

Glossary

Cassandra de Luna

Status: Princess to the Kingdom of Liathtria, and Sin of Wrath.

World Tree Attunement: 100%

Status:

Name: Cassandra de Luna

Species: Embodiment of Wrath + (Level-up is locked)

Level: 30

Class: Bringer of Wrath

EXP: 500,470

Talent/s: True Body, Attuned

PHYS: STR – 54.675, DEX – 33.75, RES – 32.85

MENTAL: INT – 21.825, WIS – 29.925, MP – 288

Skills

Tier 1 Stat Increases on Level-Up: +0.5 STR, +0.25 DEX, +0.25 RES, +0.1 INT, +0.2 WIS, +2 MP

So Tier 1 levels add - +0.6 STR, +0.35 DEX, +0.35 RES, +0.2 INT, +0.3 WIS, +3 MP total,

Tier 2 levels add - +1.2 STR, +0.7 DEX, +0.7 RES, +0.4 INT, +0.6 WIS, +6 MP total,

Tier 3 levels add - +2.4 STR, +1.4 DEX, +1.4 RES, +0.8 INT, +1.2 WIS, +12 MP total.

Talents:

True Body – Grants a full immunity to true damage – damage that ignores all resistances and armors.

Attuned – Increases the base starting statistics of the talent holder by a factor of 4.

Skills:

Racial Skills:

The Calling of Wrath: Expand – Level 2/5 +

Claws of Wrath: Expand – Level 3/10 +

Fangs of Wrath: Expand – Level 3/10 +

Class Skills:

Siphon: Expand – Level 9/30 +

Wrath Infusion: Expand – Level 9/30 +

Wrath Shock: Expand – Level 9/30 +

Wrathful Aura: Expand – Level 9/30 +

Wrathful Inducement: Expand – Level 1/30 +

Wrathful Creation: Expand – Level 1/30 +

Temporary Skills:

N/A

Racial Skills:

Racial Skill: The Calling of Wrath – One of the seven Sin skills. Allows the user to perform one of three actions weekly Level 2/5:

- Temporarily shapeshift into a powerful beast chosen at random.
- Let out a roar that brings out Wrath amongst every living creature who hears it.

- **Pour all of the user's accumulated Wrath into a single attack, drastically increasing its damage potential.**

Racial Skill: Claws of Wrath – Grants the user a very small amount of life-steal when using their claws to attack another living being. Level 3/10

Racial Skill: Fangs of Wrath – Grants the user a true damage bonus when biting another living being dependent on the emotional states of both parties involved. Level 3/10

Class Skills:

LVL 5 Skill: Siphon – This skill allows the user to draw out the Wrath of their opponent and use it to heal themselves. Level 9/30

LVL 10 Skill: Wrath Infusion – Take the Wrath of up to three beings around you into yourself to temporarily increase your overall stats. Warning: Taking the Wrath of others can lead to a berserker state if too much is taken. Level 9/30

LVL 15 Skill: Wrath Shock – Use the Wrath energy of the surrounding creatures – including yourself – to generate a special lightning made up of Wrath that can be used to attack other beings. Level 9/30

LVL 20 Skill: Wrathful Aura - Use your gathered Wrath energy to create an aura around yourself. This aura can be used as a secondary perception, and it can penetrate deeper into another being than the System's identify ability, allowing you to see more of other being's capabilities. Level 9/30

LVL 25 Skill: Wrathful Inducement – Infuse your gathered Wrath energy into the mind of one or more targets, bringing about their Wrath. Level 1/30

LVL 30 Skill: Wrathful Creation – Use your Sin energy of Wrath to create monsters that are unable to harm you. Three monsters may be created per day. Level 1/30

Equipment:

Nanotech Under Armor F

Effects: When MP is inserted into the equipment, it will self-repair and self-clean itself, reverting the armor back to perfect condition.

Tier 4

Spatial Pouch

Effects: Opens into a storage space of two dozen cubic meters in size. You can reach your hand in and think about what item within it you want to take out, and it will appear in your hand.

Tier 5

Direwolf's Pelt

Effects: This item can be used in crafting armor.

Tier 1

Claw of the Reaver

Effects: Can use your MP to make it able to damage ethereal beings.

Tier 3

Rot Mask

Effects: Filters out bad smells and a small amount of gaseous poison.

Tier 2

Fiendish Monkey's Paw

Effects: Can grant the user a small amount of fire resistance when activated and on the user's person.

Tier 3

Absolute Compass

Effects: This compass will always work no matter where you are.

Tier 2

Cloak of the Weaver

Effects: This cloak will grant the wearer a 5% boost in DEX and RES when worn and will self-repair itself whenever MP is inserted into it.

Tier 4

Arch Spinneret

Effects: This hidden item allows the user to create a sticky string that can be launched out of any part of the weapon. The string is able to stretch upwards of one hundred meters with little issue and can resist the attacks of any creature below Tier 3.

Tier: 3

Mask of the Frost Realm

Effects: This mask will conceal the user's identity from anyone Tier 3 or below while worn.

Tier 4

Archibald de Luna

Personality: Cares about his people but isn't a fan of tradition or nobles. Loves all of his children. Despite his feelings about the nobles, he still goes along with the traditions and deals with them to the bare minimum that's required.

Status: King of the Kingdom of Liathria

World Tree Attunement: 100%

Talent/s: True Mind, Attuned

Rodrick de Luna

Personality: Prankster. Almost never serious. Tries to lighten the mood often.

Status: Prince to the Kingdom of Liathria. Currently training the soldiers post System.

World Tree Attunement: 71%

Talent: Attuned(71%), Steel Mind

Charles de Luna

Personality: Serious. Is the driving force behind trying to keep the king in line with the traditions and nobles. Cares about his siblings but has trouble showing it.

Status: Crown Prince to the Kingdom of Liathria. Leading counterattack post System.

World Tree Attunement: 89%

Talent: Attuned(89%), Elemental Immunity

Roxanne Delborn

Personality:

Status: Daughter of a Marquis and a noble from the Duchy of Viette in the white faction. Adventurer. Her parents are dead, but her two brothers are alive and locked up.

Level: 11

Talent: Attuned(8%), Telepathy

Luis Colber

Personality: Less behaved of the two twins.

Status: Commoner hunter from a village in the Western Duchy. Twin brother of Luke Colber. Uses a single sword.

Level: 10

Talent: Nature Whisperer

Luke Colber

Personality: More behaved of the twins.

Status: Commoner hunter from a village in the Western Duchy. Twin brother of Luis Colber. Uses a single sword.

Level: 10

Talent: Intrinsic Sense

Jerold Nock

Personality:

Status: Commoner who immigrated from Aulta and became an adventurer. Uses a two-handed axe.

Level: 10

Talent: Breaker

Arnbjorn Veldon

Personality: Wise old grandpa teacher.

Status: Caretaker of the World Tree Roots at Liathtria

Level: 78

Reynold Chandler

Personality: Political, manipulative, and vengeful. He saves Cassandra and one other Sin before they can be brainwashed and sends them back to Midgard.

Status: High General of the New Earth Alliance – which is an Earth organization trying to take control of the World Tree through subjugating the people of World Tree along with the sacred beasts.

Level: 74

Vargas

Personality: He is the General of the New Earth Alliance currently occupying the Duchy of Viette.

Status: General of the New Earth Alliance – which is an Earth organization trying to take control of the World Tree through subjugating the people of World Tree along with the sacred beasts.

Level: 61

Robert Fellhart

Personality: Aspiring, vengeful, cold, and very loyal to the Alliance. He is framed by Reynold for the escape of the Sins.

Status: Ex. High General now General of the New Earth Alliance– which is an Earth organization trying to take control of the World Tree through subjugating the people of World Tree along with the sacred beasts.

Level: 71

Albert Kai

Personality: Calm and subtle.

Status: Ex. High General of the New Earth Alliance– which is an Earth organization trying to take control of the World Tree through subjugating the people of World Tree along with the sacred beasts.

Level: 77

Archer Faust

Personality: Smart and calculating, but blunt.

Status: Ex. High General of the New Earth Alliance– which is an Earth organization trying to take control of the World Tree through subjugating the people of World Tree along with the sacred beasts.

Level: 76

Leon Ashton

Personality: Smart, manipulative, and playful. He helps Cassandra after she gets stuck in the dark forest by teaching her a couple of tips about the System, along with her status as a Sin. However, he does it while tricking her under a false alias known as 'Leo'.

Status: Second Commander of the Steel Republic – which is an Earth organization trying to take control of the World Tree without harming the locals of Midgard.

Level: 80

Slycaria de Solar

Relevant Activity: None.

Status: Incredibly arrogant and disdainful King of Ardene.

Appearance: He has on a traditional desert garb, with a gladiatorial warrior's armor worn underneath several extravagant cloths and a small veil pulled down to his neck that is meant to block sand from entering his mouth or nose.

Level: ???

Valtar de Alheim

Relevant Activity: None yet.

Status: Sociopathic King of Aulta.

Appearance: He has on a barely visible suit of armor covered almost completely by various layers of white cloth.

Nidhogg

Relevant Activity: Directing the kingdoms of Midgard and is hoping for Cass's growth in power.

Status: Tier 10 Protector of Midgard and the World Tree, and ancestor to the Sacred Beasts.

Appearance: He has the appearance of an enormous dragon, with a large serpentine tail, red and black eyes, pure black scales, and two sets of legs without any arms and only one single pair of enormous wings.

God

Relevant Activity: Searching for Cassandra.

Status: Tier 10 Protector of Earth and the god of the angels and archangels.

Appearance: He has eight golden wings, with two glowing golden eyes, and is wearing a pure white robe with adornments fit for royalty.

Random Noble

Adelard Viette – Duke of the Duchy of Viette

Statistics, Current Mission/s, and Completed Missions Count:

STR – The amount of force the user can use.

DEX – The reflexes, speed, and maneuverability of the user.

RES – The amount of force the user can take.

INT – The speed and processing power of the user’s mind.

WIS – The strength of the user’s magic.

MP – The amount of magic points the user has.

To break through to the next Tier, a mission must also be completed. This mission is assigned by the System, and it will be related to the user’s class.

EXP to level up = $(10^{*(n^T)})$ with n being the current level of the individual and T being their tier.

Living beings give 2^{*n*T} EXP when killed.

Killing a creature that’s a higher level than you will give bonus EXP:

1 level higher multiplies the EXP earned by 1.5x.

5 levels higher multiplies it by 2x.

10 levels higher multiplies it by 2.5x.

But at the same time, killing a creature that’s a lower level than you will give less EXP:

1 level lower multiplies the EXP earned by 0.9x.

5 levels lower multiplies the EXP given by 0.7x.

10 levels lower multiplies the EXP given by 0.3x.

The following stat increases do not include the stats given by classes:

Tier 1 level-ups increase all base stats by 0.1, and increases specific stats based off of class by an additional amount.

Tier 2 level-ups increase all base stats by 0.2, and increases specific stats based off of class by an additional amount.

Tier 3 level-ups increase all base stats by 0.4, and increases specific stats based off of class by an additional amount.

Tier 4 level-ups increase all base stats by 0.8, and increases specific stats based off of class by an additional amount.

Tier 5 level-ups increase all base stats by 1.6, and increases specific stats based off of class by an additional amount.

Tier 6 level-ups increase all base stats by 3.2, and increases specific stats based off of class by an additional amount.

Tier 7 level-ups increase all base stats by 6.4, and increases specific stats based off of class by an additional amount.

Tier 8 level-ups increase all base stats by 12.8, and increases specific stats based off of class by an additional amount.

Tier 9 level-ups increase all base stats by 25.6, and increases specific stats based off of class by an additional amount.

Tier 10 level-ups increase all base stats by 51.2, and increases specific stats based off of class by an additional amount.

Stats are based off of the average strength of a human being at level 1 with no skills or talents. 1 being the average stat for them.

Light green text is Tier 1

The second level of green text is Tier 2

Dark green text is Tier 3

Light blue text is Tier 4

The second level of blue text is Tier 5

Dark blue text is Tier 6

Purple text is Tier 7

Orange text is Tier 8

Black text is Tier 9

Red text is Tier 10