

# FP “Lore Bible”

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## Formatting Convention

- Normal text = canon and OK to share
- **Bold** = set in stone/not changing
- *Italic* = subject to change or speculative
- ~~Strikeout~~ = superseded, new information

# Changelog

- 2018-04-27 Initial sync from master document
- 2018-04-28 Petals are fairly common and cheap
- 2018-04-30 Sync from master document: keystones, demography
- 2018-05-09 Sync from master document: technology, elements, minor other additions
- 2018-05-18 Further additions regarding technology and power, alchemy regulations
- 2018-09-16 Information on energy cores and weaponry
- 2018-11-07 Explanation of bird anthros, list of non-anthro races

# Locations and Governments

## Avalice (overview)

- Most plot takes place in the capital of each region
- Regions are named after their capitals (essentially city-states)
- No map available yet
- Economy/currency:
  - Crystals:
    - Low monetary value, used mostly for energy recycling
    - Created as by-product from machines
    - Most stores will only accept Gold Gems or notes
  - Bank notes are an alternative currency, backed up by gold vaults
  - Electronic funding is not feasible at current level of technology
  - Keystones or “cores” are batteries for robots
- Transportation:
  - Distance is highly compressed, about on par with modern Europe
  - Steep terrain between cities makes flight/airships the ideal mode of transportation, followed by boat (most airships can function as boats too)
  - Cars give civilians an affordable way to travel within cities
  - Bikes/motorcycles used for affordable travel between cities
  - Animals who are fast (dragons, cats, deer) or have flight (birds, bats) don't need vehicles to commute, but sometimes still drive for fun (Carol)
- Untamed wilderness:
  - Continent at about 30% settlement
  - Sporadic towns/settlements across the globe for airship travellers
  - Wildlife is a serious threat in regions without organized military or robotics
  - Earth-like climate zones ranging from snowfields to tropical jungles
  - Life petals offer protection from mortal wounds, and are fairly common and cheap
- Earth-like weather patterns

## Shang Mu

- Notable locations:
  - City Hall
  - Zao Land
  - Battlesphere
  - Commercial District (a.k.a. Fortune Night)
  - Shang Mu Academy
  - Scarves Hideout
- Based on China, Hong Kong, and Japan
- The most technologically advanced, but also the most politically corrupt
- Free market economy

- Leader is elected by district representatives, who are elected by citizens
- Heavy infusion of outside cultures
- *High taxes go towards:*
  - *Keeping the metropolis clean*
  - *An effective/efficient police force*

## Shang Tu

- Notable locations:
  - Royal Palace
  - Trap Hideout
  - Relic Maze
  - Jade Creek and Thermal Base
  - Pangu Lagoon
  - Aqua Tunnel
  - Avian Museum
- Based on urban China with Persian influences in architecture; Royal Palace inspired by mosques
- Home of the Kingdom Stone shrine
- Heavy government control and regulation
- Leader is hereditary
  - Must be related through blood or marriage and must give up their name upon taking the mask
  - Can resign at any time

## Shuigang

- Notable Locations:
  - Dragon Valley
- Based on rural China and Korea
- Smallest and most rural kingdom
- Most houses are carved into the side of cliffs, similar to Hobbit Holes
- No concrete rules for succession; Current dynasty bases leadership on strength

## Parusa

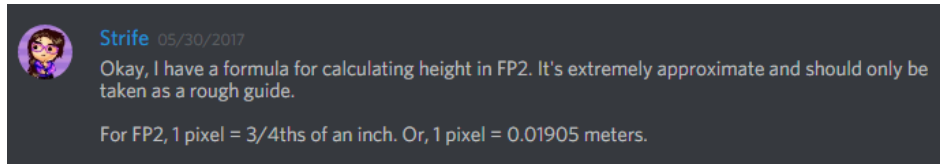
- Notable Locations: *n/a (as of yet)*
- Based on the Philippines with some Spanish influences
- Highest species diversity
- Least conservative dress code due to hot climate
- Military state
  - Army has much heavier firepower than the mainland to combat the stronger wildlife; bazookas, grenade launchers, rockets
  - Army is the smallest in Avalice but has strongest individual soldiers

- Friendly alliance with local tribes who have equally deadly archers (alchemy-enhanced arrows)
- Frequent natural disasters; flood, volcanic eruption, giant monsters
- Nicknamed “The City of Adventure”
- Residents mostly apathetic to constant threats

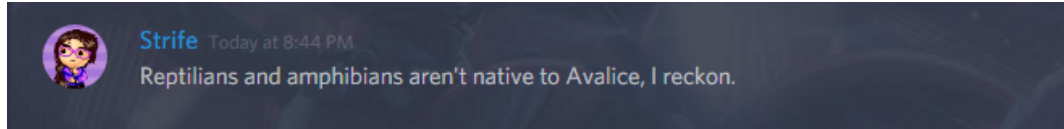
# Demography

## Overview

- No relationship between element and personality/nature/etc.
- No correlation between shapes, sizes, level of anthropomorphism vs. base species traits
  - In-game size:



- Birds and bats will try to keep their body weight down so flying is less exhausting
- Theobromine can cause food poisoning, but is not life threatening with modern medicine
- Demographics
  - Common: domestic cats, rabbits, giant pandas, red pandas, birds, bears
  - Less common: dogs, deer, foxes, bats, boars
  - Rare/isolated communities: wild cats (tigers, lions, etc), monkeys, earth dragons, otters, racoons, goats, rodents
  - Do not exist on Avalice: reptilians, elephants, rhinos, hippos, wood dragons, fire dragons, metal dragons



- Non-anthropomorphic animals include fish, reptiles, amphibians, insects, and birds
- Genders are more equally treated than with humans; diversity is a key factor

## Dragons

- Earth dragons
  - Scaley with gold horns, based on classical Eastern dragons
  - Low variation in appearance
  - Technologically advanced
- Water dragons
  - High variation in both size and appearance
  - Each member is based on a particular type of fish
  - Special ability depends on leg type
    - Bipedals can augment their speed (i.e. Dragon Boost)
    - Quadrupeds can augment their jumping power
    - Tentacled members can levitate
  - Abilities make them excellent builders
  - Staying hydrated is vital

- Can intermix with other species to birth a half-breed
  - Half-breeds can only be born from an egg-laying parent, so only female dragons and birds can produce them
  - Half-breeds can have kids of their own but they will lose the parent's dragon traits
  - Most cultures treat half-breeds as anomalies (similar to people with vestigial body parts in real life), though Shang Mu and Parusa are more tolerant

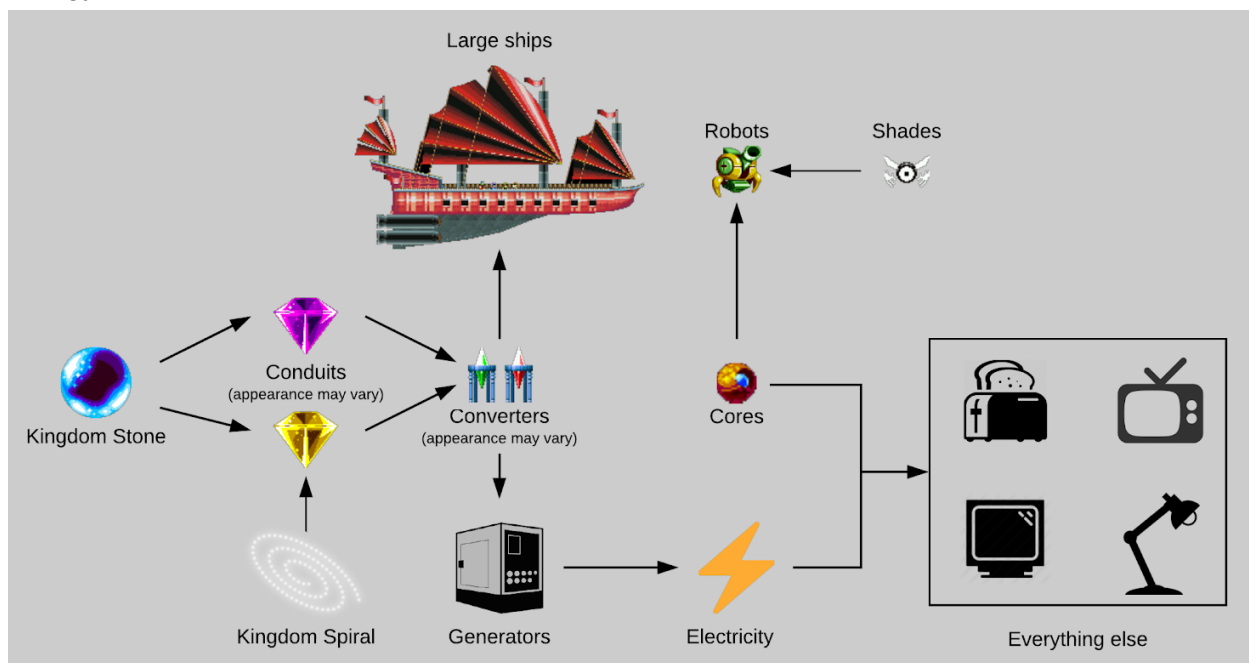
## Non-Dragons

- Species cannot intermix
- A few related species (i.e. pandas and grizzlies) can be together, but the child will always be the mother's species

# Technology and Magic

## Technology overview

- Due to crystal-based power, digital tech lags behind (around 1980s level) but other tech like robotics is beyond present day Earth
- Shades (flying eye creatures) are alien parasites that act as “pilots” for robots, and escape when the robot is destroyed
  - Drawn into the robot with bait; Chemicals were used in the old days but modern cores emit an alluring frequency
  - Possible but tricky to lure shades out of their robot; cracking it open with brute force is easier
  - Indeterminate lifespan; Can’t really be killed but they can be converted into energy
  - About as dumb as an insect
- Tiks are dark spirits from Parusa that can possess objects and robots similarly to shades, albeit less voluntarily
- Bioengineering used by water dragons
  - Can come in the form of physical accessories (e.g. Lilac’s earpieces) or more extensive body work (e.g. Merga)
- Energy:



- **Everything requires a physical power source**, usually in the form of a crystal
- Crystals act similarly to batteries
  - Uses Hodgson’s Law<sup>1</sup> for dispersion of energy

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<sup>1</sup> Named after creator of MST3K, Joel Hodgson, the law postulates that certain minute details of fiction are irrelevant; “It’s just a show”.



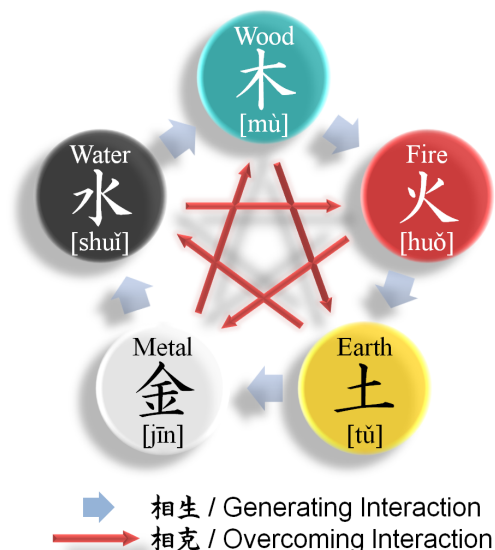
- Energy is transmitted through vessels such as other crystals, similar how power works for the Protoss race in Starcraft
  - Clean energy makes it less of a problem for gas-powered machines and equipment to exist (i.e. cars and motorcycles)
  - Energy sources can “merge” in close proximity; this is undesirable for huge power sources with specific applications, so they are stored in isolated locations (such as the Kingdom Stone deep underground)
- Keystones/Cores power common robots
  - Constructed from Gold Gems
  - Core’s element doesn’t have any effect on its energy
  - Rarely need to be recharged
- Brevon’s tech and Pangu drone are being researched
  - Resulted in some advancements in portable communications tech (Before Brevon, distance was limited to a few miles)

## “Dragon Tech” / Artifacts

- Examples:
  - Kingdom Stone: condensed energy reserves of Ancient Dragons after crash-landing
    - Reported to have been running low at the time of FP1’s events
  - Kingdom Spiral: “broadcasts” energy down to Avalice
    - Conduits can absorb energy from the spiral, and it also falls to the planet as crystal shards
  - Pangu: artificial intelligence and data archive
    - Projects holograms capable of manipulating other matter
    - Can emit powerful energy beams
  - Other artifacts: serve as a means to perform “magic”
    - Examples: Neera’s Cryo Staff, Milla’s ear pieces
- Elemental weapons/tools are as common as conventional weapons but require personal energy to use effectively (i.e. the player’s energy meter ingame)
  - Shang Tu soldiers use conventional battle rifles with elemental bayonets
  - Shuigang warriors use strong elemental weapons with pistols as backup
  - Shang Mu and Parusa soldiers can’t afford to wait for energy to recharge, so they use conventional weapons almost exclusively

## “Elements”

- Based on Wu Xing
- Weakness circle
  - Wood grows over Earth
  - Earth absorbs Water
  - Water douses Fire
  - Fire melts Metal
  - Metal cuts Wood
- Water: Bubbles, slime



- Metal: Steel weapons, spikes, electricity
- Fire: Flames, lava, heat
- Earth: Rocks, crystal spikes, ice
- Wood: Plants, poison
- Shield crystals/guardian orbs:
  - Protect the user from physical harm up to a certain point
  - Grants immunity from harm that falls within the domain of the shield's element
  - No monetary value; too common and transporting carries the risk of accidentally breaking and releasing the charge

## Alchemy

- Healing, ability enhancement, fuel for vehicles, and explosives
  - Some pro sports limit alchemy use to nullifying disabilities; Others like Battlesphere allow anything

# Characters

## Team Lilac

- Publicly recognized as the saviors of Avalice by the authorities, but very few believed it.
  - Gong gets the credit instead.
- Training since the events of FP1, but not well known to the general public beyond rumors.
  - Still relatively unknown at the start of FP.

## Sash Lilac

- **Dragonblood. 17 years old as of FP2. Water element.**
- Half-Water dragon (mother), half unknown mammal (father)
- Congenital hearing defect, requires hearing aids (shown as blue gem headset device)
- Stolen as an egg by the Scarves and raised as one of them

## Carol Tea

- **Wildcat. 15 years old<sup>2</sup> as of FP2. Metal element.**
- Jump disk and bike are powered by the same technology as the Battlesphere

## Milla Basset

- **Hush Basset, 12 years old. Wood element.**

## Neera Li

- **Panda. Royal Magister's advisor and STPD chief. Earth element.**
- Proficient in multiple elements, but prefers ice staff for nonlethal captures

## Spade

- **Panda, 18-20 years old. High-ranking member of the Red Scarves. Fire element**
- Bastard son of the late King of Shuigang. Dail's brother.

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<sup>2</sup> <https://discordapp.com/channels/151670525205282825/192833044049166337/559892869536808979>