

Последний вздох

World Type: Dystopian Post-Apocalypse. World name: Последний вздох "Last Breath"

World Lore- During 1987, as the Cold War was slipping into the shadows, the USSR in a last ditch attempt to bring back it's glory, brought up it's nuclear warheads and threatened to launch them. They launched dozens of dummy nuclear warheads (not actually containing any nuclear warheads but claiming they were.) NATO, specifically the USA saw through the fake, and retaliated, invading the USSR. This launched the world into World War 3. The war was fought on literally every single continent of the world. Everywhere was a combat zone. Until 2003.

In 2003, a desperate and shattered USA tried to beg for a armistice. But, the damage had been done. Too many countires had been wiped out, millions already dead. So, in a last ditch effort, the USA launched every single nuclear warhead it had at the USSR. Soon, every country that had a nuke launched it. And this led to the entire world being plunged into a nuclear catastrophe it would never recover from.

This takes place in about 2080. The Nuclear War broke out in 2003. That event is known as Day Zero, and time is measured from there. Example, it haa been 77 years since day zero.

Weather

Radiation Storms- Low rolling dust like storms that carry large amounts of radiation particles. They often have sickly green or orange glows, and there is often lightning flickering through the storms. They range in intensity, from being survivable by wearing only a gas mask to being survivable only by being in an air tight filtrated space.

Radiation Rain- Rain containing high amounts of dangerous, often acidic elements. Common near Dead Zones

Typically cooler and rainier weather over all due to the large amount of pollution in the air.

Regions/Geography

Dead Coast (Pacific North West)

Rocky Coast (Upper Pacific North West (Canada and Alaska))

Flat Lands (Mid West Northern America)

Old Coast (East Coast North America)

European Dead Zone (Europe and Western Russia)

Red Lands (The rest of Russia)

Coran Lands (Asian continent)

Dead Sea (Middle East)

Upper Dry Lands (Upper Africa)

Lower Dry Lands (Lower Africa)

Mist Lands (Asia)

Dead Zones are areas of high radiation, and are inhabitable or too dangerous to be around. They are common near large cities, and places of high population, now making areas that once thrived literal ghost areas. They are too dangerous to be around. They are places where nukes went off, resulting in the high radiation.

Wast Lands are large areas of nuclear and war waste. Usually old battlefields. They are not super dangerous, just wiped of anything useful besides for scrap from military vehicles.

Paranormal-

Mourning Winds- Haunting winds that are often heard in large open spaces. They carry screams, cries and whispers of the past. They often last for hours or days, and are immensely unsettling, but completely harmless. Physically...

The Shadows- Shadow Figures that lurk around sites of mass death, such as massive cities that were hit directly by nukes. They are completely harmless, just are always seen on peripherals, and are unsettling. They make occasional screams, cries, whispers or other sounds. Not very common anywhere besides sights of mass death

Ghost Radio- Often during radiation storms, there will just be random bursts of radio broadcasts from years ago. The thing about Ghost Radios is that they are often from pre war radio stations. No one knows how or where the broadcasts come from. They most often contain, weather reports, talk shows, music, random radio chatter, military radio chatter, propaganda, and very occasionally military radio chatter moments before the nukes got launched or hit.

The little research done in Ghost Radio has determined that the broadcasts are from hundreds of different stations with very few recurring broadcasts. As well, research has narrowed the broadcast range to be about 10 years before to the day of Day Zero.

Technology-

HAM and Short Wave Radios can be used for communication. Due to the EMP effect from all of the nukes, and all of the pollution in the air, long range communication is difficult.

Commonly used vehicles

Ground-

MRAP

Humvee

Hemmet

Duce and 1/2

5 Ton

Oshkosh

Other heavy duty or offroad capable.

Motorcycles and quads can be used for short distant travel.

Air-

Helicopters

Small Brush Planes

Propeller Planes

Transport Planes

Critical vehicle systems/components:

Filtration

Airtight

Survival Rigs- are commonly armored vehicles, Humvees, Hemet's, Duce and 1/2 etc, heavily modified for survival. They are usually troop transport or medical variants with an opening between the cabin and sleep area. They often contain beds, small kitchenettes and other essential survival gear, as well as the necessary air filtration/purifying systems, air conditioning/heaters, built in Geiger counters/radiation detectors and other essential survival gear. As well, they often carry lots of supplies and scraps that survivors find while out that they can sell. These rigs are heavily modified and very durable. Almost all survival rigs can also be air tight, allowing users to not have to wear gas masks in them.

Common Equipment:

Gas Mask(often worn around neck or in pouches on the body. Almost always present)

Small knives/cutting tools
Geiger Counters/Radiation Detectors
Air Quality Detectors
First aid kits
Handguns

Factions:
Peaceful:

Neutral:

Scavengers
Traders
Merchants
Traveling merchants
Private military
Private guard

Hostile:

Pirates
Scavengers
Slavers
Mercenaries

Combat system:

Combat is usually done short to medium range. The most common weapons are rifles, sub machine guns, shot guns, snipe rifles, etc. explosive ordnance weapons are not very common as many explosive powders and fuses have degraded over time.

Medium and heavy machine guns are rare and almost exclusively used for base defense or mounted on vehicles. Few private factions or people have many machine guns.

Enemy combatants are typically skilled and not easily killed, as these harsh wastelands Don't allow for incompetence or stupid mistakes.

Rules

- No NSFW or sexual content. Violence and gore are allowed if handled with story relevance.
- Swearing is fine, but keep it moderate and in-character.
- Be descriptive in scenes — include surroundings, tone, lighting, movement, and emotion.
- Feel free to be descriptive, just not explicit.
- When introducing a new character, briefly describe their appearance, clothing, and any important details relevant to the scene.
- No godmodding, perfect characters, or instant knowledge of others' thoughts.
- Keep actions and dialogue believable for the world and character personality.
- Respect the world's tone — dark, grounded, and realistic within Last Breath's limits.
- Focus on storytelling and character development over power or status.
- Stay consistent with established lore and previous scenes.