

Borderlands

The Borderlands is a coastal area in the southern Lands of Sera. It's a chaotic, somewhat lawless region caught in the middle of a political struggle between its neighbors. The Borderlands has no organized military and is forbidden to establish one. As such, monsters roam almost unchecked, and only by the efforts of local settlements are the lands marginally safe to travel.

LANGUAGES

If the player chooses this region as the Origin of their Hero, the player may choose any of these languages as the Hero's "Native" language.

LANGUAGE	SPOKEN
OldHinol	34%
OldShone	33%
Sylvan	14%
Hinslea	10%
Sudnir	6%
Goblin	2%
OldNeand	1%

CAPITAL

The Borderlands has no capital. It has no ruling government or recognized nobility. To establish one would immediately start a war between the two regional powerhouses, the Ison and Saelic. The most important town is Acra and it's located in the near center of the Borderlands. The largest and most powerful city is Cold Harbor, on the southeast coast.

CULTURE

The Borderlands has an assortment of cultures and traditions brought by the many immigrants that have settled in the area. In many places, such as Acra, they blend well together to form a unique identity. The rest of the Borderlands have a patchwork of unwritten laws, alliances, and taboos. Despite the Caravan Road to the north, the Borderlands receive very few trade goods from foreign nations. The cuisine in the Borderlands consists largely of small game, wild fruits, fish, wild birds, some cereal grains, and tubers. It's considered poor in taste and variety. A rival to the prominence of Acra is a large theocratic city-state that lies on the coast and borders the Duchy of Saelic. Cold Harbor is a well-fortified port city with ambitions to rule the Borderlands.

POLITICS

The politics within the Borderlands is primarily centered on the competing presence and influence of the three neighboring states, Loran, Ison, and the Saelic. Each of them wants to annex the Borderlands, each has a fair claim, and more importantly, none want the others to have control. Internal politics is centered on the 'free people' of the Borderlands, and those that support Cold Harbor. Although powerful, Cold Harbor has nearly no influence on the Borderlands outside of the immediate area of the city.

HISTORICAL REFERENCE

England. Mercia. 900 AD

ABILITIES

Endure: 14

Mana: 8

Resist: 6

Favor: 6

SkillPaths: 4

SPECIAL BACKGROUNDS

For Hero's with this Origin, these Backgrounds are also available to be chosen by the player.

Rebel