

WAR KIN

The War of Gods

Burn
It
Down



In the realm of gods, battle never ceases. The fight for superiority never ends. The chaos never relents. Each god, be they an almighty holy deity or the embodiment of evil, wages an unending war against all the others, hoping to climb the ladder to reach the throne of gods, to control all realms. There is no constant leader, no guiding lights that last longer than a flicker; all that exists is sparks trying to fill the darkness.

Few gods go to war personally. It might be due to narcissism; the perception that their perfection should not be muddied by blood. Others do it through fear; their rivals are not to be underestimated.

Most deities do battle through handcrafted minions known as Warkin; made of the minerals and materials of their plane, mined by their followers and then crafted by artisans into unearthly vessels. Metalworkers create the finest armour and weaponry for these often colossal constructs; often standing kilometres high. Enchanters engrave magical runes into its body. Finally, the god places a portion of their power and soul into the vessel inside a core; though these vary in design greatly, from crude, jagged hunks of obsidian etched with runes to gleaming glass spheres filled with strange liquids, they all serve the same purpose; it gives the god control over these massive constructs.

Each Warkin has its own spirit, its own name and its own personality. The core simply gives it a link between itself and its master, through which they receive orders. Within each core is the souls of the god's most devoted followers alongside his own, willing to be killed and reborn, trapped inside the core; merely occupying a skeleton. The core can be easily removed from the Warkin, which is just as well; each and every one is constantly being changed; as a god defeats others, he gains a huge quarry of treasure from pillaging each plane.

In the realm of mortals, however, the world is being consumed at an accelerating rate. When the old queen of the gods, Zosael, perished when her plane was torn apart by those who wanted her throne, the darkness that was contained on her plane poured out, down to the realm of mortals, and began to envelop the world, draining the life of anything that touched it in less than a second, adding to the unstoppable wave.

Now whoever wins the throne earns not only power over all realms, but saves their life as well; without followers, the gods would perish.

The Warkin

In Warkin, you essentially take the role of a warring god; you control your Warkin and pit it against other gods and their construct. To represent your construct, we use a card system. We'll cover the actual Warkin first, to make the rules understandable.

Warkin parts

These are the parts that your Warkin is made of; from the core to the armour to the weapons. Here, we will explain what they do:

Core

The core is the heart and mind of a Warkin, and the type you choose will influence the rest of your construct considerably; the core determines what parts you can use and what template your parts use. To put it simply, your core changes the entire way you play.

Here are the different types of core, each with their own advantages and disadvantages.

Anima: Quick and fairly resilient. However, suffers in terms of attacking power. Few weapons available, but good range of other abilities.

Aqua: A good all-rounder. Able to attack and defend fairly well, but lacks potency. Good range of items and abilities.

Ignus: Strong attacker, with good speed. Lacks resiliency, however, but has access to a wide range of powerful weapons.

Proelium: Very strong attacker with fairly good defence. Very slow. Wide range of equipment but very narrow range of less powerful abilities.

Aegror: Very strong defence with average attack but slow movement. Wide range of abilities available.

Ecstasis: Very fast with good attack. Suffers from a very low amount of armour, however, with a fairly small range of abilities.

Ecferus: All-rounder, with a small range of less powerful items but very powerful abilities.

Ordo: Weak attacker, with strong defence and a good movement speed. Wide range of items with few abilities.

Interitus: Very strong attack with very good speed. Suffers from a huge lack of defence.

Potentia: Strongest attacker, but with lackluster defence and incredibly slow movement. No abilities, but plenty of items.

Torso

The torso holds the core, and also protects it. You can destroy the rest of a Warkin, but if the torso isn't cracked open, you're still not safe. You will normally have a variety of options for your torso; heavier, better armoured ones and lighter faster ones. Sometimes there will be a midrange, and sometimes you'll only have one type of option. However, the torso dictates the type of template you will be using, and therefore the rest of the Warkin.

Mobility Slot

This is the space of the torso where a leg, wing or other way of getting around is placed. The more you use the faster and more stable your Warkin will be. However, the construct can move without using any of them, but at a very slow pace. Mobility Slots also have armour.

Weapon Slot

These are spaces where you can fit weapons on the torso; be they ranged or close combat. However, some can only support a certain weapon type, or have limited arcs of fire. Weapons also have armour.

Ability Slot

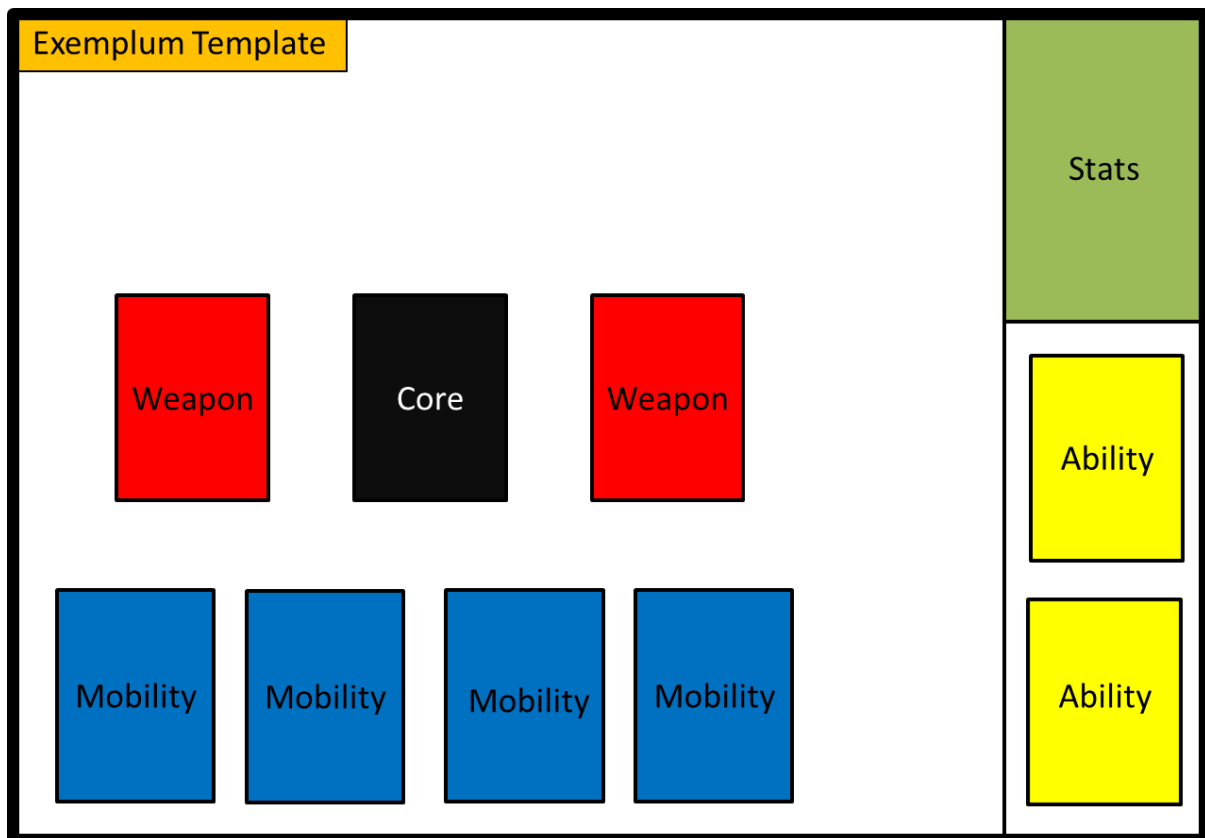
These aren't necessarily part of your Warkin; however, the amount of these you can use are dependent on what torso you are using, so I have decided to include them here. Essentially, these contain any special abilities that your Warkin may have; be it magic, combat boosting or a speed buff, they go here.

Enchantments

These are the final part of your Warkin; these are specific upgrades that can be applied to the whole construct or a particular part. Generally, the specific enchantments, i.e. the ones that are used on a single part, are more potent than general enchantments.

Building your Warkin

To build a Warkin, you use a template. The template you use depends on the torso and core that you have decided upon. When you pick your torso, find the template. A simple example one would look like this:



This is a rather condensed and simplified version of a template, but this is roughly similar. For the separate parts of your Warkin, you will have cards to place on this template; it'll be clearly labelled on the card what slot it goes into. You place the parts you wish to use onto the appropriate space you want it to occupy and that's about it. The 'Stats' section is merely the basic stats that come with the torso you have chosen, which we'll talk about later.