergo training to be able to utilize the advantages of their contracts and minimize the negative affects that may come with it.*

*There are three kinds of contracts. Any Sapien may choose any contract. Each contract affects the Sapien's inherent Soul. A Soul holds a spirit--the Sapien's spirit.*

**ΨA Contract of the Gem** - A sapien agrees to live a life that in some way protects the world beyond the sapiens. Sometimes called the "natural world" or the Niveus to most Gems. In return, the Eye SPLITS THE SOUL of the sapien so that it might plant it in a piece of the Niveus. An animal or plant, and the sapien may now commune with the spirit of Niveus as a Familiar (animal or plant companion that shares a special bond with you and who might do your bidding) OR as a Hybrid (when a plant or animal's form combines in some way with your own).

ΨOver time, the two pieces of the soul re-merge, eventually leading to a peaceful transition of the sapien to the animal or plant with which they commune. Injury or over-use of magic will speed up this process. The merging cannot be undone.

**⌘A Contract of the Shell** - A sapien's true soul is emptied of its spirit. There must be a chosen token in which the spirit can be kept. A necklace or other easily tracked object that can be kept on the sapien is typical. By removing the spirit, a sapien may handle, or a better word may be conduct, what is known as raw magic. It is inherently more potent than crafted magic (by spell), and without a spirit, a sapien's soul can withstand this power, allowing them to channel great amounts of magical energy. This ability is granted, but for it, the Shell's body is weakened over time. The more potent magic the Shell conducts over their lifetime, the more quickly his body will deteriorate.

⌘Most Shells must utilize a crafted item to direct and concentrate this immense amount of power. A wand, focus stone, or other magical conductor must be used for specific magical actions, but raw magic touched by someone other than a Shell is deadly, so a blast of raw magic could do the trick. The drawback for Shells is that they typically die young do to the strain of raw magic over time on their physical body.

⌘When reincarnated, the body is marked permanently with black, visible veins over the chest. These grow in size and length the more times the individual is returned to Niveus, though it is extremely rare to be reborn more than once. Each time the soul is returned to Niveus, its longevity dwindles and the sapien body dies sooner.

**♀A Contract of the Form** - A sapien's soul is no longer able to conduct, sense, or utilize their own magic in any way unless external (example: enchantment). In return, the Eye grants the sapien easier and more advances physical skills such as dexterity, coordination, speed, endurance, strength, etc. These skills still must be trained, but the sapien who makes this contract will find their skills easily improved and quickly acquired.

♀It is rare that a Form sapien does not possess impressive physical skills, but it does take some training. The risk of a non-magical existence in a very magical world may be isolating and limited. With a solidified soul and spirit, Forms are more resistant to magic, and even if damaged by it, will heal quickly (1/2 time)



## choice : GEM, SHELL, FORM

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# discipline

Once a contract is made, individuals typically attend a place of study (or sometimes worship in the case of some Minds) such as Grimhearth (there is temple, but it is more rare to worship The Eye if you are not a Mind). While it isn't required, it would be very (very) rare for someone who's made a contract to not seek training and further education. Doing so typically leads to a very early death.

Regardless of the contract a sapien takes, they may choose any discipline (consider that some contracts will limit your choice of discipline).



*The discipline a person chooses defines their relationship with magic and their abilities overall.  
This can severely affect how you play your character.*

⊕ **Mages** - This discipline trains individuals to harness magic as a tool. Elemental control and ether manipulation are manifestations of the individual's own INTERNAL magical abilities channeled through written or spoken spells.

Enchantments are EXTERNAL magics that can be done without the personal use of magic by arranging a series of known magical markings called runes that conduct raw magic without the need of spells or even a knowledge of runes. Someone who messes around with enchantments without knowledge of them is likely to get hurt or hurt someone else.

⊕ Requires study and practice to control and be accurate. Ether magic comes from the Ether realm and its user recited spells or stores them in objects to affect things through conjuration and transmutation. Elemental magic is similar but allows the user to affect a single element of their choice (though it may not be chosen IC necessarily. Perhaps it chooses you!). The element options are limited to: water, fire, electricity, and air. If you have another elemental idea, you may check it with Ms. H.

⊙ **Minds** - This discipline harnesses magic at the mental level. It makes magic an internal tool to benefit its user in creative ways by manipulating the magic already dwelling in a sapien body.

⊙ Feelers can detect anomalies in the physical body. While not truly able to sense anything about their own physical form, Feelers can focus on the magic in another sapien to detect things like heart rate, injuries, or poisons. Many feelers make great menders and physicians, but others

might put their ability to sense the body's sensitivities, weaknesses, and functioning to a more combative use.

Many others feel the magic is invasive and will avoid making friends with Feelers.

⊙ Clouds are those who study the craft of empathic pushing and pulling of moods and feeling. Most Clouds also acquire the craft of telepathy, though the use of it with someone you are not friendly with is considered highly invasive and incredibly rude. In some academies, the use of telepathy is illegal. They affect magic dwelling in the soul itself and so must have a subtle touch to their magic or they can corrupt a soul completely.

Worshippers of The Eye are the only Sapiens able to grasp telepathy, so it is thought to be a power granted to the devout.

Be careful to plan OOC with your scene partners so that you don't metagame or powerplay them. Anyone misusing this ability type will be made to change.

⊙ Illusionists control the magic inside the mind of their subject to alter their perceptions of visual and auditory parts of their world. Very advanced Illusionists can even keep up an entirely false image of themselves, even so far as appearing like another person in look and voice (though this is illegal).

They must be present to maintain their magic, so they cannot plant lasting illusions to be found later nor conduct magic from too far away. Typical an Illusionist must be able to see their subject(s) and is limited in how many people they can affect at once by their skill level. Since the magic being manipulated is in their mind, an Illusionist must affect each person separately. The magic only exists there and is not seen by anyone not targeted.

Be careful to plan OOC with your scene partners so that you don't metagame or powerplay them. Anyone misusing this ability type will be made to change.

### **\*Martials**

\* Strategist work and train to be members, and eventually commanders, of assault teams, special strike teams, and battle teams. They typically work and live and train with the same people their whole lives, being grouped at a young age by aptitude test. This allows them to bond and know one another. They learn to predict their teammates' ideas and moves so that every cog of the machine works cohesively together. These teams can become incredibly lethal forces, despite being only 4-6 sapiens.

Teams like this might endure training exercises that they don't even get told they are in. Magic simulations possible by Illusionists.

Any Strategist might also use a type of magic, but their main ability lies in their ability to predict, act, and organize.

\* Rogues typically work alone, choosing to hone their talents in stealth, awareness, and scouting. Usually rogues are used to relay important, secret messages to spies or across enemy lines. To be a rogue is to always be watching and listening, aware of everyone and everything at once.

A fully trained rogue is particularly dangerous, as they are, by law, recognized as acting on behalf of the law. Rogues are like unofficial enforcement agents and outlaws at the same time, though most keep to themselves.

\* Battle Medics are what they sound like. They train under pressure and learn quick, life saving medicine and injury care. More than that, they also train in the long term recovery of serious wounds as well as in-depth procedures to amputate or operate, for example.

Some medics may use magic and other might not, but all are equipped with various medical supplies, perhaps handmade. Highly suggested to research medicine in the year 1900 to more accurately play a battle medic.



## choice : MAGES, MINDS, MARTIALS

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# GUILDS

While we may be removed from the war, almost every individual makes the choice to join a guild, even if on the Academy level. Being sworn to a guild doesn't happen until Sapiens complete their studies or training at an Academy, but while they are there, they choose to join one of four groups based on their common values.

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### ✦ Guild of the Roses ✦

*physical ability, power*

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Established by Lucas Hollis and Burns Radcliff

"For my might!"

The Pollimons are not known for much beyond their confidence. They value physical ability and believe that the mightiest must rule. They consider anyone ambitious in their endeavor for power to be worthy of joining, but they are strictly organized by ability. Only the most powerful in the guild will lead it.

### ✦ Guild Octavian ✦

*knowledge, cleverness*

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Established by Augustus Allen and Octavius Bingley

"No thief, however skillful, can rob one of knowledge, and that is why knowledge is the best and safest treasure to acquire."

Octavian believes that the civil and ideal world relies on our ability to know and study it. They believe that what can be proven must guide the way, and they value members who are knowledgeable and clever. They pride themselves in not needing to be adaptable because careful planning has no need for precaution.

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## ‡House of Prill‡

*kindness, empathy*

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Established by Beatrice Alighieri and Virgil Plutus

"A heart of gold shines over stars."

The ideal to the Prill is, even to them, an impossible endeavor, but it is the pursuit of such an ideal that they believe will lead us all into the best attainable future possible. Kindness and empathy are the only necessary virtues in a person to allow them to live up to their greatest potential. No one is denied lodgings with the Prill even if you are not a member. If a Prill is unkind, they typically repent shortly after.

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## ‡Gleemen‡

*humor, joy*

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Established by Tom Merryland and Caroline Bingley

"Count it all joy."

The Gleeman's only code is to laugh. They are often those who make light of dark things, and they tend to take themselves a little less seriously than their equals in another guild. No less capable of being skilled, the Gleeman are a troupe of all those who believe the ideal society is one that is relaxed and able to laugh at itself.

**c h o i c e : ROSES, OCTAVIANS, PRILL, GLEEMAN**

## **Ancient Religion: The Sazera Religion - The Two Brothers of the Flame**

### Basic Lore

While the origin of Magic, and The Eye's involvement in it, has been disputed by scholars for centuries, deep into the alpiners of the East, one of few ancient religions still subjugated by the Church of the Ethereal Eye, cling to life. They preach that The Eye's role is not that of a creation deity, but as one who passed judgment and oversaw the world. Whilst those who study Ether Manipulation are tied to The Eye, the magic of the world is birthed from other sources. Fire, the physical incarnation of both temperance and greed, patience and wrath, creation and destruction, is split between two beings: Wurfnur, the great Pyrwulf and Father of Canines, and Draknier, the powerful Dragon and Father of The Ashen Ones. Wurfnur is representation of Fire when controlled and tempered, lighting the way for those lost in dark and the creation of both new and beautiful things. Giving warmth to those around it and bringing people together. Draknier is the representation of the Fire's desire to be free and consume, spreading far and wide, consuming and destroying everything in its wake for its ever-wrathful pursuit of freedom. The Eye rewarded the Sapiens with the children of Wurfnur, wolves and dogs as faithful companions. Even now, the wolves of the forest continue to represent their Father, Wurfnur, within their packs, with many working as one. The Eye, however, was sickened with Draknier, who was selfish and filled with hate. To save the Sapiens from Draknier and his children's wrath, he stripped The Ashen One's of their wings, denying them freedom of the sky, and removed them of their hind legs, forcing

them low to the ground, and finally, he cursed their eyes, hindering their vision. The Ashen Ones were filled with rage and breathed fire at anything that moves, but as they were almost removed from the world, they only burned each other, permanently scarring their scales black, hence the name The Ashen Ones.

#### How the religion affects it's practitioners

The practitioners of the religion, when reaching the age of 16, select their contract and go into seclusion. Their minds then enter the Ether then their path is made clear, resulting in a vision that evolves around their chosen contract. If one is a Gem, they'll see their new form, whenever it be body or familiar. If one is a Form, they'll see their strength in whatever path strength is needed. If they were a Shell, then their lineage to one to either the Elements or the Ether itself is shown. For those who are kinned to Wurfnur, their flames are low, but easily tamed. They are often the most numerous of the two and those who's lineage leads back to Wurfnur are often compassionate, creative, social, well-mannered. They also tend to look softer, and in a sense, more attractive as their features aren't as rough, they also suffer little to no consequences when using their flame. However, those who's lineages are traced back to Draknier, is far different. Their flames burn bright, and is tied to their anger and determination, and therefore making it difficult to control, especially in a state of rage. They are often hot-headed and assertive. They are generally loners, as most people are unsettled at their lineage and general unruliness and are extremely blunt. Their bodies often take the flame physically resulting in features such as fire hair, the color changing depending on the intensity of their flame. They also suffer from both physical and mental consequences that are tied to the flame's intensity. Natural hair to yellow flame has no backlash as their power is on the same level of those who are kinned to Wurfnur. Orange flame causes the wielder to sweat and dehydrate quicker, and they lose control of their flame in exchange for stronger flames. When the flame turns red, it is often seen as being the closest to Draknier, with the flame being at horrific levels of heat. However, the user cannot use any complicated moves, as they've lost most control of the flame due to the intense rage within them. If one is in this state for a prolonged period of time, the tip of their fingers will begin to blacken and risk being consumed by the flame entirely. The more control one has, the more moves one can do but less powerful and vice versa, the flaming price a descendant of Draknier must accept.