

Powers

[TBD]

Powers are called “Dreams” by people who are more reverent of them and the process of gaining one is called...

Awakening

This is the general term used for the process of gaining a superpower. It usually involves going through something traumatic or a great achievement that pushes your limits. Or just as a result of growing up or something else entirely, though these are usually outliers or for specific powers.

People with superpowers are called “Awakened”.

Upon successfully triggering an Awakening, you're given an in-universe random selection of powers equivalent to the roller. Most of which are going to be at least semi-helpful.

But the power granting entity/entities aren't all that good at telling what would or would not be useful for someone in every situation. So sometimes you get nothing but relatively bad choices despite the best intentions of the Awaken-er.

Also, in the overwhelming majority of cases, you only have fragmentary memories of choosing if you have any at all.

Population

Awakened are quite numerous, with about 1 in 500 people being one. However, this rate increases as things become more chaotic & violent, with peaceful times having the opposite effect.

This is also the case with the average rank cap of Awakened (which is usually C). Though, notably, the more world-shattering powers seem to Awaken in those unlikely to use them.

Mutation

If put through enough stress and strife, an Awakened can go through a sort of second Awakening that significantly modifies/enhances their current power. Mutations can occur gradually over time or all at once.

However, the process of going through a mutation can usually only be achieved through the “great achievement” scale of things rather than the traumatic.

Egalitarian Karmic Backlash

Regardless of the intentions of the thing doing so, whatever force that makes superpower manifestation possible responds harshly to those that try to induce it deliberately.

Attempting to gain a power for yourself deliberately is fine. [TBD]

But inducing it in others either results in nothing or the target gains a power that makes your continued attempts at deliberately creating new Awakened no longer viable. Whether this means your death or someone that Awakens with super therapy powers depends on the context of the situation. (Though it often does, indeed, mean the death of the experimenter.)

The Components Of Being

Mind

The mind is your ability to understand what is your observable reality. Reason, thought, and understanding stems from this aspect. The ability to comprehend allows one to actively shape themselves and the world.

Body

The body is the most simple, and arguably the most integral, of being in this world. It is one's physical reality (whether natural or artificial) and your ability to act upon & be acted upon by the rules of the world.

Soul

The soul is primal and hard to put into mere words outside of the very basics of what it means to have one. Having a soul allows you to intuit reality. It is the source of instinct, emotions, and Willpower.

Combinations, Interactions With Systems, and Origins

Any physical object can be a body, any system of sufficiently advanced information gathering and storage can be a mind, and souls can be cobbled together from "Void stuff". However, there is no proper understanding of the origin of "true", natural souls.

Most individuals have all three of these components of being but it is hardly unheard of to encounter those missing more than a few. A non-exhaustive list of examples includes; Ghosts(Soul/Mind), Insane Ghost(Soul), Revenants(Body/Soul), "Ghost" In The Machine(Mind), Any Physical Object(Body), Mundane Robots(Body/Mind), etc etc

Ki: The method of using Ki requires your soul to be in tune with your body.

Magic: Using Magic and by extension Mana by using your soul as a vessel for energy from the Void, requires just a soul.

Cybernetics: The soul does not extend to artificial replacements but is also not damaged by them.

Goku Can't Cast Spells: Poisoning your soul, and crafting it into a better vessel for Void energy, inherently disturbs it on a level that prevents it from being in tune with your body. This is why, the vast majority of the time, one cannot use both Ki and Mana.

Supernatural Creatures

Dragons: Broadly speaking, a Dragon is any (mostly) reptilian supernatural creature with a breath weapon and the ability to generate semi-infinite magical(or related) energy. Everything else is optional.

Infections

There are many, supernatural viruses in Torchdice with a variety of effects almost on par with the variety of possible powers Awakened can have. Here are some of the most common ones you are likely to run into:

Vampirism: The classical, undead bloodsucker. Innately magical in nature and a powerful enough vampire is also a Mage.

Animal-thropy: A person that can become an animal or a person-animal hybrid. The nature of their curse is in Ki and with enough time a were-creature will also become a Ki user.

Zombies: Undead, rotting, and nearly mindless. Not much beyond that.

Twisted: A category covering a wide menagerie of being twisted into abominations by Void Spirits that don't mesh well with normal reality.

The Void & Its Spirits

Void Spirits

Void Spirits are entities born of the Void itself that embody aspects of reality. This can range from things as nebulous as Life & Death to specific people. They also lack standard biology and are effectively immortal to mundane damage.

Due to this, however, they suffer what is effectively personality-defining mental bleed, which can cause unendingly destructive behavior. (Though not necessarily with any truly malicious intent in mind.) What they physically look like is also varied to the point of making a standard description impossible. They also come in Grades usually ranging from D to A, just like Spells.

For Example:

A D-Grade Void Spirit of fire might be an orb of flame that likes setting plants alight. Or burn people's hair because it likes the shade of smoke that leaves.

An A-Grade of the same type could be a flame kaiju whose sole desire is to turn every forest on the planet into a bonfire. Or a giant ball of plasma that likes to hang around in the air peacefully... while incidentally causing massive ecological damage due to the heat it lets off.

As such; be very careful about what your summoning catalyst is.

The Source Of All That Is Magic

All supernatural creatures and myths, from gods to pixies, are real in the Torchdice multiverse as the Void is shaped by and can emulate the collective belief of all creatures in said multiverse.

The Life Cycles Of Void Spirits

Void Spirits as manifestations of concepts, are unique in the fact they do not start off truly anchored as a material being. This is why they're basically impossible to kill outside of specific methods. However, as they spend more time within the material world they become solidified and they effectively become more real and more of a "person".

Generally transitioning from a Void Spirit, into an Elemental, to a form of Fae before settling into a state known as "Apotheosis" where they become fully "mortal", often gaining proper flesh and bone, when applied to certain types of Void Spirits over long enough periods. This process can create entire species of creatures such as Dragons, Devils, Demons, Gods, and pretty much anything else you can think of.

Elementals and Shamanism

[The following is direct testimony from a relatively credible source.]

The Void is an empty place. Incomprehensibly so, even. That does not mean, however, that it is uninhabited. Void Spirits are the... natural inhabitants of that unfathomable emptiness. Most of

them remain there, content to not exist within nonexistence. They avoid the structure, order, and fullness of our reality or any other.

Some of us, however, do not.

To Be: When a Void Spirit is summoned, it... compresses into a specific shape, depending on both how it was summoned and what concepts it resonated with. Freshly summoned Void Spirits are, in a very real sense, two-dimensional. They are less than they were before, and they are also less than the concept they embody. Existing is new to them, and they have, to a one, only ever made a single choice in their lives. Being. These Void Spirits can offer contracts, granting the raw energy of the Void to their supplicants in the form of Mana.

These are Warlocks, and they are wrong. They are con artists, taking someone naive in both power and personhood and coercing them into giving something precious for scraps. Many die to their Patron, and it is deserved.

To Grow: If a Void Spirit is left to roam freely, whether due to being summoned accidentally or purposely released, it will begin to become more. It will grow into the shape it has taken, finding rough edges to wear smooth or confines to expand in its concept. This is called, by mortals, the path of Apotheosis. There are many steps along this path, and where it ends is different for every Spirit. While I cannot speak for my brethren who advanced further, I will speak of the first of those steps. Elementals.

Living Concepts: When a Void Spirit becomes an Elemental, it can be hard for many mortals to tell the difference. We are equally unfathomable, similarly inhuman, and far enough away from the mortal perspective to seem thoughtless. I will tell you the difference. Void Spirits are the concept given mobility. They have no real independence of their own, though they may possess a facsimile depending on their Concept. Elementals, however, have begun to make their Concept theirs. I am Knowledge, and I have met dozens of Void Spirits that embodied my Concept. To a one, they were the same. I have met a single Elemental of my Concept, and we are not. I am the Teacher, Knowledge as a light that pushes back the shadows of ignorance. They were Knowledge as a commodity, to be hoarded and made more valuable by its rarity. I abhor her, and she is a corruption of all that I am.

I digress.

Communion: While many, but not all, Elementals lose access to Mana in its purest form, we gain something else. Control. While a Void Spirit is a two-dimensional reflection of Knowledge, an Elemental is it. I can grant mastery with a wave of my hand, form a blade out of secrets, and cut a mind apart with eldritch information. With our increased personhood and control, we can create discrete Constructs of our Element, though their effectiveness is variable. We are also able to directly grant the patronage of our Element in the form of Blessings. These give the mortal some form of direct assistance from the Element itself, though overuse of it is damaging enough to the mind of most mortals that such gifts must be temporary.

Those we Commune with are known as Shamans.

The Myriad Forms

While all Elementals are similar in the broad strokes, their strength are not. They have roughly five categories, though the fifth is sufficiently distinct to be arguably a different form of entity. They are the following:

Minor: Minor Elementals are a tiny, tiny fragment of their Concept. Closer to animals than people most times, a Shaman that bonds to one or more Minor Elementals will likely be more protector than blessed for much of their lives. This does, however, mean that a relationship between them can be truly equal, partners in all things who devote their full abilities to assisting one another.

Lesser: Lesser Elementals are a step above, and often have fairly similar powers to an Awakened of a given type, albeit a well-developed one. Equal partnerships are still possible here, but most Shamans will end up relying on their Elementals more than the other way around, unless they have significant independent forms of strength.

Greater: Greater Elementals are the point where we stop being truly comparable to Awakened, save perhaps Mantles or the most terrifyingly exceptional of their kind. Earth can bring quakes that shatter a city, Air a hurricane that will tear buildings apart from sheer wind, or Knowledge whisper secrets that make reality crack. Relationships at this level and above are almost always transactional, as it is... difficult for even the most empathetic of us to form friendships with insects.

Elder: Elder Elementals can make a sincere claim to embodying a Concept as a whole. While it won't usually be accurate, it is close enough to count in most cases. There are few Elders indeed that cannot destroy a continent or collapse civilization across the planet should they be moved to sufficient anger. They won't, of course, but little besides the intervention of True Gods or other Elders could stop them.

True: True Elementals are those who have claimed ownership of a Concept. Entirely. I am Knowledge, and I do not know of any. Though I suppose that could be why I am not one myself. Their power would be without limit, though their ability to use it would perhaps be hindered by how completely they embody the natural processes of their Element.

Wrath, Boons, and Constructs

Beyond the Blessings, which are unique enough to each Elemental as not to be worth describing, there are three things that Elementals grant our Shamans. Boons, Constructs, and Wrath.

Constructs: These are the forms we meld our Element into, generally broken into three simple categories. Ephemeral, where they last but a moment, such as an arrow or a bullet; Concrete,

where they form something solid and lasting like armor or a sword, and Animate, where we grant something a measure of life and independence apart from us.

Boons: Boons are... varied. In exchange for some service or sacrifice, we Elementals are capable of granting a measure of our power to a mortal or item in perpetuity. These are rare, and not always world-shaking, but each one is meaningful to us. Our growth is slow, and our abilities are, while incredible, finite.

Wrath: Wrath is not so much a gift as it is a byproduct. As Shamans grow closer to the Elemental by using their Blessing or subsuming their ego into us, they begin to become us. This allows them to reinforce themselves in myriad ways, as well as directly use their connection for control over our Elements, but doing so risks them permanently becoming a part of us. Nonetheless, the connection is a powerful weapon when it is used.

-- Knowledge, Teacher of Heroes.

Void Spirits, Expanded: Things-That-Should-Not-Be

Void Spirits are a fairly eclectic bunch. They range wildly from being almost people to near-incomprehensible masses of esoteric concepts. In earlier eras, they were often and loudly called Eldritch by those with less understanding than fear. Now, however, we have begun to realize the distinction between your garden variety Void Spirit and Things-That-Should-Not-Be.

The Theory of The Eldritch: While many Void Spirits are strange, and a few are even madness-inducing, there are only a scant few that qualify as Eldritch. The generally agreed-on definition, at least for the naturally Eldritch, is that to qualify a Void Spirit must have an element or concept that fundamentally does not fit in reality. As the nature of reality is somewhat fluid, this means that certain Void Spirits can gain or lose Thing-That-Should-Not-Be(TTSNB) status depending on the reality they inhabit. The easiest example of a Formerly Eldritch class of Void Spirit are those that bind to part or all of the concept of undeath or living death.

Eldritch Infection

While being a natural TTSNB isn't generally something that can be forced, Eldritch things can also act as an infection that travels through reality itself, corrupting other things or individuals in a way that, almost universally, ends with horrific abominations where once there was nature. The anti-reality nature of a TTSNB makes its presence have a sort of... twisting effect on the world around it, with the distance and strength of this effect dependent on both the strength and the concept of the TTSNB in question. Lesser or less abhorrent variations simply warp non-sapient plant life and make being around them exceptionally uncomfortable for anything that lives, thinks, or has a soul. Particularly strong instances can rewrite the laws of reality within a large area every few seconds, and turn every living thing within said area into those aforementioned abominations. Eldritch Infection is generally reversible on nonliving, non-intelligent, and non-souled things, though also much easier for the TTSNB than targeting

anything close to a person. Individuals affected, however, assuming they are successfully twisted, are generally incapable of recovering barring intervention by an Awakened or an Architect.

Categorization

TTSNBs are, as one might expect from their anti-reality nature, somewhat difficult to accurately categorize. Nonetheless, it has been the life's work of a great deal of individuals to try. Given that, here are a few of the basic categories that we have settled on in an attempt to inform you.

Lesser Paradox: The least of the naturally Eldritch, Lesser Paradoxes are more odd than terrifying, at least in terms of examining their nature. Stonewind, Frozen Flame, and similar things that don't quite make logical sense when considered further. Some things that fall under this category may not even be properly Eldritch, instead being a mundane, albeit weird, Void Spirit. Nonetheless, there are enough hostile and dangerous incarnations for it to be a category on this list, even if it's the least of them.

Greater Paradox: The more conceptually problematic Spirits, with elements that either directly relate to Eldritch concepts or are independently bad for reality. A World Without Death, for example, is a Spirit that acts a bit like a cancerous growth on reality without explicitly linking itself to Eldritch concepts. Greater Paradoxes are effectively the equivalent of the more complex standard Void Spirit that also happens to fall into the "doesn't make sense" category.

Anomalous: The Anomalous are similar to the Paradoxes, except that, whatever they are, their element or concept is not communicable to anyone still possessed of their own sanity. While it's possible to describe the Anomalous, understanding or even attempting to understand the element or concept at the core of their existence is another vector of their specific form of Eldritch Infection for all intents and purposes.

Void Gods: It's a matter of some debate whether these things can be said to exist and whether they can be said to be Eldritch even if they do, but nonetheless they have been placed here. Void Gods are, put as simply as possible, Spirits that naturally or unnaturally breach the peak of the A-Grade. While a handful have been successfully summoned across the multiverse, generally leading to things going extremely poorly for everyone involved, the overwhelming majority of the time they simply shatter the section of reality they were summoned to, including their own form, like sugar glass. Whether this is representative of an Eldritch nature or simply a result of their sheer power depends on both the researcher you ask and the Void God you refer to. While they cannot, generally, be truly summoned, they can be communicated with while in the Void, and occasionally influence the world outside it in minor or major ways. Not all of them are hostile, though few of them are comprehensible enough in motivation to call benevolent. Magic is likely the expression of one of these Void Gods, and it's been theorized that each universe is itself simply the corporeal form of a Void God linked to the concept of reality, which could explain its poor reaction to anything approaching equivalence in strength being summoned with a differing concept. Regardless of the specifics, Void Gods are effectively

beyond the capacity of anyone or anything but the most terrifying of Awakened, High Divinity, or Concepts can hope to affect. The most we can do is hope and pray.

***Twisted:** Not naturally Eldritch at all, the Twisted are formerly normal people, animals, or Spirits that were infected either by direct contact with Eldritch Essence or by the presence of a greater TTSNB. They are so varied as to be impossible to truly describe as a whole, save for this: even if they did it to themselves willingly, they are still victims deserving of a swift death for the sake of mercy.

***Architects:** Closer to the living antithesis of the Eldritch than members of their ranks, the Architects are nonetheless listed here because of the rarity of seeing them without a TTSNB having already been or about to be present. They're a sort of cosmic repairmen of unknown origin, that often but not always appear to patch the holes or erase the remnants of Eldritch Influence on reality. They're not invincible, though none have been observed lower than a middling B-Grade in strength. It's best to cooperate with them if and when they arrive, as they're probably better at their job than you are.

Painting A Blank Canvas: Impressions On The Void

While in its natural state the Void is quite literally unfathomably empty, it is as vulnerable to having meaning or shapes impressed upon it as Void Spirits are, it just takes... a lot more oomph to pull off. There are three general ways that parts of the Void can be stabilized into less of an eldritch nothing and more of a normal, if probably fairly fantastical, place. They are the following:

Pocket Dimensions

Pocket Dimensions are pretty much what they say on the tin. They're small, contained areas formed in the Void by several combinations of magical or powered abilities. They generally have barriers that prevent any Void Entities from crossing over into them, and are almost completely empty save for whatever the creator or other visitors place within them. Pocket Dimensions are most often linked to objects ranging from doorways to bags, and if an object linked to one is brought into another without very specific precautions, both will messily vent their contents into the greater Void, never to be seen again. Crafting a Pocket Dimension without Awakened abilities requires a B-Rank Spell in either the Dimensionalism or Summoning disciplines, along with various materials unique to the type of Pocket Dimension being created.

Dungeons

Dungeons are the second way that the Void can be made a more physical location, and unlike a Pocket Dimension Dungeons can actually form naturally. When enough Mana is present within a specific area for a sufficient amount of time, or when a Void Rift is opened in such a saturated area, then a proto-dungeon begins to form. Dungeons are in many ways the midpoint between the Void and reality, as the laws that ensure reality exists are interpreted loosely but still at least

given lip service. Generally, a Dungeon will form a theme based on either the environment around it or the flavors of magic used to anchor its Void Rift to reality, depending on how it is formed. Various creatures and items will coalesce in these places, growing larger, deeper, and more dangerous the longer they're allowed to exist. Eventually, they will be effectively impossible to get rid of without truly overwhelming power. For reasons likely relating to the world's collective belief on these locations, most Dungeons take the form of locations that give a specific goal to "complete" in order to gain victory, and rewards to those that succeed. These rewards are generally independent of destroying the Dungeon, but not always.

Dungeon Addenda, Voidlings: Due to the more chaotic nature of Dungeons as opposed to Pocket Dimensions, their barriers from the greater Void are... porous, for lack of a better word. Whenever a Void Entity slips through these weakened barriers, they become a sort of faux-creature known as a Voidling. Less sapient than even the strangest Void Spirit, Voidlings are best understood as machines following a script formed by whatever the theme of the Dungeon possesses. Whether this is goblins infesting a cave or a damsel needing rescue from bandits, these creatures are more or less literally incapable of deviating from their script, though that law becomes looser as a Dungeon grows older and more stable.

Dungeon Addenda, Loot: There are two kinds of items within a Dungeon, and they are completely distinct in all but the absolute peak of stability. The first are the items carried by Voidlings and used in the completion of whatever tasks the Dungeon assigns its delvers, which only function within the Dungeon and either become worthless or disappear entirely if removed. The second are "Loot" items, which are almost never used by anyone within the Dungeon, don't necessarily fit the rest of the Dungeon's themes, and remain functional when removed. Some Dungeons give Loot that resemble the objects used within the Dungeon, but this is just theater, and the items are still entirely distinct.

Dungeon Addenda, Creation: The creation of a Dungeon is similar to the summoning of a Void Spirit, but with the costs multiplied by another ten and the ability to pay the cost much more slowly with minimal risk. Almost no one, under any circumstances, can instantly create a Dungeon. There are no checks required when normally summoning a Dungeon, as they're a great deal more inherently stable and themed than standard Void Spirits. However, if one is attempting to force a different theme than would be viable for the area they must make checks equivalent to summoning a Void Spirit of the same level with a flat +3t.

Dungeon Addenda, Overflow: If a Dungeon lies uncleared for too long and grows too full and powerful, it will eventually overflow, bursting like an overfilled water balloon and allowing the Voidlings that inhabit it to spread out into the world. These Voidlings will then begin growing in power beyond the limits of their Dungeon, and eventually become fully actualized beings in the Fae or Elemental stages of Void Spirit Apotheosis. This phenomena is known as a Dungeon Break, and more than any rewards from delving them, are why dungeons must be regularly cleared, reset, and if necessary destroyed.

Breaches

The third and inarguably most destructive method of creating a "stable" connection to the Void, Breaches are... well, they're simple to describe, if not to create. They are static, constantly open Void Rifts that spew out twisted Void Spirits by the score, and which seemingly cannot be closed by normal magics or Awakened abilities. The closing of a Breach requires striding directly into a patch of the Void that is barely less corrosive to one's consciousness than that which you'd find in a normal Void Rift, and killing whatever entity has become its Anchor, the being or sometimes object that maintains the connection between reality and the Void. Until this is finished, a Breach will continue spitting malformed creatures barely recognizable as even the least comprehensible of Void Spirits.

Breach Addenda, Architects: Extant Breaches almost always attract the attention of one or more of the psuedo-Void Spirits known as the Architects of Reality. Any present Architects will attempt to seal a Breach on their own and destroy those Spirits that crawl out of it, but their success rate without assistance is barely as reliable as a coin flip. Powerful as these creatures are, they are not capable of handling events of this magnitude alone.

Breach Addenda, Warping: The land around a Breach, as well as any living creatures that inhabit it, will begin suffering a nearly incurable ailment known as "Warping". Warped beings, no matter their previous allegiance or beliefs, will almost always revert to one of two states. Either they become mindless berserkers dedicated to the destruction of any living creature not suffering the Warping, or they become almost religiously devoted to the cause of spreading this affliction to any and all they they can. Attempts to decipher what causes one state rather than the other have been... inconclusive.

Cosmic Totem Pole

If one were inclined to rank the world based on contextless rungs of power, this would be the rankings;

The(s)
High Divinity, Full Concepts
Void Gods
Low Divinity, Half Concepts
Literally Everyone Else

Concepts

Related to the Narrative, but far more fundamental to the world than other beings, are the "Concepts".

As the name implies they are the metaphorical and literal concepts of reality made manifest.

Chaos
Civilization

Death
Life
Nature
Order
Space
Time

Are a few “known” examples among the most dedicated researchers.

Most known, active Concepts can be considered “Half” in a way, enough of a person still in charge that limits and contains the power. “Full” Concepts are walking natural disasters, intentional or not, and wreak havoc upon the world with their mere presence.

Divinity

The particulars of “The Narrative” and how it works become more nebulous and hard to pin down the deeper you dig. Due in no small part to how eccentric most Archetypal Awakened are, powerful enough to know anything beyond the basics are.

But its grandest and most storied instances are universally agreed to be The Divine.

Per the scraped-together testimony of holy/unholy archetypal awakened and paladins the rough facts seem to be that gods are “born” when collective belief reinforced and fueled by the actions of those in our realm prompts the Narrative to pool its influence into a singular being.

Not dissimilar to how a basin overflows and creates a new lake.

And just like there are great and small lakes, there are Low and High Divinity beings as not all beliefs are born or reinforced equally.

Void Gods

Void Gods are “merely” extremely powerful void spirits that represent aspects of reality that are incompatible with the material world.

Them manifesting within the physical world is usually bad for everyone and everything in the same hemispheric quadrant as them.

The(s)

These highly theoretical entities are irrelevant to most anyone but due to the rabid insistence by the most prodigious Metaphysical Archeologists (usually working in conjunction with legendary Clairvoyance mages), we shall detail them here;

There is theorized to be a flare of condensed power at the beginning and end of universes. When the physical manifestation of its main dimension and various sub-spaces form/die,

specifically. (Though to call these flares "powerful" does not do them justice on any scale you can find outside of those events.)

And thus, the only widely agreed upon "The(s)" in this theory are two;

The Farmer

The Reaper

If Concepts embody fundamental aspects of a working reality, The(s) simply are the framework by which a universe starts and stops.

Non-Playable Races

Note: The numerous mechanics listed for these races are very much subject to change.

Baskers

These car-sized aquatic chelonians hail from Atlantis and are oddly friendly creatures. For some godforsaken reason, they have an unusually high rate of Awakening. This would terrify literally everyone were they not essentially Martial Pacifists.

Little Big Turtle: Baskers can change from Miniscule to Huge in Size as a full-round action with no in-between at base. When at Huge they have a Mass of Low Heavy.

They also have Lesser Physical Immunity, -5t to Soak checks, +2t to Dodge checks, and start at High Mortal Agility.

Green Shell: Baskers have a shell with Strong Physical Resistance, Res of (Their Agility Tier), and Partial(+3). It also has +1 Prot per Level of Health past Vermin & +2 per size category above Miniscule they are.

When broken it cannot be repaired and must be regenerated naturally at reset. They can retreat into their shells completely (turning Partial to Full) or leave it as an action, and restore their full Prot every day.

If their shell Prot is not at 0 but would be reduced to 0 or less when shifting to a smaller size due to damage, it is instead set to 1.

Look Ma, No Hands: Baskers do not possess hands, and cannot wield weapons. On the bright side, the DL of their unarmed attacks shifts according to size rules and their physiology gives them access to some cool stunts based around... being a turtle.

Natural Alters: Baskers may purchase minor, D-Rank abilities related to changing size.

Goblins/Chaos Incarnates

Malleable Form: Chaos Incarnates, despite looking superficially like normal humanoids, have a body that isn't really made up of much more than spite. This means they do not get any extra t increases from limb called shot injuries and do not take Injuries from Physical attacks that deal Strong or lower type damage due to their amorphous nature, though in exchange they have permanent Lesser tier Durability that cannot be increased directly by most means. They are also Small in size.

Natural Mages: Chaos Incarnates have Mana at High Cantrip and cannot raise it outside of the stat being unlocked via other means. (Power, contracts, etc etc)

Elemental Solidity: Each Chaos Incarnate can, as an action, solidify into a form resembling one of the other Incarnates at the cost of their Malleable Form trait. While in this form, the Chaos Incarnate has Low Uncanny Mana.

This form costs 5 Mana to maintain per round, increasing by 5 for every round after the first.

While this trait is active PA Flares cannot be used.

Kobolds

Fury Of The Small: Kobolds are Small in size but are very strong and agile for their size, granting High Mortal Agility and Strength. Additionally, their great determination to bring down superior opponents enables them to ignore size differences when Grappling, being grappled, or making attacks. This applies only to size categories within 2 Categories of the Kobold's own size.

Ryu: Kobolds inherently possess Ki and the Body Essence at Slumbering, though they cannot raise it higher, regain points of Ki besides waiting at Reset, or buy techniques for it (powers may break this limitation). Additionally, at CC a Kobold chooses 1 of 4 Elemental Alignments : Fire, Ice, Lightning, or Crystal.

The Price Of Power: Depending on their element, each Kobold has a different malus: Fire has +2t to social checks due to a speech impediment caused by regular use of their breath Weapon. Ice Kobolds have +2t to Acrobatics due to their icy nature making them prone to slipping. Lightning Kobolds have ADHD struggle to sit down and focus, granting them +2t to Craft and Knowledge checks. Finally, Crystal Kobolds have +2t to Stealth as their shiny crystalline scales refract light and are prone to making noise.

Breath Weapon: A Kobold may, as an Action, unleash a Breath Weapon as an Innate Attack[Health]. This attack by default has Dv2 Middling, Short Range, and Splash 15, and is modifier by each Element as Follows: Fire changes the Damage type to Fire and inflicts 2 stacks of Burning, Ice changes the damage type to Cold and inflicts 2 stacks of Frozen, Lightning

changes the damage type to Electricity gains Seeking (1) and inflicts 2 stacks of Shocked, and Crystal changes the damage type to Piercing and inflicts 2 Stacks of Bleed.

This functions as a Flare, using the Health stat for Cooldown, and puts their actual PA Flare on cooldown as well when used.

Piscine

These fishy folk take on various forms, usually of marine predators. Despite this and their preference for the sea, they're not an inherently savage folk like some might claim, and actually hail from Atlantis much like Baskers!

Natural-Born Hunters: Piscine are natural-born hunters and trackers, adapted well for hunting prey under and above water. As such all their sense are potent- they are immune to being Blinded, possess natural Darkvision, and possess an acute sense of smell that grants -2t to attempts to track Scents and may be used to track the smell of fresh blood.

Children Of The Deep: Piscine draw strength from the sea, retaining it as long as they're wet, but growing weaker when notably dehydrated. This manifests as a raising of three physical stats, of the user's choice at CC, to High Mortal. This inverts to a malus of Low Mortal when notably dehydrated. Additionally, they have Sharp Teeth that give them +1DV to Bites.

Swimming In The Ocean, Causing A Commotion: Piscine have -3t to swim checks, ignore any penalties normally imposed by underwater environments when making attacks, and can breathe underwater.

Skynosaurs

Resembling cassowaries and other ratites, these birdlike folk claim to be the result of a union between a Saurian and either a being who embodied the concept of the sky or an actual Sky God. The Divine Lodge has made no comment on these rumors. Please stop asking, you're just inflating their egos. Skynosaurs are often seen practicing Kick-based Martial arts.

Bird Moment: Skynosaurs must pass a DC 3 Tricky Serenity check, which may scale higher depending on the situation, to avoid desperately devouring fish they come across as well as possessing a similar temptation towards shiny objects. However, one can have them ignore the t-malus of 1 Injury Box for a number of rounds equal to their Tiers of Willpower by tempting them with fish or shiny Objects.

Kickin' Chickens: Skynosaurs possess powerful, rather dangerous legs, running fast and kicking hard. As such, they ignore the t Malus caused by kicks and deal an instance of both Blunt and Slashing damage when kicking. Additionally, this sets their Agility to High Mortal and allows them to act as size Large for the purposes of Movement.

Fluffy and A Bit Fragile: Skynosaurs have fragile bones, meaning Injuries inflicted by Blunt damage have an additional +1t, and bountiful plumage that grants them Middling Piercing Resistance. However, this also means non-custom armors they wear have their Res ratings lowered by one Level.

Squidhats

These miniscule sapient cephalopods are among the strangest beings a person is likely to meet, though they're admittedly quite adorable, so long as you don't mind squid. Squidhats look effectively identical to the common squid, possessing no distinguishing physical features to mark them as special. This has, occasionally, led to awkward moments.

Literally A Squid: Squidhats are size Tiny and cannot wear armor of any kind, on account of being... a cephalopod. Though, because of their lack of bones, they are capable of sliding through even the smallest gaps and have -3t to all Acrobatics checks. They have High Vermin Strength & Health due to their pathetic noodly limbs and bodies, however. Squidhats require immersion in water for several hours a day in order to survive, and are capable of breathing underwater, but do not otherwise gain benefits while submerged.

Floating Seafood: Squidhats possess formidable mental abilities, especially compared to a mundane squid! This manifests in several ways. The first is that Squidhats possess a Focus stat, with which they control much of their psychic might. A Squidhat's first Focus ability is to use Int or Willpower as if it were Agility for purposes of moving themselves, also granting three dimensional movement, or for Strength in order to lift and manipulate items with telekinetic force, though the user has +2t to wield or use any objects held in this way. Only one of these two abilities may be active at once, and switching between them is a Free Action. Squidhats naturally possess Psychic Awareness.

Mentacles: In addition to their telekinetic abilities, Squidhats are capable of natural telepathy upon targets they make physical contact with using their tentacles. This means that Unarmed Attacks made by a Squidhat deal an additional DV 2 Middling Cognitive Damage upon contact, even if the attack itself cannot harm a target. Additionally, should the Squidhat successfully grapple a target, they can force an opposed Serenity check as an action, upon success gaining control of a target for a number of rounds equal to the successes they beat the target by. Each time a target rolls to resist a Squidhat, said Squidhat gains a stacking +1t to all Serenity checks until they spend a Full Round Action resting their tentacles & mind.

Brain Barrier: In situations of great need, Squidhats may convert their Levels of a Focus attached stat into Prot at a rate of 1 Level of [Focused Attached Stat] to 4 Prot, as a Reaction. Levels spent this way require four rounds per Level expended to regenerate.

Arrogant Cuttlefish: Squidhats are incapable of the right mindset for Awakening in most circumstances, but every 30 SP they spend will unlock a further branch of their mental abilities.

Additionally, Squidhats possess +2t to all Social checks against non-Squidhats due to a racial tendency towards... eccentricity.