

Nexus

On the very edges of reality, it is possible for one world to exist in the same metaphysical space as another, sharing space and drawing on each other. Nexus is one such world, existing alongside Earth. This does, however, lead to ‘cracks’ in the fabric of reality where races from either side may fall through, from Earth into Nexus, or from Nexus onto Earth... However, while a greater degree of reality won’t harm those that live on Nexus, humanity does not cope quite so well with the edges of reality, and this has led to the existence of creatures known as hackers. Mutated and maddened humans with reality warping capability, thankfully weakened by the natural magics within Nexus itself, that have grown more and more widespread throughout the years, and they have started to grow cunning in their madness.

In truth, Nexus is one of six such coterminous worlds separated by layers of a hostile void commonly known simple as Unreality, the only thing keeping these six worlds from colliding with earth and its universe.

For your time here, take these **1000cp**, they will help you fit into the world better.

Age & Gender

You may choose any age between 15 and 85 to be equivalent to in jump. You automatically import as your previous gender, but may choose to switch for free.

Locations

Roll a d10 to determine your starting location randomly or pay 50cp to pick for yourself.

- 1) **The Fire District:** The tundra regions where fire elementals make their homes, it is a blisteringly cold environ, but also a fairly dry one with only a relatively short wet season that is quite intense. You can choose to start in the wilderness or in one of the actual cities within this region.
- 2) **The Water District:** A truly massive salt-water lake which is only not a sea because it does not connect to the ocean. Water elementals make their homes in the floating cities and lagoons of this region, you may start in either such location, or out in the waters if you are brave enough to weather the elements.
- 3) **The Earth District:** While looking like a massive desert crossed with craglands on the surface, this is the home of the earth elementals. Residing mostly underground, rather than braving the blazing sun above. You may begin on the surface, in one of the underground cities, or in the tunnels below.
- 4) **The Air District:** Rolling hills and tranquil forests make up the home of air elementals, with many interconnected towns rather than large cities to call their own. It is often considered the most hospitable elemental district. You may begin in one of the *many* towns within the district or in the wilds.
- 5) **The Shadow District:** A network of maze-like corridors and passageways, both secret and not, have become the home of the shadow elementals, the only district that is completely artificial, it is known to be near impossible to navigate. You start just outside the entrance to this maze-like locale.

- 6) **The Border Ring:** The wall that surrounds Nexus as a whole, protection from the badlands beyond. The walls are partially hollowed for living space, where demons, goblins, and humans commonly reside in between hunts of what lies beyond.
- 7) **The Inner Ring:** A peaceful place known for being where retired hunters go to rest, it is highly advanced, technologically and magically, compared to the rest of Nexus, with only the capital being greater. It is largely free from conflict.
- 8) **The Capital:** The centerpoint of Nexus itself, it rests over a wellspring of magical strength that allows the entire nation to exist so close to the edge of reality. The power flowing here promotes the longevity of various magics, making arcane machinery much easier to construct and maintain.
- 9) **Badlands:** What lies beyond Nexus's protective walls. The badlands are, while not a wasteland, highly inhospitable to normal life, it is closer to the edge of reality than even Nexus itself and thus pulls some of what lies beyond reality itself into it, some of which are truly dangerous, but also an opportunity.
- 10) **Free Pick:** Pick from any of the above options, free of charge!

Origins

Drop In (0cp): You are one who fell through the cracks, possibly even coming from stranger places than earth. It doesn't really matter who you were in your previous world, now, you have no allies, no enemies, no resources, and no memories of this world.

Worker (0cp): You are someone that's done much in their life, labors of love or necessity. Farming, blacksmithing, or construction, you're used to the hard labor involved in the jobs. Thugs and other petty criminals also fall into this category.

Thinker (0cp): Your strength lies in the mind, your thoughts and reasoning, but also charisma and leadership skills. You are an inventor, scholar, merchant, or noble, capable of leading change, both great and small. Criminal masterminds and kingpins fall in this category.

Explorer (0cp): A wanderer, traveler, vagabond... you are one that likes to go where few others go, to see the world and all it has to offer, to adventure. You are used to life on the road, constantly traveling and surviving out in what many would call the wilds. Bandits, pirates, and poachers would fall in this category.

Hunter (0cp): You are one of the hunters of Nexus, working to combat the threat of criminal elements and, more recently, the hackers. More than a simple warrior, you are an investigator, a truthseeker, and an authority figure among the people of Nexus.

Nobody (100cp): You don't want to be noticed. To remain unseen and unheard, to be an unknown entity, that is where you shine, in your own subtle way. You possess all the skills necessary to live as a ghost, to go about with no one the wiser to your existence, and using that to your advantage. Assassins and spies fall into this category.

General Perks

You gain +200cp to spend on general perks only.

The Light of My Soul (Free): The primary and most utilized source of power in Nexus is the very Light of the Soul itself, appropriately called Light, represented as pinpoints of Light with tiny threads of holding them together spread evenly throughout the body. This power naturally strengthens the body and its functions in its base state. A person is limited to the Light they have on reaching full maturity, around the human equivalent of 25, with the power constantly growing at a slow rate up to that point, with it slowing further after puberty. However, this alone would not make Light particularly useful.

There are two ways to manipulate Light. The first focuses the pinpoints into a smaller area to add more power to that area or be able to shift how it manifests. While this shifting takes a bit of concentration and time, it is fairly easy to train to the point where it's nearly instinctive to shift the pinpoints of Light around.

The second method is the most potent, but also the most time consuming. By looping the strands connecting pinpoints together around a series of pinpoints, it's possible to create a Seed. A Seed will continuously grow brighter over time, creating a small well of power. This is the basis of Seed Sorcery (see below). However, even those that do not use Seed Sorcery will find this useful, as cracking open one of these Seeds gives a boost to the effects of the user's Light based on how strong the Seed is.

Post Jump, you may awaken Light in others, complete with a capacity to form Mistlight Manifestations.

Seed Sorcery (Free): Creating a Seed is an easy task, the basis on which Seed Sorcery is built, but using it for anything other than a short term boost that fades quickly takes a good deal more. Every being with access to Light also has access to Lenses, the tools that a Seed Sorcerer uses to shape their Seeds into a more useful state. A Lens is a focus through which Light can be passed through to color it and give it purpose, in unbound light, this dissipates too quickly to be useful, but a Seed will keep the color and purpose given to it until it is cracked.

On average, a Light user will have anywhere from two to four lenses, though certain races are known to have more or less, as is the case with most goblins. With this perk alone, you gain three lenses, with this being modified appropriately for your race, though if you would gain less you still gain three, but would have any excess lenses locked until after this jump is over. A Lens can be nearly anything, from Arrow to Form to Fire to Self, though it never gives a specific descriptor such as a person's name or place. It is possible to gain additional lenses, though the process is usually exceptionally difficult to accomplish.

Once a Seed has been colored by one or more Lenses, it can be cracked to create effects akin to spells based on the Lenses used. The effect varies based on how long a Lens was used, what combination of Lenses were used, and what order the Lenses were used in. The Light from a colored Seed lingers for longer than a normal Seed, but does not enhance the normal Light of the user as it would have unless designed to do so. It is instead used up to manifest the effects of the Seed. A variety of related effects may be manifested, but they are always similar enough that you can tell they're from the same Seed.

You may purchase additional Lenses for 50cp each. Some perks grant you additional lenses for free as well. You may reduce the number of Lenses you gain by 2 to gain +50cp.

Post Jump, you may form up to the number of Lenses you possess within someone's Light at the same time you awaken Light in the person. The lenses they develop are not under your control.

Mist Collector (Free): When any creature with Light dies, they leave behind a small echo, a wisp of glittering Mist, colored similarly to the Lenses the individual possessed in life. These wisps are also touched by the memories and emotions of the being's life, altering its properties somewhat. The collection and manipulation of these wisps of Mist are the basis on which Mistlight Manifestations come into existence.

Collecting a wisp of Mist is easy, simply touching it will stabilize it and allow it to be stored indefinitely. But utilizing a single wisp of Mist to create a Mistlight Manifestation will result in a lackluster Manifestation, weak enough that even humans, who lack the reserves of light necessary to become proper hunters, prefer to make at least a few modifications before doing so. To that end, there are three methods of strengthening a wisp.

First is smelting or fusing. Taking two or more wisps of Mist and combining them into a single, new one with the traits of both. This is by far the easiest and fastest method of empowering a wisp of Mist. However, unless you know exactly what your wisps of Mist are and how they'll react, combining them in this way may lead to complications, such as opposing traits canceling out or mutating into a new trait that has a negative impact on the whole.

Second is cultivation. By 'feeding' a wisp of Mist, it is allowed to grow organically and produce new qualities and traits over time. Allowing a wisp of Mist to grow in this way is fairly simple, and with its organic growth it's unlikely to have any complications, but this process is time consuming, potentially taking weeks or months to yield the results on par with smelting or refinement.

Lastly is refinement. This is a rather difficult process that removes unwanted traits from a wisp of Mist, much like cutting and polishing a gem. This process has you excise traits and qualities from a wisp of Mist, allowing the other aspects to grow in strength as a result. This is a quick process and is unlikely to cause any real trouble, but you must be very precise and careful during the process or you may leave behind bits of what you wanted removed.

Additionally, wisps of Mist are useful for another purpose. By binding a wisp to a Seed, it can act as an artificial Lens in the use of Seed Sorcery. Seeds formed with a wisp are, however, slower to grow than those that use your own Lenses. Cracking a Seed with a wisp will often cause the wisp to dissipate, though some Seed Sorcerer's have learned how to reclaim the wisp used for this prior to cracking the Seed.

Post-jump, you can grant others the ability to see and collect wisps.

Harvester (100cp): You know a somewhat uncommon technique known as Harvesting, a process by which someone extracts a wisp of Mist from a still living being. This is not damaging, per se, but can put stress on the mind, body, and Light of the one having this done to them. Fighters will sometimes use this to get an edge if they can find an opening to pull it off. It is possible to pull wisps of Mist from *yourself* with this technique, but it requires a large amount of focus to accomplish without failing. You are able to reclaim wisps used in Seed Sorcery.

As this technique can be learned in jump, paying for it makes it more effective, reducing the necessary focus and allowing you to use more advanced forms of harvesting, such as causing greater levels of fatigue with each wisp pulled from an individual or to temporarily empower your Light by consuming the resulting wisp of Mist.

Mist Alchemy (100cp): Mist has more uses than simply being used to create Mistlight Manifestations, the most common form is Mist Alchemy, imbuing Mist into a material to subtly alter its properties. This is a minor boon, imbuing heat aligned Mist into metal might prevent it from forming stress fractures during quenching or remove the need for tempering, while imbuing an herb with life aligned Mist might make it better suited to making a healing poultice. Minor things that, combined together, can provide useful results.

This is commonly used for making simple conveniences or simple tricks, such as pots or pans that more evenly distribute and hold heat or musical instruments that carry their tune farther than normal, rather than proper enhancements. Though medicine enhanced in this way is fairly potent.

As this skill can be learned in jump, this perk allows you to synergize the traits of wisps of Mist used for Mist Alchemy to achieve greater effects and gives you an innate intuition for how a wisp of Mist will affect an object when imbued in various ways. This stacks with the Mist Affinity perk.

Core Artificer (200cp): A surprisingly rare item to be found in Nexus is the Core, a metal, stone, or wood sphere imbued with Mist and possessing carved ‘instructions’ in the form of various patterns and runes. Cores are used as a way to give greater flexibility to someone’s use of Light for Seed Sorcery. The Mist within the Core can be used as an external lens that rapidly shifts the Light within a Seed towards its own traits, changing a Seed to match its alignment within seconds (if already blank) or just over a minute (if already colored in another way). You know how to create such Cores. Do note, however, that this requires a good deal of Mist to accomplish, and it needs to be strong before it is imbued into a Core or it will provide minimal results.

As this skill can be learned in jump, this perk allows you to power Cores with powers other than Seed Sorcery and you are capable of creating Cores that are not spheres, or are even another item entirely, such as a sword.

Seed Weaving (300cp): The technique known as Seed Weaving is an advanced form of Seed Sorcery, specifically in the creation of the Seed itself. You cycle Seeds around and through each other, effectively linking them into a sort of braid, which has the effect of growing each Seed slightly faster. However, the main benefit of this technique lies in the increased flexibility, as each Seed may be Cracked to fuel each other rather than simply their own effect, even combining their effects if multiple Seeds are Cracked at once.

This technique also frees any Seeds so they may move within the user’s Light, allowing it to be moved and used to enhance the body when it normally wouldn’t be able to, a fact that makes hunters that know this technique quite dangerous to fight as they can maintain far more Seeds than more restricted Seed Sorcerers.

The process to learn this technique is difficult, requiring years of training to accomplish, and most won’t be able to do more than a single Weaving at once. You, however, are skilled in the technique, able to weave up to four Seeds in a single Weaving and up to three such Weavings at the same time. You may teach others to use this technique.

Mistlight Manifestation (400cp, Discount Human): You possess a reserve of Mistlight, the energy created by binding a wisp of Mist to your Light. This reserve is significant, as if you had used a high quality wisp of Mist, though some may prove to have deeper reserves still, and is particularly easy for you to use. This reserve can be spent to enhance your use of Light, to form a copy of one of your lenses, or to maintain and increase the power of Seed Sorcery. While this does expend it, Mistlight naturally regenerates over time and can be accelerated by focusing your light on your reserves of Mistlight.

However, the greatest aspect of Mistlight is its Manifestation, a power unique to your Mistlight. A Mistlight Manifestation is defined by the Mist used to create it. When Mistlight is used for its Manifestation, it forms an aura of Mist that can extend the use of Light outside the body, shaping the effects of the Manifestation by strengthening certain aspects of the Mist involved and allowing it to be used to create complex spells far beyond the ability of Seed Sorcery. While maybe not as powerful, this offers a finer degree of control and persistence, as well as being reliably accessible to the user.

When creating your manifestation, you must choose a few Aspects (things you could pick as a Lens keyword), ranging from two to ten, to define how your Manifestation may be utilized. By combining and emphasizing some or all of the Aspects, you may form an effect that you have a very fine degree of control over. How far you can emphasize an Aspect is determined by the strength of the Mist used and how influential that specific aspect is to the Mist itself. For this perk, these Aspects can be improved upon with training but start at only average strength.

Alternatively, you may choose to have a Living Manifestation. This is a summonable creature born from a large quantity of Mist to allow it to take on a life of its own. Rather than offering power directly to the user, the power of the Mistlight is a creature that can be summoned and directed by you. It is empowered by your use of Mistlight and how you focus the Aspects that make up its form at the time of summoning. This can make it seem like you can summon a variety of creatures based on the aspects you use for the summoning in different concentrations, but they are, in fact, the same creature. A living manifestation cannot be killed, but can be banished by injuring it enough, returning it to the summoner where it must then recover for a time.

If you take a Living Manifestation, you can decide if it is a mostly mindless creature that you can command or if it is a properly living being with a mind of its own. A mindless Living Manifestation is much more responsive to your will and can almost act as a second body as you are in complete control of its actions. A Living Manifestation that has its own mind can act independently of you, with all the pros and cons that entails, however, they can also put their own will behind your own, allowing them to fight off mental intrusions. They are also able to summon themselves if you are ever incapacitated, though this also means they can summon themselves when you'd prefer they don't. Despite the complications of a sentient living manifestation, many see it as worth the downsides.

Racial Perks

Common Goblins (0cp): Green skinned and shorter than most other races in Nexus, common goblins have superior senses, outmatched only by an elemental's favored sense, and are often considered the most intelligent of the goblins. This is a well earned title indeed as they have driven the development of technology in the Nexus beyond the use of Seed Sorcery and Mist Alchemy for most of recorded history, even developing their Light to the point it can affect objects and technology rather than just themselves, something none of the other races in Nexus have accomplished, even with many attempts over the millennia. Many, but not all, common goblins, however, suffer from a detriment that gives them much less light than normal, leaving them weaker than other goblins.

- **Mathematically Inclined (100cp, Free Common Goblin):** A common goblin's greatest trait is their intelligence. The average common goblin can mentally calculate even the most difficult, complicated, or advanced mathematics, as long as they understand it in the first place, often doing so in less than a second. This even lends to multitasking, allowing them to calculate multiple problems at once without losing any individual equation or mixing up variables across them, though this only applies to such calculations.
- **Big Ears and Strong Noses (100cp, Free Common Goblin):** A common goblin's senses are impressive, being on par with the best senses one could find in the animal kingdom with ease, only the elementals of Nexus having any sense greater than the goblin. This even extends into more esoteric senses such as sense of time, sense of direction, and similar senses. When a common goblin focuses their Light onto their senses, the benefits of doing so are increased greatly, nearly twice what another race would gain out of doing so. This works with any other magic that enhances their senses.
- **Light-Tech (200cp, Free Common Goblin):** The primary advantage common goblins make use of is technology, crossing several fields of study from alchemy to metalworking and engineering to medical sciences. However, their greatest technologies are their Light-Tech, technology that interfaces directly with their Light and other supernatural powers, such as Mist once they unlock it.

By default, this allows them to focus their Light through any tech they make to enhance its function, but with practice, they can extend this to other sources of power they may possess. This can also be used on objects they didn't craft, but is instead familiar with, however it will have some loss in effectiveness the less familiar with the object they are.

Blood Goblin (0cp): The toughest of the goblins due to their large reserves of Light, blood goblins are so named for their red skin and penchant for combat. While most know them for their brute strength and endurance, blood goblins are actually quite agile and quick on their feet, which they claim as their main path to victory. Blood goblins have spent most of their recorded history as splintered factions that have warred with each other, and sometimes the other races of the Nexus, constantly. These hostilities have, however, declined over the generations until an accord was signed that led to them no longer waging wars. They do, however, compete heavily in tournaments and gladiatorial fights as a favored pastime. Most have fewer lenses than other races, though this isn't universal.

- **Deep Reserves (100cp, Free Blood Goblin):** Every species has Light in Nexus, some just have more than others, and blood goblins possess the most Light of any in Nexus. A blood goblin not only naturally has twice the amount of light than any other race, as well as having the ability to concentrate more of their Light into a smaller area than most other races can accomplish, leading to them having higher upper limits to how far they can push themselves.
- **Pain Tolerance (100cp, Free Blood Goblins):** A blood goblin is known primarily for their endurance and ability to take hits. This comes largely from their frankly ridiculous pain tolerance that borders on an inability to feel it. Blood goblins often describe pain as a pinching sensation or a persistent pulsing that speeds up the more damage they've taken.

On top of their pain tolerance, blood goblins have Light that is naturally aligned with healing and rejuvenation. This makes it so that blood goblins naturally heal a good deal faster than other races, as if they were focusing their light on healing themselves at all times in addition to what they focus it on normally. If they do focus it towards healing wounds, they can slowly regenerate lost limbs.

- **Master of War (200cp, Free Blood Goblin):** While many view blood goblins as brutes, that is not truly the case. All blood goblins possess potent kinesthetic senses and a situational awareness that keeps them alert when in battle. Along with a natural understanding of positioning and movement that many train to refine, a blood goblin is able to use their own movements to enhance their offensive potential, roll with attacks to mitigate damage, and ward off multiple enemies at once, all while making it so effortless that their opponents don't even notice they are doing it.

This has two other side benefits for the blood goblin. First, they are able to make their steps virtually silent, giving them an amazing advantage in sneaking up on their foes. Second, they are almost entirely incapable of stumbling, tripping, or otherwise losing their balance without enemy action, and they are incredibly quick to recover from their balance being disrupted.

Sapphire Goblins (0cp): Sometimes called blues or twilight goblins, sapphire goblins are the thinkers, wizards, and philosophers of goblinkind. While common goblins are the most intelligent, sapphire goblins are the most cunning and wise, thinking long on less concrete topics as well as putting much of their efforts behind their use of Seed Sorcery. They are to Seed Sorcery what the common goblins are to technology, having developed a great many innovations in Seed Sorcery as a whole. They were the ones to invent the concept behind the Core, though it was the shadow elementals that put the concept into practice. Sapphire goblins are considered the weakest, physically, of the goblin subraces due to their pursuit of knowledge over physical prowess.

- **Lens Mastery (100cp, Free Sapphire Goblin):** Sapphire goblins are the premier seed sorcerers in Nexus entirely due to their ability to manage their lenses without truly having to think about doing so. A sapphire goblin intuitively understands what their lenses are capable of, both individually and in combination. They are also able to use their lenses instinctively to color their Seeds without needing to concentrate on it, as if they had a second train of thought constantly focusing only on managing their Seeds as they form. Other magics you possess or gain will receive a similar benefit.

Additionally, the sapphire goblin gains an additional lens of their choice.

- **Quick Seed (100cp, Free Sapphire Goblin):** Seed sorcery is a slow magic, requiring preparation and a considerable build up for each Seed, and once used, it will take time to rebuild the seed once more. This is less of an issue for sapphire goblins as their Seeds are exceptionally stable and will not crack if accelerated, only limited by the mental effort it takes to speed up the Seed's development rather than how fast they can push the seed before it cracks. This allows sapphire goblins that have mastered Seed Sorcery to, with a bit of will and effort, rapidly form a Seed that would normally take hours in minutes.

Other abilities that develop a charge over time can be similarly accelerated based on you putting mental effort into the charging. Even the regeneration of a mana pool could be accelerated in this manner should the sapphire goblin gain the ability.

Additionally, the sapphire goblin gains an additional lens of their choice.

- **Seed Control (200cp, Free Sapphire Goblin):** When it comes to Seed Sorcery, sapphire goblins are the masters of it thanks entirely to their exceptional control and precision with their Light. By default, this allows a sapphire goblin to more easily and quickly learn and perform more complicated forms of Light manipulation, especially in terms of Seed Sorcery. This also allows them to bend and alter the effects of their spells, both from Seed Sorcery and other magics, to be a bit more flexible in their applications.

However, they have one benefit above all others that no other race in Nexus is capable of. A sapphire goblin is able to siphon small amounts of the energy from a Seed to cast without needing to crack the Seed in order to access the energy within.

Other magic systems benefit from this as the sapphire goblin can use small, cantrip-like applications of these magic systems without needing to use any resources.

Additionally, the sapphire goblin gains two additional lenses of their choice.

Pale Goblin (0cp): The only nomadic race in Nexus, pale goblins are possessed of a distinct wanderlust that has them constantly traveling from place to place, with very few ever actually settling down for long. This also makes them the most personable of the goblin subraces. Physically, a pale goblin has long, pointed ears, dark eyes with a grey or black sclera, a vestigial tail, and pale white skin that earned them their name. Pale goblins are known for their incredible speed, agility, and especially their stamina. They are also known to have unusual combinations of lenses compared to other goblins, which usually have fairly cohesive sets, normally having five that lead to very strange forms of Seed Sorcery as they combine them.

- **Light Speed (100cp, Free Pale Goblin):** Pale goblins are known for their speed and agility, a trait that is promoted heavily by their Light. The Light of a pale goblin, much like a blood goblin, augments them, but instead of making them heal faster, it makes them faster and more agile.

On top of this, a pale goblin's Light (or any other magic they possess) can move and react much more quickly to the pale goblin's will, allowing them to concentrate their light in specific parts of their body and/or shift its focus towards a specific aspect at a moment's notice.

Additionally, the pale goblin gains an additional lens of their choice.

- **Endless Stamina (100cp, Free Pale Goblin):** While known primarily for their speed and love of travel, the main advantage that pale goblins claim for themselves is their superior levels of stamina. This stamina comes from the fact that pale goblins gain the absolute most out of everything they take in, seeming to draw out as much oxygen with every breath as they can, taking the most nutrients from the foods they eat, and keeping hydrated much longer with the same amount of water. This allows them to build up excess reserves of energy that they can maintain to fuel their seemingly endless stamina.

This has a few added benefits, such as allowing a pale goblin to hold their breath for several minutes as a base, reducing their need to use the bathroom, speeding their recovery from physical exertion, and allows them to get the most out of any exercise they do, building up their physique faster than most.

- **Light On Their Feet (200cp, Free Pale Goblin):** With how quickly pale goblins can move, it only makes sense they have the mind to match it. Pale goblins have the ability to accelerate their mind to think and react to stimuli much more quickly than the other races of Nexus. At a baseline, however, even without actively accelerating their mind, a pale goblin thinks and reacts three times faster than the other races of Nexus, however, they can increase this at the cost of stressing their mind and draining their stamina. Alternatively, a pale goblin can fuel their accelerated thoughts with the energy from a Seed.

As an added bonus, while their thoughts are accelerated, a pale goblin seems to develop a form of danger sense as they process information and stimuli much more readily, allowing them to react to danger faster than they can consciously register it. While it is still possible to surprise them, it is much more difficult.

Additionally, the pale goblin gains an additional lens of their choice.

Royal Goblins (0cp): A nearly extinct subrace of goblins that was thought to be wiped out by Hackers a long time in the past, with many believing that only those humans descended from the royal goblins remain to carry on the legacy of them. However, small pockets and tribes of these goblins still remain, hidden, ready to return when the time inevitably comes. Physically speaking, royal goblins are tall and lithe, have a dark grey or matte black skin tone, and dark purple, blue, or red irises. Despite their name, royal goblins are not inherently part of a royal family or lineage, they are named more for their bearing and regality than for actually being royalty. The main advantage they have lies in a unique application of Light that is able to stave off the madness of a hacker and, potentially, grant them back their sanity and human form, given enough time. This singular trait is the reason that the hackers hunted the royal goblins to near extinction. Take the Cabal drawback for half its normal CP value.

- **Insightful (100cp, Free Royal Goblin):** Royal goblins are a very insightful sort, able to pick up the emotions and motivations of others with an ease that made it seem like breathing to them, being able to tell the smallest of details about someone's thoughts and desires with a bit of observation. This talent made it easy for a royal goblin to gain allies and friends, as well as making it easy to keep those allies even when they would normally clash.

This trait similarly made the royal goblins skilled manipulators when they wanted to be. A royal goblin could use their insights into their foes to pick them apart and begin to tear them down, potentially breaking their will to fight. Many royal goblins do, however, find this distasteful.

- **Pure Light (100cp, Free Royal Goblin):** The Light of a royal goblin has a unique property, it is incredibly pure and resists any attempt to corrupt, taint, or otherwise warp anything it touches. A royal goblin will shed curses and debuffs quickly as their Light works to burn such effects away, even going so far as to scour away diseases and poison. While this takes time to counter, it will work on nearly any such effect.

When applied to another, either through Seed Sorcery or the Radiance perk, this Light can break down such effects in the individual it is applied to. This even allowed the royal goblins to halt, and in some cases reverse, the devolution of a human into a hacker for long enough that the human would develop a resistance to the effect. In future jumps, this will work on similarly corruptive and mutagenic transformations.

- **On The Run (100cp, Free Royal Goblin):** The remaining royal goblins have been in hiding for several generations by this point in time, avoiding the notice and attention of the hackers all the while, even when they started to develop a means to detect the royal goblins by their Radiance. You have the ability to suppress the signs of any of your perks, powers, or abilities at will and render any aspect of them undetectable through any means, so long as you do not actively use them. You may still benefit from passive effects, but so long as you are not actively using them, they are completely and utterly undetectable.

You may also toggle your perks, powers, and abilities, toning them down or turning them off entirely if you ever want to go without them for a time. You will only change this when you well and truly want to, no one can force you to use this second ability in any way, only yourself by your own will.

- **Connection (200cp, Free Royal Goblin):** There was a unique property to a royal goblin's Light that made it have an affinity for affecting others beyond the goblin's own body, increasing the effects of Seed Sorcery that affected others directly. While this didn't make conjured fire burn hotter when it struck someone else, it made things such as healing and augmentations more effective when applied onto someone other than the goblin themselves, as well as making draining effects more potent. Any other forms of magic the royal goblin has or gains will carry a similar boost when targeting someone directly.

Additionally, any creature that is conjured by the royal goblin is strengthened considerably and any abilities they gain from an outside source is similarly boosted, especially if the new ability is provided by another individual, such as a demonic pact or a spiritual bond.

- **Radiance (300cp, Free Royal Goblin):** The Light of a royal goblin is particularly bright, extending itself outward from the royal goblin as an aura that extends several meters from their body. A royal goblin can link their Light to another creature and extend their Light into that creature, providing a boost as if the Light was the creature's rather than the royal goblin's. A royal goblin is in control of the light they give out with this ability. When they do so, they can also extend their lenses out and grant them to another creature, even using them to help build up a Seed for Seed Sorcery. Or to ruin the effects of a Seed if they are being more malicious in their intent.

Additionally, any within the aura that a royal goblin projects is able to be targeted by the royal goblin as if the goblin were touching them. This does not allow the royal goblin to be targeted by touch based abilities in return. Most royal goblins use this to bolster their allies, but others do use it for offense.

Other magics may be affected by a royal goblin's Radiance, though it may require some experimentation to figure out the specifics of how to do so, allowing the goblin to bolster or hinder the magics of others with their Light.

Elementals: Residing in the five districts between the inner and outer ring of Nexus, the elementals are human-like beings that have aspects of either fire, water, air, earth, or shadow applied to their physical form. Each is possessed of a unique magic, are inclined towards a particular element, and possess a sense that is far above any other race in Nexus. Elementals are by far the oldest species found in Nexus and were witness to the rise of the goblin subraces. Elementals have proven to be a rather peaceful people even with the power and influence they possess.

- **Elemental Affinity (100cp, First Free Elemental):** All elementals are naturally aligned with their chosen element and are much more proficient in the use of that element. Choose one element from Fire, Water, Air, Earth, or Shadow (elementals must choose their own element). You gain increased control and potency with abilities related to that element as well as a resistance to abilities related to the element. This perk may be taken multiple times, choosing a different element each time.

Each purchase of this perk grants an additional lens associated with the element chosen with that purchase.

- **Filtered Light (200cp, Discount Elemental):** Lenses are capable of tinting Light, however, normally this tinting fades quickly when outside of a Seed and does nothing. The elementals found a way to mitigate this and disperse a Lens throughout their Light to tint it towards the Lens.

The tinting of an elemental's Light as a whole grants them an array of minor abilities based on the Lens they used with this ability, though such abilities can be improved upon by focusing their Light as if the ability they wish to emphasize were a limb or trait you could normally do so with. For example, a Heat lens used with this ability would keep the elemental's body warm as a baseline, however, they could focus their Light into their fist and tune it towards the Heat aspect in order to make their hands burn hot enough to act like a branding iron. This will also tint all Seeds the elemental forms with the effects of the Lens.

There are a few limitations and downsides to this technique; It can take several minutes to disperse the Lens through your Light in order to align it properly, you cannot use multiple Lenses with this technique with only this perk, your Seeds automatically are tinted with the effects of the Lens used for this ability, even if it would be detrimental to the forming Seed.

With considerable amounts of time, training, willpower, and understanding of the mechanics, you can overcome these downsides and limitations, to a degree. Though using opposing lenses together would still be impossible with this perk alone.

Air Elementals (50cp): Favoring the rolling hills and open plains of Nexus, air elementals are considered one of the most important races within its borders due to the fact most act as farmers, providing most of the food produced in Nexus. Air elementals resemble pale goblins in many ways, with their white skin and pointed ears, it is possible to mistake them at a distance, however, their hair is lighter than air, allowing it to flow and wave around them, their skin has markings that are the same color as the sky on a clear day, and they do not have black sclera. Air elementals even have similar personalities to pale goblins, only lacking the wanderlust pale goblins possess.

- **Relaxation (100cp, Free Air Elemental):** Air elementals are remarkably stable individuals, never seeming to suffer any lasting trauma from anything and able to simply bounce back from it. This is largely due to the way their mind works, it is able to take moments of peace and serenity and use them as a balm for their mind and soul. A good drink with pleasant company is more effective at bringing an air elemental peace of mind and helping them through trauma as going to a trained therapist for a month. While it still takes time, these peaceful moments mend their mental and spiritual wounds quickly.

This also ensures that air elementals are never taken by ennui, always able to find joy and happiness in the little things, even if they've done them hundreds of thousands of times before. As a final ability, an air elemental can fall asleep at will and be fully awake the moment they wake up, at least as much as they can be with the amount of sleep and rest as they've had.

- **Wind's Caress (100cp, Free Air Elemental):** Every elemental has a sense they are known for, and it is a common misconception that air elementals have enhanced hearing as they can seem to react to others approaching them without seeing them. In truth, air elementals have a greatly enhanced tactile sense, to the point they can track people by the disturbances in the air currents around them, pick up the vibrations of someone walking nearby through the earth, or otherwise feel when someone is approaching.

This enhanced sense of touch is precise enough that an air elemental could pick out imperfections in something they're holding based on its balance or tell minor details, such as a crack invisible to the naked eye, by brushing a finger along the surface.

- **Eye of the Storm (200cp, Free Air Elemental):** The magic of the air elementals is known as the Echo, an unusual form of magic that deals with both the physical and metaphysical weight of the physical world. There are three main methods of using Echo, both of which are commonly used by air elementals.

The first use allows the elemental to reduce or increase the effects of something's physical weight, including their own. Many an air elemental will use this to make themselves buoyant and simply float along or to decrease the weight of normally heavy objects, like a plow or hay bail, to make it easier to transport on their own. This can only go so far before the magic becomes taxed and the air elemental cannot influence the weight any further.

The second, and more iconic, way an air elemental can use Echo is what earned it its name; echoing an action. An air elemental can cause an action they perform to repeat itself, such as turning a single hammer strike into two, jump a second time after the first, or give the moment of clarity someone felt when doused in water a second time. This can trigger instantly to double the effect of an action or delayed for a few seconds to trigger it at a more opportune moment.

The final, and lesser known, use of echo is the ability to alter the metaphysical weight of things, such as the burden of grief or the heaviness of their own presence. This does, however, come with a downside. Altering the metaphysical weight of something will place an actual, physical weight upon the air elemental for as long as they try to maintain the effect. This can put a great deal of strain on the elemental and lead to both benefits and detriments.

Earth Elementals (50cp): The only race to live up in the mountains of Nexus, the earth elementals have spread beyond their original homes and settled in and below the deserts as well. Resembling a blood goblin in some fashion, earth elementals are almost a head shorter and have much more ruddy skin that is more of a reddish brown than the dark red possessed by the goblins, often with stony protrusions at their joints, along their forearms and calves, and their cheekbones are highlighted by a few of these stones.

- **Contemplation (100cp, Free Earth Elemental):** Often considered the wisest of the elementals, earth elementals are possessed of a simple pair of traits that gave rise to this idea. Firstly, earth elementals have common sense. They are not prone to falling into complex solutions and will view things in a simpler light, which can make solutions much simpler for them. While this won't always give them an easy solution to a problem, when combined with the second trait, they can usually find a solution with relative ease. The second trait is the ability to push a problem into the back of their mind where their subconscious mind will work through it from a variety of angles and slowly unravel it, potentially presenting a solution they may not have thought of right away.

Earth elementals have a deep well of patience and are nearly immune to the effects of isolation, whether social or total. Some earth elementals have lived decades without seeing another person to no ill effects.

- **Sound of Silence (100cp, Free Earth Elemental):** While many believed that air elementals possessed a greater sense of hearing than other races, earth elementals are the ones that can actually claim that ability. Earth elementals are able to hear conversations going on up to a mile away and process the information well enough to actually be able to pick out an individual conversation in the din. While they wouldn't be able to keep track of everything they hear at once, they can sort through it well enough to pick out what they find interesting. They can also hear much higher and lower frequency sounds than other races.

Additionally, their hearing is acute enough that earth elementals are capable of echolocating better than any bat or whale. An earth elemental could draw an accurate map of their surroundings or a sketch of someone using only what they hear, even if they were completely blind.

- **Hall of the Mountain King (200cp, Free Earth Elemental):** Tremor is the magic possessed by the earth elementals of Nexus, a form of magic focused on the creation of frequencies and the manipulation of vibrations and resonance, the latter of which applies both to the physical and the metaphysical.

Firstly is the most physical aspect of the magic; the creation of vibrations. This is commonly used to produce sound, which can be done anywhere within the range of the elemental's hearing, but it can also be used to set up vibrations into a held object, which they can use to enhance the cutting power of an edge, the piercing power of a point, to temporarily soften or harden solid materials, or to create a form of destructive resonance in an object.

Second is a more spiritual angle, where the earth elemental creates a complimentary resonance between an object and something else, be it another object or a person, themselves included. This can make a tool feel like an extension of the person's body or to enhance coordination. This can also be inverted to achieve the reverse. This can even be used to disrupt other forms of magic by creating a disharmony between the caster and their magic, though unskilled users can cause the same to happen to themselves.

The greatest example of Tremor's potency, however, is the ability to overlay two, similar objects to temporarily fuse them together to manifest a combined object with desired traits from the two base objects coming through. As an example, a dagger forged from steel with another made from obsidian could create a dagger with the razor sharpness of the obsidian dagger with the durability of the steel dagger. The more different the two objects, the more difficult they are to overlay and maintain the fusion.

Fire Elementals (50cp): Fire elementals reside, ironically, within the coldest parts of Nexus, finding themselves within the tundras where their fire magic is able to keep them and their cities warm and comfortable. Fire elementals resemble humans the most of any elemental, though they often shed harmless, flame-like wisps from their bodies and hair. Most fire elementals enjoy entertaining others, taking pleasure in others enjoying the comforts that they can provide. Fine food, hot springs, art galleries, and beauty parlors abound where fire elementals make their home due to this particular trait. Many fire elementals are also skilled craftsmen.

- **Hospitality (100cp, Free Fire Elemental):** Like their earthen cousins, fire elementals have a deep well of patience, but where earth elementals are simply able to wait for long periods of time, fire elementals are more adept at dealing with frustration and difficult personalities, able to push through their irritation and keep a lid on their temper. It makes it exceptionally easy for a fire elemental to have control over their emotions and actions compared to most.

This also comes with an optimistic energy that makes them more sociable and pleasant people. Making fire elementals some of the most charismatic in Nexus, with only royal goblins matching them. A fire elemental is always able to find common ground and empathize with the people they interact with, never losing their ability to connect with people.

- **The Nose Knows (100cp, Free Fire Elemental):** Fragrances are an important thing for fire elementals, with just how strong their olfactory senses are, scents are simply much more intense for them. A fire elemental's sense of smell is strong enough to rival a bloodhound or shark, allowing them to track people based on scent alone, pick out ingredients in a dish based on what they can smell, and can even pick out substances that are normally considered scentless. This has made perfumes, soaps, incense, and candles a major commodity for the fire elementals.

This enhanced sense of smell has the added benefit of making fire elementals much more precise when they are cooking, mixing herbal remedies, brewing alcohol, and with a great many similar skills. Their olfactory abilities simply letting them detect when they need to make a change or when something is done.

- **Heart of Fire (200cp, Free Fire Elemental):** Fire elementals possess a fairly potent magic known as Ember, a magic that permeates their society more thoroughly than most any other magic possessed by the elementals of Nexus. Ember, on its own, provides the fire elementals with a near immunity to fire and heat, with the one downside being that they still feel the burning sensation of such things even if they are unharmed by it and its effects.

More actively, fire elementals can use Ember on a flame to imbue it with the magic, dulling the heat, sustaining the flame without fuel, making it so the elemental can grab a hold of the flame as if it were a physical object, gives a measure of control over the flame, and imparts a purifying quality to the flames. Exposing a substance to this imbued flame and allowing it to infuse the substance will cause any positive or magical qualities to express themselves more while burning away negative properties. This is commonly used on a wide variety of ingredients and materials to enhance them before they are used by the various artisans found in fire elemental society. This can have a wide array of effects from making meals more nutritious and flavorful, making metals or ceramics stronger and more workable, enhancing the effects of the minerals in a hot spring, to purge poisons from a being, and many other applications.

The main downsides of this magic are that it is still fire and will burn whatever is exposed to it as fire normally would, including the fire elemental using it, even if its heat is lessened by the magic infused into it. It is possible that a material simply cannot be exposed because it will burn away too quickly to benefit from the magic. It is also possible for the flames to be doused by knowledgeable individuals, leading to the magic being countered.

Water Elementals (50cp): The entire region that the water elementals live on is a massive lagoon just before the open oceans of Nexus, a beautiful locale with a tropical climate. Water elementals resemble sapphire goblins but are much more muscular and usually have more rounded features, as well as being much more physically inclined than the sapphire goblins they resemble so much. Water elementals are lovers of competition and sport, as well as being the most martially inclined of any elemental. Along with their ready access to seafood and love of alcohol, water elementals often act as entertainment for others, providing a spectacle that they love to perform.

- **Competition (100cp, Free Water Elemental):** Water elementals have an almost gravitational charisma that can draw people in, they often have big personalities and can play to the crowd with exceptional showmanship. They simply know how to put on a good show, even for the most introverted of them, ensuring they do not suffer from stage fright or social anxiety.

Additionally, water elementals are remarkably good sports, they are not discouraged by failure in any fashion and view it as a learning experience more than anything else, and they view victory as a show of their progress. This means they are rarely, if ever, sore losers or sore winners, as well as preventing them from forming a superiority or inferiority complex.

- **Taste of Victory (100cp, Free Water Elemental):** Probably the strangest of the enhanced senses found in the elementals, water elementals have a truly superior sense of taste, even having skin that is able to pick up on tastes when they become curious. This isn't too useful most of the time, however, while they are in the water, this gives them a great deal of awareness of their surroundings. This also allows breathe through their skin and allows them to breathe underwater by doing so.

Water elementals are also the only elemental to favor two senses, with the second being their kinesthetic sense, which gives them an amazing level of awareness of their own body, its movements, and their own hand-eye coordination.

- **The Depth of the Soul (200cp, Free Water Elemental):** For such a physically inclined people, water elementals have the least physical of all the elemental magics. The Depths are a form of self targeting mental magic with a great many uses for the water elementals to make use of. Many a water elemental describe the magic like Light, but for the mind rather than the body.

The first, and most commonly used, form of the Depths is for the water elemental to submerge themselves within their mind and gives them the ability to view, sort, and refresh their memories. This meditative process is commonly used to keep a water elemental's skills and memories from degrading, or to refresh them if they *have* degraded, as well as to reinforce things they've learned to ingrain them more readily, which can make certain skills or movements nearly reflexive.

The second use of the Depths is used with far more care. The water elemental is able to seal off memories, skills, personality traits, and distractions in order to emphasize other personality traits, increase their focus, and bringing clarity to their skills and memories. If this aspect of the Depths is overused, these changes can lead to permanent changes in the baseline of the water elemental, making some personality traits commonly emphasized more intense while those commonly sealed become more murky or less prominent. Using this ability can also be quite disorienting if it is done quickly, requiring the water elemental use it slowly or be subject to the disorientation in a time when they may not be able to afford it.

The final ability, while the most difficult to use, gives a major boon to the elemental, allowing them to form additional streams of thought, each of which can be affected with the second use of Depths individually, potentially allowing the water elemental to act as their own council and, assuming the water elemental keeps one thought stream untouched, mitigate the dangers of sealing off parts of their mind.

Shadow Elementals (50cp): By far the most reclusive and mysterious race in Nexus, the shadow elementals reside within a region that they have turned into a heavily trapped labyrinth to keep people out of their hidden cities. Shadow elementals appear much like grey skinned common goblins with entirely black eyes that have often been described as unnerving. The biggest difference is that shadow elementals have semi-prehensile tails. In terms of personality, shadow elementals are quiet observers, they generally do not like to interact with others all that much but love to watch events unfold, so long as they aren't directly involved. They are also the most intelligent of the elementals, having, grudgingly, worked with common and sapphire goblins in the past.

- **Academic Inclination (100cp, Free Shadow Elemental):** Most do not know much about the shadow elementals, leading to wide variety of ideas of what they may be like, however, they are actually dedicated researchers, able to read through text at incredible speeds, organize information they've gained with a great deal of efficiency, and extrapolate from any data they have more readily than most, with fewer mistakes and false leads. This also comes with a boost to their intelligence and an increased learning speed.

Additionally, a shadow elemental has the ability to isolate their biases and emotions to prevent them from clouding their judgment at the cost of reducing their ability to empathize and becoming more robotic.

- **Mind's Eye (100cp, Free Shadow Elemental):** The eyes of shadow elementals are their most well known, striking, and unsettling characteristic, and for good reason as their sense of sight is superior to all of the other races. A shadow elemental is able to shift and alter their vision to see in a variety of different modes, such as changing it to see ultraviolet light or infrared, zooming in to see small details or zoom it out to see at a great distance.

Additionally, the eyes of a shadow elemental are incredibly unsettling and they can cause anyone they stare at to feel unsettled, even if the person the elemental is staring at can't see them, they can still feel the gaze. Many use this to get out of social interaction.

- **In Absentia (200cp, Free Shadow Elemental):** Shadow elementals possess a touch of nothingness that manifests itself as an unusual form of magic known as Void, an empty vacuum within themselves that desires nothing more than to be filled, giving rise to several methods of use.

Firstly, a shadow elemental is able to view the potential within something, view the metaphysical traits and innate magical energies of anything they focus their gaze on and allow their Void to pull a little bit of it to the surface. This can allow a shadow elemental to see the magical energies of living beings even as it is in use that they can then use to figure out what sort of magic an individual is attempting to use. This has the added benefit of aiding the other methodologies by viewing the potential aspects the shadow elemental could draw on using an object with their Void.

Secondly, a shadow elemental is able to push an object into the Void and fill the vacuum within them with something, which is then broken down and dispersed into the metaphysical space of the Void. This effect imparts some measure of these metaphysical qualities to the shadow elemental themselves. This gives them some passive boons based on the metaphysical qualities they have gained, such as copper giving some durability and boosting the power of electricity based magics, while a knife would make them sharp witted and decisive. An item can be extracted from the Void, completely undamaged with a few minutes of focus.

Finally, a shadow elemental can use the Void to store excess energy from their Seed Sorcery, which loses all of its tinting while so stored. However, once stored, the energy cannot be extracted, instead forming a new energy that can be used to fuel abilities developed using the metaphysical qualities gained from the second method of using Void. These abilities must be individually developed and every new object may impart new qualities that require development on their own.

Demons (100cp): Only truly common in the region known as the Outer Ring of Nexus, demons are an incredibly varied race with four main varieties, and yet, they are so closely related that their abilities are nearly identical, only minor differences between the abilities of the four subtypes despite the great variance in appearance. The four subtypes of demon are celestials, fey, mythics, and infernals. Regardless of their subtype, demons possess a great deal of power from the Lenses that constantly produce the energy of Seeds within them that they can infinitely use for Seed Sorcery, however, they lack the ability to shift their Light without outside aid. Most demons are known to be honorable, taking their word seriously and never breaking a vow without good reason or circumstances pushing them towards doing so. Take the Locked Light Drawback for no CP.

- **Demonic Strength (100cp, Free Demon):** There are four main types of demon recognized in Nexus; these are known as the Celestials, the Fey, the Mythics, and the Infernals. Choose one of the following subtypes of demon to gain the benefits of.
 - *Celestials:* Celestial demons are the most human-like demons you will find in Nexus, with most looking almost identical to humans with subtle features pointing to their nature as a demon. These demons are known for having a naturally calm demeanor and almost never losing their cool, even in a fight where their life is on the line, they will keep level headed. They can project this calm outwards to quell extreme emotions in those around them.
 - *Fey:* Fey demons are often similar in appearance to goblins with a much greater variation in size and possessed of distorted or exaggerated features. They are primarily known to be fairly tricky and opportunistic, which takes advantage of their enhanced perception of the world and ability to process information. They are able to keep track of everything they sense and have a superior level of pattern recognition, temporal and spatial awareness, and multitasking.
 - *Mythic:* By far the most varied in terms of appearance, mythic demons often appear as animals or chimeras of animals, sometimes put into a humanoid frame or with elemental qualities. They have naturally superior instincts that allow them to use any ability they have or gain nearly as well as they can their own limbs, at least in terms of basic applications. They are also more physically inclined than other varieties of demon before even accounting for Light.
 - *Infernal:* Infernal demons are what most humans on Earth would first think of on hearing the term demon. They often have features from all three other varieties of demon and carry a darker, more sinister bent to their appearance. Infernals have a naturally intimidating presence that they can project, making others feel unease or fear in an inverse of a Celestial's own ability. They also have a more intense Light, making the physical enhancement it provides stronger.
- **Open Seeds (300cp, Free Demon):** While a demon is incapable of using Seed Sorcery normally due to their Light being immobile, they still possess Lenses that would normally be used for Seed Sorcery. The Lenses a demon possesses are, however, unique in that they are also natural wellsprings of power that constantly expel the same energy as is generated within a Seed, tinted perfectly to grant the demon access to a small selection of innate magical abilities that would normally require the build up of a Seed. These abilities are always accessible to the demon, requiring no build up to perform, and they may even train up the energy production of these Open Seeds, as they are called, in order to improve on the scale at which they can use them or to otherwise increase the power of the sorcery they can perform.

The abilities are determined when you select this perk and must be related to the Lenses you have available, with a maximum of one per Lens you possess. You can mix and match the Lenses to build up each ability as you choose, but no Lens may contribute to more than three abilities at a time.

- **Pactmaker (400cp, Free Demon):** The signature ability of the demons and the thing that sets them apart from all of the other races in Nexus is their ability to form Pacts. A Pact is a sort of contract that allows for the transference of power and/or ability from the demon to the person they form the pact with and vice versa. A demon can maintain any number of Pacts so long as they have something left to give.

A demon's Pact can be set up with a variety of rules and conditions that can end the effects of the pact if the conditions are met or the rules are breached. Skilled demons are even known to be able to impart Taboos or Geasa instead of something to outright end the Pact. A Taboo is a penalty for breaching a specific rule or condition while a Geas is a mental block that makes it entirely impossible for the Pact holder to break a specific rule or condition.

Demons are able to gain from these Pacts as much, if not more so, than the pact holder as the demon can set nearly any price for the pact, with some having been known to take some of the development a pact holder had while the pact was maintained, allowing the pact holder to train and feed part of that training's effects to the demon. However, this is usually used to take some of the flexibility of the pact holder's Light so the demon can move or tune their Light towards specific attributes.

As a jumper, you are able to grant a little more than other demons as you can provide the benefits of your perks and powers to others.

Spirits (100cp): Spirits are one of the more interesting races found on Nexus as they seem to spontaneously manifest, fully formed and with enough knowledge to find a way to live, rather than being born. Spirits manifest with a lifespan of roughly five to six months and actually use their lifespan as a resource, making their lives even shorter. To remedy this, spirits possess an ability to bind themselves to a host, which halts their aging and even allows them to gain time to their age. Some, instead, enter manifest zones where they can take on a physical form, this slows their aging to the point where most can live for years instead of months, though their lifespan is still fairly short by the standards of other Nexian races. Take the Measured In Moments drawback.

- **Time is Precious (100cp, Free Spirit):** Never waste it. This is a common saying amongst spirits, their very nature making this piece of wisdom of even more importance to their kind. And very few spirits that last long will ever waste time they don't have to. A spirit is incredibly skilled in time management and the seizing of opportunities, making the most of what limited time they have.

Additionally, spirits are able to get across ideas and concepts with exceptional ease, making themselves better understood when they speak. Misunderstandings are, after all, a waste of time. This has the added benefit of making spirits exceptional teachers as they can more easily get ideas across and impart lessons.

- **Wispsform (300cp, Free Spirit):** Spirits are made up of hundreds of stray bits of Mist from those that have passed on in Nexus, bits of wisps pruned away or left behind that have coalesced into a semi-tangible form with the spirit being more akin to a sentient illusion with a soul. This does not hinder their use of Light in any way, shape, or form, but does mean their ability to interact with the physical world is limited.

It is possible for a spirit to become corporeal, converting their spiritual body into a physical body, when they are in what is known as a Manifest Zone. A spirit that becomes corporeal or remains within a Manifest Zone ages more slowly, turning every month of stored time they have into a year's worth of time, but only so long as they remain in the Manifest Zone or have a corporeal body.

With your nature as a jumper, you are able to maintain any abilities that you would normally only be able to perform while in a corporeal or incorporeal state while in the opposing state. Additionally, as your physical body improves, so does your spiritual, and vice versa.

For the duration of this jump, a spirit is restricted to their incorporeal form unless they are in a Manifest Zone or some other, in setting means of taking a corporeal form. Post jump, a spirit is able to shift between an intangible and tangible form with a few moments of concentration. Non-spirits that take this perk are not bound by this restriction and may shift between their corporeal and incorporeal forms.

- **Borrowed Time (400cp, Free Spirit):** Spirits have a limited period of time to live their lives, yet they are often considered the longest lived race in the demiplane, and this ability is why they are able to do so. A spirit is able to form a Binding with another creature, allowing the spirit to inhabit the creature they form the Binding with. This halts the aging of the spirit entirely as long as the Binding remains in effect and will build up some time to extend the lifespan of the spirit very slowly. Every ten seconds the spirit maintains a Binding granting them another second of life.

This is not solely of benefit to the spirit, the host of the Binding is able to benefit from this considerably. So long as the Binding is maintained and the spirit inhabits the body of their current host, the spirit grants their Light and Lenses to the host of the Binding, as well as prolonging how long the energy used in Seed Sorcery remains once a Seed is cracked. The spirit can control their own Light or grant control of it to their current host. At any time, the spirit or the host of the Binding can choose to end the effects of the Binding, leaving the spirit to find a new host.

Non-spirits can form a Binding, however, they are unable to inhabit a host unless they also possess the Wispform perk.

As a jumper, you are able to provide access to any magic or power you have access to with a Binding.

Humans (+100cp): Humans are a bit of a rarity in Nexus, the vast majority ending up becoming hackers instead and thus living with a bit of a stigma relating to that, though without obvious mutations, humans are generally not poorly regarded. Humans have a strong affinity for mist and mistlight, something that has made them quite a bit more valuable to the people of Nexus and allowing humanity to carve out a niche for themselves within the bounds of Nexus as a whole. Even so, most humans are viewed as weak due to generally having less Light to work with than any other race, unless they have a blood goblin in their ancestry.

- **Nexian Heritage (Free, Human Only):** Humans need to have blood from one of the nexian races to survive in Nexus with their sanity intact. As such, humans may choose a single other race, they get a discount on all perks from the chosen race.
- **Mist Affinity (100cp, Free Human):** While most recognize humans for their ability to have two Mistlight Manifestations, humans are a fair bit more nuanced with their affinity for Mist as a power source. A human is able to identify every trait possessed by a wisp of Mist, how they might develop, and the general abilities that the Mist would create in a Mistlight Manifestation.

However, the greatest aspect of their affinity lies in Mist's use in Seed Sorcery. A human sorcerer that cracks a Seed with a wisp of mist coloring it is able to reclaim the mist within automatically, never losing the mist they use with their seed sorcery. This can even be used to strengthen the Mist used in Seed Sorcery over time, possibly duplicating the wisp of Mist if done enough.

A final quality that is relatively unknown due to the rarity, a human is able to maintain the life of a misting, a wisp of mist that is so concentrated and powerful that it comes to life for a time. This is similar to binding a spirit. This does allow for the creation of a Living Manifestation using the misting as a base, something no other race can do.

- **Multi-Manifestation (200cp, Free Human):** The greatest claim to fame of humans in Nexus is their ability to form and maintain multiple Mistlight Manifestations, something no other race is capable of in Nexus. By default, a human is able to form two Mistlight Manifestations, gaining the power and abilities of both. Initially, the two manifestations act as separate powers, however, given enough time and practice, the two powers can be made to work together and blend to a degree.

As an added benefit, any ability similar to a Mistlight Manifestations, a developed ability that you can only have one of, can have a second ability developed and such abilities may, given time, blend together. This may require a catalyst to develop, but it is possible regardless.

Finally, at the start of each jump (or once every ten years, whichever comes first), you gain the ability to add one more instance of a developed ability, given to an ability of your choice.

Origin Perks

A Matter of Perspective (100cp, Free Drop In): Your travels across planar boundaries have left you isolated from all you knew and dropped you in a place with new rules and ideas. Some are unable to handle this sudden shift in perspective while others are able to adapt quickly. You are of the latter variety, virtually immune to culture shock and easily able to shift your mentality to more easily handle changing circumstances quickly and with minimal stress on your mind.

Edge of Reality (200cp, Discount Drop In): As Hackers show, going unprotected from the rules of a world beyond your own can have unforeseen, and often dangerous, consequences. Without this protection, humans grow mad, mutate, and start to manifest their insanity outwards. Going to other worlds may result in similar results if you don't have similar protections. With that being the case, you are now protected from all of the negative side effects of going to a world with different rules of reality.

Fateless (400cp, Discount Drop In): Reality has an annoying habit of giving some people better luck than others, granted, what's annoying for others isn't so annoying for you. You have the capacity to ignore the luck of others, break down plot armor, and otherwise rend fate to better suit your needs by simply existing. Oddly enough, this also makes you surprisingly lucky in everyday life as accidents that would permanently injure or kill you just simply don't happen to you.

Origination (600cp, Discount Drop In): Skipping through the boundaries between realities is a harrowing experience, especially when in Nexus due to the prospect of devolving into a hacker, and yet, there are benefits that can be drawn from it. Your brush with unreality and the unstable reality of Nexus has given you a unique boon as your body, mind, and soul have taken on a more flexible and fluid nature. This has three effects;

Firstly, you can train any ability you possess, even ones that could not normally be trained. Want to make your regeneration faster? You can train your regeneration to be faster by focusing while you regenerate. Want to expand your Light to have more pinpoints? Move your Light in complicated patterns enough and you may find a new pinpoint of Light has spawned within you. Want some new Lenses to work with? Contemplate on the nature of the Lenses and what focus you may desire, potentially expose yourself to the Mists that represent that Lens, and you will find a new Lens within your Light. This can take a considerable time investment, potentially needing months to improve on the abilities you couldn't normally train.

Additionally, the flexible nature of your physical and metaphysical form makes it so that any attempt to augment yourself is much more successful than it would be for most. If a procedure you undergo has any chance of improving you, it will succeed, and the negative side effects that may have resulted are greatly reduced, or even removed entirely. This does nothing to improve the benefits of such a thing, however.

Finally, your efforts in self improvement never result in permanent injury and will allow you to recover from anything you put yourself through in the name of such self improvement. It also means your body will never reject anything added into it and will actually incorporate it, given time.

Skilled Labor (100cp, Free Worker): You have a job to do and you're good at it. Choose a profession, such as farming, machinist, or carpenter. You gain the equivalent of a lifetime of experience in the chosen profession, with all the tips and tricks of the trade always clear in your mind when you need them. This grants you what would be considered mastery of the chosen profession.

This perk may be purchased multiple times. Workers only gain the first purchase for free, with all subsequent purchases being made at a discount.

Common Magic (200cp, Discount Worker): Light is a ubiquitous part of Nexus, everyone has it regardless of station, profession, race, or talent, everyone is able to use it and take advantage of the magic. This means that the use of Light permeates every facet of society, with many in Nexus using Seed Sorcery to aid in their everyday life in some fashion or another.

While you are in a calm and comfortable setting, you find that your magic is easier to bring up, control, and use, requiring fewer resources, responding more readily, and otherwise making your magic easier to use. In such situations, the energy of your Seed Sorcery does not immediately begin to fade, taking several minutes before it begins to fade away.

Additionally, you are easily able to learn how to use any form of magic you possess or gain in any non-combat profession you take up, especially in terms of crafting. And if you have the Skilled Labor perk, you gain a lifetime of experience in using your magic for any profession chosen with the Skilled Labor perk.

Built to Last (400cp, Discount Worker): Nexus is an ancient land, and many of the buildings have lasted for thousands of years with minimal need for reinforcement or repair. Like these ancient creations, your own creations are much more resistant to the ravages of time and weather and need very little maintenance to keep them in good, functional condition, whatever it may be. Such items also resist being damaged by deliberate action, taking more force to break or deform than another item that doesn't benefit from this ability.

Additionally, your consumable items and creations simply last longer and have a greater effect, so long as you were the one to make them. A potion that heals a person over time will last for longer, and thus heal more, a meal will be more filling for longer as well as being more nutritious, and even a Seed's energy will last longer before fading.

Finally, you can make modifications to an existing item to make it your own, applying the effects of most perks that requires you to be the crafter to the object you are modifying, though some may have a lessened effect.

The Results of Hard Work (600cp, Discount Worker): Many of the greatest artisans in Nexus speak of putting some of themselves into their work, putting a great deal of time, effort, and resources into a singular work for potentially years, a magnum opus that long outlives their creator and brings them a measure of fame even after they have passed on. A legacy that will carry the name of its maker well into the future.

The more time and effort you spend on a particular bit of work, the better the results you will realize when it is finally done. A sword you spent a year of dedicated work on would have much more cutting power and have far better enchantments, if you included any, than a sword you spent a month on, even if the materials and methods of crafting would have ended with the exact same result normally. If you go long enough, they may develop magical qualities even if every material and method of crafting is purely mundane in nature.

And while better materials will obviously make a better product, you can put more of the materials into the crafting than it would otherwise need, improving upon the quality of the materials by simply using more. This won't make the final result any bigger and will, in fact, only consume the materials to improve the end result.

This applies to more than just crafting, it also applies to such things as Seed Sorcery, where the longer you build up a Seed, the more potent its effects when it is finally cracked beyond just the increase in energy the Seed gains from that time, and training your own body, where the longer you put your efforts into training, the greater the end results.

Academic Excellence (100cp, Free Thinker): You are a well educated individual, whether you studied in an academy, were self taught, or had a master to teach you everything you know, you are learned and have a great deal of intelligence. You think much faster than the average person, thinking three times faster, have a deep wellspring of creativity, and a prodigious memory, all of which allow you to comprehend and infer new ideas very easily. You learn much faster, roughly three times faster, and can create and test theories using information you already have much more easily than most, making you a great inventor and researcher.

Additionally, you have an amazing ability with teaching, debate, oration, and clearly presenting ideas, making it very difficult for you to be misunderstood unless you are deliberately doing so. You also have a knack for finding and asking questions that can, and will, cut to the heart of an issue, can potentially help someone get through a mental hangup, or give some measure of reassurance in their actions.

Resource Management (200cp, Discount Thinker): The greatest weakness of any mover and shaker of the world is being unprepared or being unable to access their resources, and now you always have access to your resources in some manner. Anything you own is treated as if it were in your possession so long as it would be beneficial to you, any property you own provides any benefits it would normally grant you, and you call anything you own to appear in your hands.

To aid in this, you are able to call up a mental list of what resources you may call upon at any given time, with an awareness of everything on the list, which updates automatically as these resources are used up. This includes physical, magical, and social resources, but not intangible ones such as time. Additionally, it may even allow you to call on resources you could have plausibly obtained, so long as it is easily obtainable and small enough for you to carry and fit on your person.

Society Mind (400cp, Discount Thinker): As one of the movers and shakers of the world, you know that you can't just rely on yourself, you need friends, or at least allies, to help you make any changes or to spread your influence across Nexus. Because of this, you have learned to cultivate support in the form of allies, patrons, contacts, and the like, as well as how to earn and leverage favors into your advantage, as well as how to undermine the support of your enemies to tilt things even further into your favor. You also have a knack for finding talented individuals that you can turn into allies, contacts, or extract favors from, potentially giving you more allies to draw on.

Additionally, you have a considerable level of wit, charm, and personal charisma nearly on par with your intellect, making you just as charming and sociable as you are intelligent. This also improves your abilities with deception, persuasion, and intimidation to a considerable degree based on your insights into a target.

Finally, because having to rebuild a network of connections every jump is annoying, you will find that a reflection of your connections and favors follows you from jump to jump, at least in part. While the starting network in each new jump will be smaller, it will be proportional to what you had in the previous jumps.

Master & Student (600cp, Discount Thinker): You are an academic, one that has learned how to be the best of students, to learn and absorb every lesson you encounter, regardless of its source and spread what you have learned. Not only will your experiences stick more readily within your mind, you will quickly develop good habits and easily drop bad habits you may develop to begin with, none of your training or learning will ever permanently harm you, such that even if you were to read a book with several cognitive or memetic hazards in it would have little actual effect on you and training a technique that may destroy the body if done improperly may leave you bedridden for a time, you will recover completely from the experience. This is even true for techniques you develop from the ground up, making it less likely that you will misstep and cause injury to yourself.

Additionally, you are able to impart a similar quality on anyone you teach, making it so that your tutelage ensures that your students will never suffer from permanent injury from what you are teaching them unless you specifically, consciously allow the injury to come to pass. You can also impart some of your learning capacity to your students, which will allow them to add roughly half your own rate of learning on anything you are teaching them in addition to their natural learning rate. This will grow in value the better you know your student and adapt your teaching methods to their specific method of learning.

Finally, any ability you acquire on a temporary basis, you can learn to replicate in small scale. It may never be as powerful as what you were granted, but you will be able to learn to recreate them, should you put in the effort to do so. This is easier the longer you possess the ability you are trying to replicate. Like the original, you will only have short term access to these abilities before they need to be recharged.

Wilderness Survival (100cp, Free Explorer): You have a considerable level of survival skill that allows you to easily travel through the wilds of Nexus, and even the Badlands. Finding and gathering wild edibles, potable water, and shelter is easy for you, as are medicinal plants, vines that can be used as cordage, and many materials useful for bushcraft to make your life easier.

Beyond this, you find that your supplies last longer than they should; food is more filling and remains good for longer, water is more refreshing and you need less to remain hydrated, and your equipment is overall just more durable while in your possession. You also find that you can store more in any pack you carry than you rightly should be able to, practically doubling the amount you can store without straining the pack. Finally, all of the equipment you carry seems to weigh half as much as it should so long as it is in your possession.

Traveler's Cloak (200cp, Discount Explorer): Nexus has a wide array of environments that span from the pleasant to the extreme, and the badlands often have even worse conditions and stranger weathers. As a traveler, you will be exposed to much of this, and you are more than prepared to handle it. You have found a method through which you, and your clothing, are protected from environmental dangers and hazards; the heat and intense sun of the desert, the cold and snow of the tundra, the insect swarms of swamps, and even the poisonous fumes of a volcanic plane are all turned aside by this ability. While this won't protect you from extreme hazards, such as stepping in lava, on its own, you can enhance this protection through the use of your Light.

A Road Less Traveled (400cp, Discount Explorer): As an explorer, you are looking for sights that have gone unseen and untouched, secrets that have been forgotten, and the truth behind mythology, and you have the uncanny ability to find such things from the sparsest of information. It is almost as if you have an internal compass that can direct you to what you search for. The more information you have on what you are searching for and the more you define what you search for, the steadier, clearer, and more accurate this internal compass becomes.

Additionally, in future jumps, no matter how well explored a town, city, world, galaxy, or universe may be, you will be able to find some hidden nook or cranny that few, if any, know about, which may have a stash of lost or forgotten items in them. This may provide you with some minor benefit to your current situation as well.

That Which Should Be Forgotten (600cp, Discount Explorer): You have likely come across many things in your time as an explorer, searching for ancient secrets and forgotten places, however, some of these things you have found may deserve to remain buried. And yet, you find you have an affinity for that which is taboo or forbidden. That which is better left forgotten just seems to work for you without causing you ill effect. As a basic function, no knowledge can corrupt you or drive you mad.

You find it easy to discover and decipher such techniques, are capable of learning any of these techniques in spite of restrictions and requirements that would prevent you from learning or using them normally, and any and all negative consequences of learning or using such techniques are reduced significantly - a technique that would lead to death may instead leave you crippled, potentially permanently without extreme medical procedures, but alive.

Similarly, while corruptive influences can take hold and progress, they have no actual negative effect on you while any positive effects that may emerge continue to accrue and develop.

Hunter Training (100cp, Free Hunter): Something drilled into every hunter's head is common sense. This means you don't get caught up in your own head and can come up with simple solutions to problems that would normally be more complicated and can recognize bad ideas or when you're getting into something that would lead to a bad idea. Finally, if you would have come up with a solution to a problem in a calm situation, you are able to do so even when stressed, taking roughly the same amount of time.

Additionally, a hunter has basic training in various forms of combat, practical applications of any magic they have access to, and knowledge of investigative techniques useful in lab conditions and in the field.

Mist Master (200cp, Discount Hunter): Few in Nexus are actually well versed in the cultivation and use of Mist outside of the basics needed to create a simple mistlight manifestation, with most going through the process through trial and error. Hunters, however, are known to make heavy use of Mist as a means to expand their capabilities in Seed Sorcery beyond their innate ones. You know the meanings behind the various colors, textures, and patterns that can be found in mist and have actual training in the processes of cultivating, smelting, refining, and even harvesting Mist. The last of which stacks with the Harvester perk.

Additionally, you have learned a technique to instantly tint a blank seed with a wisp of mist to perfectly match it, though this expends the wisp of mist and cracks the seed in the process. This gives you a great deal of flexibility in the actual use of Mist in Seed Sorcery beyond even what specialists in the field are capable of, only humans (or those that take the Mist Affinity perk) having greater skill as they can do this without expending the wisp of mist.

If you also possess the Harvester perk, the advanced techniques you can develop for it are much easier to develop and implement.

White Light (400cp, Discount Hunter): An often overlooked aspect of Seed Sorcery is the Blank Seed, many simply viewing it as a basic physical boost with little true substance. And yet, it is the blank seeds that have become the core of the more advanced techniques used by the Hunters, the pale, white Light of a blank seed seemingly far more easily dyed to their needs than normal seed sorcery.

Whenever you crack a blank seed, you gain twice the energy than would normally have built up in the Seed, though only if the seed is blank. The energy produced by your blank seeds is more potent and will linger for twice as long compared to a normal seed's energy and provide half again the enhancement to your abilities compared to what it normally would. You are also able to manifest the energy from your blank seeds into a semi-physical form, forming constructs of white light. These constructs are flexible, akin to rope or chain rather than rigid structures that can be used as weapons, and will last for a significant period of time for the power invested.

Additionally, every blank seed you possess creates a resonance within yourself that gives your light an anti-magic quality, giving you a resistance to most forms of magic. This extends to the reality warping abilities of the hackers as well, to the point where you can even recognize their influence on an area long after they have left. Combined with the above ability, you can restrain the magics of others.

Locklight (600cp, Discount Hunter): One of the most unorthodox techniques of the Hunters was developed by studying the pact making and binding abilities of the demons and spirits, respectively, and combining it with the little known resonant quality of the blank seeds. This technique is known as Locklight and allows the hunters to achieve supernatural levels of skill in a wide array of fields very quickly.

You are able to, when forming a blank seed, invest a particular skill or talent you possess into it as if the skill/talent were a wisp of mist to create a Locklight Seed. So long as the seed is uncracked, the invested skill or talent is enhanced by the Light used to create the seed, with more points of light used in the seed's creation giving a greater boost. A Locklight Seed cannot be tinted normally and remains completely blank, counting as a blank seed for all intents and purposes, though it is possible to tint it by those that have put in considerable effort.

Cracking a Locklight Seed generates half the seed energy it normally would, however, it produces an equal amount of power invested into the skill or talent used to create the Locklight Seed, which can be spent to perform techniques related to the skill or talent. These techniques must be learned or developed individually and require this energy to utilize, however, once learned or developed, the techniques are always accessible.

You cannot invest your skill in Seed Sorcery or Locklight techniques into the creation of a Locklight Seed, anything that would cause a recursive loop simply fails to function.

Savvy (100cp, Free Nobody): You have a surprising degree of self control and can maintain it even under extreme levels of stress. This means that you can easily push down your emotions to think logically, keep yourself calm, and keep yourself professional even when your emotional state screams for you to be otherwise. This also allows you to push down trauma until you are in a safer place to let it out and deal with it, just don't keep it in too long or you may find it festering. You still feel the emotions and traumas, you can just ignore them until you are ready to deal with them more effectively.

Additionally, you can very quickly weigh the pros and cons of an idea, situation, or opportunity and come up with potential consequences near instantly, so long as you have even a few moments to think, even when stressed or out of your depth. This is just as effective as having a few hours of time to think about it, just taking less time.

Subtlety (200cp, Discount Nobody): As someone that, by all rights, effectively doesn't exist and wants to keep it that way, there is a great deal of care needed to keep yourself from being revealed and becoming known. To aid with this, you have an incredible amount of skill as an actor and in the creation of disguises of all sorts, your lies are more believable, your feints are more effective, and other methods of deceit are overall better than they otherwise would have been and are easier for you to learn. This also allows you to mute your presence, effectively making it easier for you to conceal yourself and your actions.

Additionally, you will never mix up your aliases and can spend weeks or months playing a role without slipping up even once and the stress that would normally build up from doing so is reduced significantly. You will also find that you never have to worry about going native while infiltrating an organization, giving you a heavy resistance to indoctrination techniques of all sorts.

Tabula Rasa (400cp, Discount Nobody): Any abilities which gather information about your past, present, or future simply do not work on you. This includes scrying, divination, mind reading, and even cold reading and lie detection. Any and all supernatural and technological abilities or devices that would be used to gather information about you simply fail to register you, though your own abilities will continue to function normally and mundane skill can bypass this to a degree, though with greater difficulty.

Even items and people around you will be able to benefit from this, to a degree, keeping someone from working around this by viewing a vessel you are on or an organization you are part of rather than you specifically.

With time and training, you can learn to detect when someone is attempting to gain information on you and send back false information rather than simply no information, such as registering as telling the truth to a lie detection spell even when you are lying. You can choose what returns to them yourself, allow for preconceived notions to be passed along, or allow this to function autonomously through your subconscious.

Additionally, while the main ability does not protect you from compulsions to tell the truth or reveal your abilities, you have gained the ability to suppress or turn off any and all abilities you may possess, can compartmentalize your own mind to section off bits of knowledge so that you effectively forget until you unlock them (which you cannot be forced to reveal or unseal without your own conscious decision to do so), and develop other abilities to help you keep your abilities and knowledge hidden.

Empty Frame (600cp, Discount Nobody): You have managed to learn, develop, or otherwise gain the ability to do something unprecedented in Nexus, something that has never been seen before and may never be seen again. You are able to attune your Light to a wisp of Mist without merging them, allowing you to create a temporary form of Mistlight Manifestation. This Manifestation will last as long as you can maintain the attunement, which grows steadily more difficult as the Manifestation remains, though skill and willpower can extend the duration. Once the Manifestation ends, you will be unable to reattune for a period of time, roughly equal to the amount of time the Manifestation was maintained though training can reduce this time.

You do need the ability to form a Mistlight Manifestation to maintain this effect, meaning that developing a Mistlight Manifestation the normal way would cut you off from using this ability unless you have the ability to create multiple Mistlight Manifestations.

Additionally, you are able to temporarily awaken almost any ability you could possess in much the same way you can temporarily manifest a Mistlight Manifestation, though the specifics of these temporary awakenings are up to you to discover. See the notes section for details on the sort of things this may allow.

Items

You gain +400cp to spend on items only. Lost or destroyed items are restored after 24-hours unless otherwise noted.

Wisp of Mist (50cp/100cp/200cp): Mist is a commonly sought out resource for the people of Nexus, traded and used in a variety of crafts, Seed Sorcery, and to create the Mistlight Manifestations.

For 50cp, you gain a single, basic wisp of Mist with the three traits and attributes of your choice, similar to the options selected for lenses.

For 100cp, you get a small selection of Mist wisps that replenishes monthly with a variety of traits and attributes ranging from one to seven such traits and attributes. Alternatively, you can gain a single wisp that has been perfectly cultivated for a potent Mistlight Manifestation with up to ten traits or attributes of your choice.

For 200cp, you get a much larger selection and can request specific traits or attributes you may desire in each batch or let it surprise you with whatever may be present.

Empty Core (100cp): This special Core is completely blank to start, but was made to be able to take in a wisp of Mist, gaining the tinting effects of that wisp of Mist. However, unlike most Cores, this one is able to relinquish the wisp of Mist placed into it and replace it with another through a process that only takes a few minutes. This greatly increases the versatility of the Core in question. This can be purchased multiple times if you want multiple Cores.

Seedbed (200cp): This item has yet to actually be invented in Nexus, however, the principles behind its creation are known and being studied within the City of Nexus at the moment of your arrival. Taking the form of a ball of clay and dirt that has been carefully polished into a perfectly polished sphere, then reinforced with elemental magics, the Seedbed is able absorb a Seed from its holder, leaving behind the points of Light, and both maintain and grow the Seed without needing you to maintain it. The seed inside can be cracked at any time by anyone holding it to gain the power of the Seed held within. This can be purchased multiple times if you want multiple Seedbeds.

Refined Ichor (400cp, Discount Demon): This small jug is filled with the refined ichor of a hacker. Worth its weight in gold, this substance is useful for a number of purposes. Most commonly, it is used alongside Mist Alchemy in enhancing a material or object or to directly enhance the effects of Mist Alchemy. Further refinement turns it into essence, which can temporarily boost one's Light as if they'd cracked a blank seed or it can be mixed with other substances to give a minor increase in Light, this is an incredibly small boost, but is noticeable. It can also be used in manipulating Mist, making refinement more precise, improving cultivation results, and making smelting easier. Finally, it can be used to enhance the innate physical ability of the user, though how this is done is only known by the demons of the Border Ring. There may be other uses, but they are largely unknown.

Claimed Property (100cp, Free Drop In): As someone that fell into this reality, you possess little more than the clothes on your back, but why should that be true? Now, objects that are yours possess a lesser version of item fiat backing. Any non-CP purchased item you possess can be replaced once per jump. Similarly, CP purchased items that do not respawn can now respawn once. Sale of the item voids this protection. This does not cover items that were stolen by you or your associates.

Additionally, you receive three marks which you may place on any object to give it full fiat backing as if you had purchased it with CP. You may remove these marks to place them on a new object, but they immediately cease to provide the fiat backing to the item they were removed from if you do so. You can make additional purchases of this item, discounted for drop ins, to gain two additional such marks.

Traveler's Collection (200cp, Discount Drop In): Traveling between multiple realities has you seeing and experiencing a great many things over the years, decades, and centuries you put into your travels, it'd be a shame for them to be lost or forgotten. This warehouse attachment helps to resolve this issue as it will preserve some aspects of your travels across the multiverse.

Any time you encounter a location that draws in wonder or awe, whether your own or that of others, or has a cultural significance, you will find a copy of that location manifesting in the warehouse attachment. Seeing, learning about, and experiencing more of the location will solidify this recreation and allow it to develop a small pool of power. This power can then be drawn on to gain some benefit based on the location that generated the power. For example, a hot spring said to have healing properties can be used to provide healing to yourself or others through this power. The power replenishes slowly, but steadily, and will it won't grow in size, you will become more efficient when using the power in question.

You will also find that you may be able to manifest new abilities as you refine your control over the power these locations have. As an example, the above hot spring may eventually unlock the ability to generate clouds of steam, gain small scale hydrokinesis, and other such abilities. This can also result in passive benefits such as resistance to heat or a slightly accelerated rate of healing (using the hot spring as an example again). Multiple energies may be combined to create composite effects, though this may take a considerable amount of practice.

If you lack a warehouse for some reason, you gain a key that gives you access to the extradimensional space in much the same way as you would the warehouse normally. Alternatively, you may leave it as an extradimensional space that you can project your consciousness into, making it a purely mental construct, but one that can benefit you regardless.

Shard of Unreality (600cp, Discount Drop In): Falling through the space between reality has allowed you to grab a piece of that unreality, which promptly integrated itself into your body. Now, you are able to summon this shard of unreality in the form of a bladed weapon that you can shape to your will when it is summoned. This is not the most interesting trait, however, that lies in its ability to cut through the boundaries between reality, which you can use to open portals, of a sort, across Nexus or other nearby realities, though the second ability is quite difficult to accurately aim.

Post Jump, you can use this to travel between nearby planes of existence (such as going to Heaven or Hell in the DC universe).

Tools of the Trade (100cp, Free Worker): A worker isn't much without their tools, and so, you have a wide array of tools and equipment usable to make whatever you might wish to make. This includes a rather large work space connected to your warehouse.

Material Cache (200cp, Discount Worker): With all those tools, all you need now is the materials to use those tools on, and these crates contain any commonly found materials you could want. Woods, cloth, thread, herbs and spices, metal, stone, gems... all of them are present. These materials cannot be sold, though the final products of your work may still be.

Additionally, there's a single, small crate and order sheet. If you drop in a sample of a material into the crate, it will be added to the order sheet, which you can fill out once per month to gain up to 1 cubic foot of materials in whatever form you may choose (ingots, a solid block, bolts of cloth, etc.).

Enchanter's Catalyst (600cp, Discount Worker): The enchanter's catalyst is a tan stone that resembles a Core with intricate markings that seem to be a little different every time you look at it. The Enchanter's Catalyst grants its holder an innate understanding of any object or substance you come into contact with, including a lot of useful information such as mystical and medicinal qualities.

However, this is just to aid the primary purpose of the catalyst, the oil it can produce. This oil can be generated by the stone directly, pouring out of the markings on the stone, or conjured using seed sorcery by the holder. The oil itself is fairly thin, on the same level as normal water, however, by adding materials to it with the intent to do so, you can extract some of the qualities of them, something the understanding provided by the catalyst helps with greatly. As more qualities are added, the oil thickens, and can even become more of a paste than an oil with enough additions made. This thickened oil can then be used to temper another object. Plunging an object into the prepared oil with the intent to use this feature will cause the extracted qualities to bond to that object and the oil to evaporate. This can form a number of unique enchantments given the right materials on hand. The oil, when thickened, can also be used as a material all its own or be used as the base for a Seed as if it were Mist.

Finally, there is one last use for the oil produced by the Catalyst; When applied directly to an object, it will reinforce any magical properties the object may possess that you want it to and will repair damage to any enchantments the object may have. You can also do the reverse and have the oil absorb or break down enchantments. Both of these are slower than the more common use, but the process is under your control.

Resources (100cp, Free Thinker): You have an income that pays in whatever the local currency is, equivalent to two hundred thousand dollars (\$200,000.00) per year. Your starting situation (including home, vehicle, and other possessions) are upgraded to be appropriate for this level of income. This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from, and the local economy will adjust (somehow) to not be harmed by the influx of currency.

Contacts and Favors (200cp, Discount Thinker): It seems that, no matter where you go, you always know a guy, someone willing to provide information or complete a favor for you. Nothing too big, but, gathering some supplies, giving you a temporary place to rest, providing access to a workshop, or similar such things would be available.

This follows you across worlds Post Jump, even when you're a drop in... somehow.

Nexian Library (600cp, Discount Thinker): Connected to your warehouse is a truly massive library that contains the full knowledge of Nexus, every book and manual that has ever existed in Nexus can be found within the halls of this library. This includes several books on Light manipulation and a guide on how to create a viable Mistlight Manifestation, with many advanced techniques.

A small selection of these books also carry a bit of magic on their own, granting access to one or more lenses to the reader so long as they keep the book in their possession or close by. Such books are not particularly resilient, however, and may be damaged, removing the benefit they offer.

Post jump, this library will update to include all books (or similar; ex: scrolls, discs, and computer files) from each world you visit. This may include books that have innately magical properties, though nothing to the level of something like the necronomicon or similarly artifact level magic books.

Survival Kit (100cp, Free Explorer): You possess a small, easily portable container that stores a large amount of trail rations. Breads, dried meats, vegetables, and fruits, nuts, and cheeses that never seem to go bad, enough to last a party of eight for a full week. The container replenishes weekly.

This container also holds a number of useful items for surviving in the wilds. This includes a fire starter, a spade, a knife and hatchet, a small cooking pot, a canteen, and a roll of cord.

Bag of Holding (200cp, Discount Explorer): What looks like a simple, sturdy leather pack, this pack actually leads to a decent sized pocket dimension, roughly the size of a twenty foot cube. Whenever you reach into the pack, the item you are looking for is right where you reach in a way that it won't harm you, unless you want to be harmed by it for some reason.

A Strange Map (600cp, Discount Explorer): This rather plain looking, but finely made, map bound in leather with a buckle so it can be rolled into a scroll for easy carrying is actually a potent artifact. Its surface is always highly detailed and can be made to zoom onto your current location to give you a better idea of what is around you. It can also show various aspects of what it shows, such as what factions control what area and where political boundaries fall, and even has a setting to show weather in real time.

This map will always show exactly what you wish to see, even if you yourself are unsure on what you want to see from it, though it may not be what you hoped to see. Its most interesting feature, however, is its ability to guide you to exotic locales that contain various dangers and treasures that can, potentially, be quite rewarding to possess, which often (almost every time) seem to vanish after you've left, as if they never existed, with only what you've gained from them to tell of their existence.

Such locales appropriate to the world in question can be revealed too, and as natural parts of that world will remain.

Hunter Gear (100cp, Free Hunter): Every hunter is given a uniform of armored clothing, a single, good quality ranged and melee weapon, and a badge that signifies their rank which opens many doors in Nexian society. As a hunter, you possess each of these as well.

Transport (200cp, Discount Hunter): Vehicles are somewhat rare on Nexus, but those that do exist are both incredibly durable and *fast*, fast enough to cross all of Nexus in under a day's travel. You possess one such vehicle, armored, fast, and equipped with goblin-made weaponry, it is useful for both travel and large scale battles, though such things are rare within the walls of Nexus.

This vehicle interacts easily with any magics you may possess and can be upgraded with other technologies, keeping any such upgrades even if destroyed.

Elixir of Life (600cp, Discount Hunter): The result of generations of work towards a singular goal put in your hands for a few measly cp. This small potion is the highest achievement of mist alchemy, taking hundreds of years of effort to create such a marvel.

By drinking this potion, a Seed is formed within your body with no need to be maintained, unable to be cracked by your own volition, but also takes up none of your Light to maintain it. The next time you would be reduced to death, or near death, the Seed formed will automatically crack and flood your body with healing energies, returning you to peak ability and the prime of your life, effectively reverting you to when you were your strongest.

You get a new vial of this potion every ten years. You may only benefit from one such potion at any given time, drinking another will have no effect.

Masked Identity (100cp, Free Nobody): This kit is filled with various cosmetics, augmented with mist alchemy, that can be used to change your appearance greatly enough to look like another race entirely. It is effectively a full on special effects makeup kit that makes it easy to bring what's in your head into reality with your appearance. It also comes with a wardrobe filled with all sorts of mundane clothing for any sort of event

Safehouse (200cp, Discount Nobody): This safehouse is not the most luxurious of accommodations, but it's cozy and, more importantly, is as safe as possible. Without your direct intervention, no one will ever be able to find this safehouse and trouble will never come to call while you are in it. It comes with a well stocked pantry and relatively comfortable conditions. Somehow, it always seems to be a short walk away when you want to find it. It's hard to tell if it's multiple safehouses or just one that constantly moves.

Seed Bag (600cp, Discount Nobody): An unusual artifact that is able to take in and stabilize the energy from a Seed, as well as grant it back to the holder. This item takes the form of an actual belt pouch with a semi-precious stone embedded into it. Any time the user cracks a Seed, they may funnel some of the energy into the Seed Bag for storage, even if they don't a small amount of the energy that bleeds off from the energy fading finds its way into the bag as well. At any time, this energy will be a mix of the energies of Seeds used to fill it and can be used directly for Seed Sorcery, though be careful of strange mixes.

Alternatively, the user may instead remove the gem from the Seed Bag and eat it. If they do, the bag loses all of its properties, though any energy already stored isn't lost, but the user gains a pool of energy that can be used to enhance the growth of a Seed or to empower the body like the energy of a Blank Seed. This energy replenishes slowly and can't be refilled with energy from Seeds, but it is always available to you. If you do this, a new gemstone will appear in your warehouse after ten years, which can either be put onto the Seed Bag to restore its abilities (only this gem will do so), consumed by another creature to grant them the same benefits above, or consumed by someone that already consumed another to temporarily give themselves an unlimited amount of energy in the pool, lasting roughly one hour.

Companions

A Few Good Men (Varies): You may import or create a companion for 50cp, up to three companions for 100cp, and up to eight companions for 200cp. Each companion gains a free origin and gains 600cp to spend on whatever they want and 100cp for items, they must still pay for their race. You may spend additional cp to grant each of your companions cp equal to this additional amount you spent.

Drawbacks

Measured In Moments (+0cp, Exclusive and Mandatory Spirit): You possess five months to live at the start of this jump. However, this time can be extended through any method you may possess.

The Wheel Turns (+100cp): Your stay is a bit longer than it would have been. Each purchase of this drawback doubles the length of your stay. This maxes out at ten purchases. Additionally, if you purchase this drawback more than three times, you lose the effects of any perk that makes you better able to cope with a long life. If you purchase this drawback more than six times, then items won't help either and any perks that help with boredom are similarly disabled. It should be noted, spirits are the only beings native to Nexus able to live for longer than a hundred years.

Mist Misfortune (+100cp): You never seem to get Mist that aligns with what you want, never synergizing, never growing correctly, mixing in ways that cancel out desired traits, and refining just seems to enhance the traits you don't want it to. While not a true deterrent to gaining a decent form of Mistlight, it won't be exactly what you want.

Fragile Seeds (+100cp): Forming a seed is a slow process, and while most can speed it up, going too far can cause the Seed to crack prematurely. For you, you simply can't speed up the process at all without the Seed cracking.

Destitute (+200cp): You start with next to no money or resources, even what would be gained from items, stuck with low quality items and barely enough to live off of. More than this, you find raising your position and ability to earn money or resources severely hampered. The only way you might gain a surplus of such resources would be to steal them or find some long forgotten treasure with nothing more than whatever you can scrounge up. This extends to your companions as well, giving each of your companions +100cp.

Dark Reputation (+200cp): There is a rumor going around about you or a person like you, and not a good one. This makes people uneasy around you. They're guarded and skittish, constantly looking to get away from you. You can work through this and eventually get people to trust you more, but your first impression is always going to be tainted by this rumor.

Locked Light (+200cp): Your Light is completely immobile, normally, and causes its effects to be diffuse, unable to be focused or altered without some external method to get it moving. For demons, this is pact making, but there may be other, lesser known methods for non-demons.

Dim Light (+200cp/300cp): You just don't have much Light to work with, the enhancement it offers is minimal, forming Seeds is a chore, and it barely gets easier to use like it would with others. If you also possess Locked Light, this drawback gives an additional +100cp.

Sickly (+200cp/+300cp): Your constitution is lacking, leaving you frailer than most. Illness is more common for you, poison is more effective, and don't even try for drugs or alcohol, but this alone won't kill you unless you encounter something particularly bad. For an additional +100cp, even your Light doesn't really help, having reduced effectiveness when it comes to healing, increasing durability, or fortifying your immune system.

Clumsy (+200cp/+300cp): Your level of grace is... borderline non-existent. For some reason you're constantly bumping into things, tripping on random objects, and you have a small case of butterfingers. Light can mitigate this to some degree, unless you choose to gain another +100cp, in which case your Light has a much reduced effect on your hand eye coordination, kinesthetic senses, and balance, leaving you just as clumsy even with its influence.

Feeble (+200cp/+300cp): You are not particularly strong, whether because of atrophy or a simple lack of exercise to build up the muscle, your ability to exert any kind of force physically is lessened by quite a bit. Fortunately, Light can be used to counter this downside unless you choose to gain another +100cp, in which case your Light is just not suited for enhancing your physical might at all, giving only minimal benefits even when going full power.

Nightmare Muse (+300cp): You overused a dream pool, resulting in vivid nightmares that can, and will, keep you from getting truly restful sleep without some manner of aid, such as medicine that induces a dreamless sleep. This also naturally turns your muse far far darker, making your creative endeavors deeply disturbing for most people, and anything you make will have a slight aura of unease to it.

Overwhelmed (+300cp): You possess a somewhat rare affliction that affects common goblins and most elementals, overly sensitive senses. Maybe you're easily blinded by all but the dimmest of lights or your skin is so sensitive that it leaves you constantly itchy or feeling bruised, just to name a few examples. You must possess at least one of the following perks to take this drawback; Big Ears and Strong Noses, The Nose Knows, Taste of Victory, Sound of Silence, Wind's Caress, or Mind's Eye.

Crippled (+300cp): You're missing a limb, or at the very least have severely reduced abilities with one. Or maybe you're blind or deaf. Whatever the case, you suffer from this lack, though you can cope with enough practice. This can be taken multiple times, once for each arm and leg and once more for your senses of hearing and sight, however every purchase after the first only gives +200cp, and every purchase after the fourth only gives +100cp.

Hunters (+300cp, Human or Drop In Only): The hunters of Nexus believe you are a Hacker and will pursue you as if you were one. You also register as a hacker to any means of detecting such, rare though such things are. Be careful, jumper.

Cabal (+400cp): The hackers are after you for some unknown reason. With a malevolent and insane cunning as well as a variety of unique abilities, you'll need to adapt to keep them from getting to you. Even worse, they may manipulate events in the background in such a way that you won't even realize their involvement until the trap is just about sprung.

Lightless (+400cp): You do not gain The Light of My Soul or Seed Sorcery until the end of the jump. This means you cannot gain a Mistlight Manifestation or bind a spirit that require Light to form a binding. Any perks you take that interact with Light, Lenses, or Mist do not grant their benefits until after the jump ends.

Hacked (+400cp, Human Drop In Only, Requires Hunters and Lightless): You are a hacker. Well and truly. With all that entails. You gain the increased capabilities and mutations of a hacker, but also their psychosis and schemes. Who you were does not matter anymore, only what lies forward... however, there is a potential way to regain yourself. Your companions are given a vial of ichor, somehow extracted from your own body. They must find a way to turn it into something that can restore you to who you once were. Success or failure won't end your chain, but one leaves you a deranged madman for the duration of the jump while the other lets you actual interact with the setting as yourself. You maintain the final form you possess as a hacker, along with all of its abilities, at the end of the jump as an alt-form.

Lost in the Spaces Between (+600cp): You do not possess any perks, powers, or items from outside this jump and your warehouse is locked until this jump ends.

Scenarios

Hunt for the Aethermental: By taking this scenario, you do not get to choose any origin or race, instead, you count as a Demon, Spirit, Fire Elemental, Water Elemental, Earth Elemental, Air Elemental, and Shadow Elemental all at the same time, granting you all the perks for each of said races for free without needing to take any of the mandatory drawbacks. You gain no other discounts on perks or items. This is because you are an Aethermental, a combination of all of the above races. This also means you are a high priority target for hunters, hackers, and every other denizen of Nexus due to your nature and just what you can grant to others.

For the duration of the jump, you will have to hide what you are to avoid being forcefully bound or killed by those that cannot benefit from an intelligent aethermental, if either of these events occur, this jump ends and you lose everything you purchased from this jump (if forcibly bound) or are immediately sent home as your chain is ended (if you are killed). However, should you succeed, you gain an additional boon, as you have avoided losing control over your own power, you've learned to defend it far more thoroughly and no one can steal, control, copy, or otherwise mess with your abilities without your permission to do so, and you gain a degree of foresight into what someone will actually do if given permission, so you can revoke it before it becomes an issue. Additionally, your racial abilities, from any source, are all present in you at all times and will naturally synergize, which can result in new abilities forming from those you already possess or amplifying the effects of two similar effects so they are greater than the sum of their parts.

Alternatively, you can instead be someone hunting an aethermental, picking your origin and race normally, but if you do so, you do not gain the racial perks, other than the ones you naturally gain from your chosen race, until you capture and bind the aethermental (which is guaranteed to be mindless unless you choose for it to be intelligent), at which point you gain the following perks; Five instances of Elemental Affinity, The Nose Knows, Heart of Fire, Taste of Victory, The Depth of the Soul, Sound of Silence, Hall of the Mountain King, Wind's Caress, Eye of the Storm, Mind's Eye, In Absentia, Open Seeds (linked only to the Lenses of the Aethermental), Pactmaker, Wispsform, and Borrowed Time.

However, there is another risk, your jump will not end until you capture the aethermental and bind it, and if you cannot before you pass on, whether through battle or old age, you will fail the chain and be sent home, and remember, if you fail and someone else binds the aethermental, you will need to either wait for them to die to try again or kill them yourself and wait the time it takes for a new aethermental to form, setting off the hunt all over again. Additionally, the normal benefit granted from succeeding in this scenario is different in your case. In addition to the benefits provided by being an aethermental, as the one that bound it, your acquired or developed abilities from sources other than CP bought perks are fiat backed as if you had bought them with CP.

An Old Legend (Must be a Goblin subrace or possess a Nexian Heritage linked to a Goblin subrace): There is a tale told amongst goblins, even to this day when most believe it a myth, that goblins could become something greater under the right circumstances, that there's something or some place out there that's able to bring out something from a goblin to cause them to change. Well, this is no myth or tall tale. It is a truth, and one you must find.

Somewhere in Nexus, there is a book, a map, a person, or some other source of information that will let you find this legend, and you have a lead in how to find it already. Once you find it, you will need to decode exactly what you must do to gain its benefits. The journey will be long and perilous, with many false leads that will take you to dead ends if you're not careful.

Should you fail, you lose out on the potential benefits, but should you succeed... your racial abilities are improved as shown below.

- *All:* Your Light is doubled and you gain access to two additional Lenses. You also gain at least 6 inches in height, with a maximum increase of a foot-and-a-half.
- *Common Goblin:* You don't change much physically, only gaining the bare minimum height increase from the process, however, you gain an increase in manual dexterity and a surprising steadiness to your movements, allowing you to remain perfectly still if you so wish. Additionally, your Light has an interesting effect on non-living matter, able to permanently alter traits of such materials by focusing your Light in certain ways. These changes require constant applications and are slow to take hold, but they are permanent once they do.
- *Blood Goblin:* You grow a pair of straight horns from your forehead and your muscle mass increases, giving extra strength and durability to your physical form without hindering your agility. Additionally, your Light's affinity for healing is enhanced considerably, allowing you to heal wounds five times faster than they already would, and even allows you to regrow lost limbs or organs if they would not instantly kill you for losing them.
- *Sapphire Goblin:* You take on a more elven appearance, growing far more graceful in appearance and demeanor, and gain access to three additional Lenses, on top of the two that every goblin gains. Additionally, the energy from your Seeds lasts ten times longer, your Seeds grow at five times the usual rate, and they are stable enough to be able to take in large amounts of energy from other Seeds without cracking themselves.
- *Pale Goblin:* You grow a long, prehensile, and powerful tail nearly as long as you are tall and your need for air, food, drink, and sleep is greatly reduced, to roughly 1/4 what you'd normally need. Additionally, your Light is now capable of focusing on two separate traits at the same time rather than only one at a time and when you accelerate the rate at which your Seeds grow, you may do so at a good five times their normal rate without cracking them.
- *Royal Goblin:* You grow large, ram-like horns and you gain the ability to see the Truth. This allows you to see through illusions, notice charms placed on yourself and others, and spot lies with ease, all deception simply noticed and seen through. Magical effects to that end will also falter at your whim, breaking down quickly as you focus on them. Additionally, your Light naturally reacts with the souls of others, and making it so that the Light (and similar powers or magics) of those touched by your own are twice as effective for as long as your Light is within theirs and the range at which your Light may extend beyond you is increased fivefold.

Additional Reward: Your companions may benefit from this scenario as well. If they do and you have at least one of each type of goblin listed above benefiting from this scenario you gain an additional reward; you can find similar ways to enhance races you encounter or become in the future. The stronger the race is naturally, the more difficult it will be to discover the process and the more dangerous it is to pursue, but you will be able to find them if you look.

Primal Magics (Requires one of the following; Heart of Fire, The Depth of the Soul, Hall of the Mountain King, Eye of the Storm, or In Absentia): It is a known fact that elementals possess magic, and that the only other beings that share that magic with them are the aethermental and those that bind an aethermental. But, some stories hold that the magic of an elemental used to be stronger, that the versions possessed by modern elementals and the aethermental are simply pale imitations of what once was. That there is a way to gain that power back.

To achieve success, you must push your magic, push it as far as you can and make it do things it normally couldn't, to break the rules that currently bind them and allow them to evolve into a stronger state. As you push, you'll find restrictions slowly loosening, the magic easier to use and call upon, and yourself adapting to these changes.

However, at the later stages, it will become clear that pushing this so far has consequences. The magic will start to rage through you, altering yourself significantly if you do not get it under control. For this, you need to find what is known as an Elemental Geyser, specifically one aligned with your element, and walk into it. Should you survive doing so, it will suffuse you and your magic with more of the elemental power you naturally possess and stabilize it, resulting in you becoming a primal elemental.

Should you succeed in this, you will gain an evolved form of magic based on what you naturally possessed, as shown below.

- *Heart of Fire:* The magic of Ember becomes more controlled and focused in its primal form, becoming a forge rather than an open flame. Such a change makes it so that you can choose what and how the fire burns, or even if it burns at all, allowing refinement of things you previously couldn't. The pain that comes from using Ember and its immunity to fire is removed as well, making it far easier to focus and granting the ability to use Ember on yourself without pain. This can also be used to create True Alloys, fusing two highly disparate materials, such as an herb and a bit of metal, and their properties together into a new material, with their mystical properties enhanced and made stronger as a result. Additionally, you can use Ember on yourself to improve your physical traits and abilities, though this does cause discomfort to use. As a side effect, you are completely immune to poison and disease from the passive effects of Ember. As a final benefit, you gain two lenses related to fire.
- *The Depth of the Soul:* The magic of Depths takes on a whole new dimension in its primal form, allowing the user to call upon the collective unconscious to access archetypes that offer boons to them. Examples of such archetypes are the Student, which enhances the speed at which you learn and develop under a mentor figure, the Mage, which enhances your use of Seed Sorcery, or the Warrior, which enhances your combat focused capabilities. This is by no means an exhaustive list. Additionally, you may use several emphasized traits in combination with these Archetypes to construct Personas that they can access with only a moment's focus, this can even be used to evoke emotions and personality traits you normally do not possess, effectively allowing you to become a new person, mentally, for a time. You will never lose yourself to these personas, even protecting against the original dangers of Depths. As a final benefit, you gain two lenses related to water.
- *Hall of the Mountain King:* The magic of Tremor has an odd effect in its primal state, it allows you to phase through physical objects as you vibrate at just the right frequency to pass through it, and can even use this to propel yourself through solid objects while phased, bringing anything worn along with you. This also enhances your ability to overlay objects, allowing you to make such combinations permanent until you choose to separate them. Additionally, you can actually phase your soul, allowing magical effects to simply slide off your form at your choice, even mental and spiritual magics, such as charms or curses, will simply fail the moment you focus on this power. The only downsides to this are that you must consciously use this power and it often creates a telltale hum when active. As a final benefit, you gain two lenses related to earth.
- *Eye of the Storm:* The magic of Echo develops the ability to create a true echo, a shade of yourself, or repeat certain events that occurred nearby. The simplest expression of this is to create a physical, but transparent, duplicate of yourself that can act alongside you. This duplicate need not follow your actions directly, but doing so doubles its power for that action, which stacks up with the base use of Echo. The secondary effect of this allows you to, with a moment's focus, repeat an event that you witnessed within the last few minutes, such as an explosion or a warrior swinging a sword. Such echoes occur in roughly the same place they did originally and can impact the surroundings as the originals did, and they environment may affect the echo as well. This magic can even be used to affect other magics, such as Seed Sorcery or Mistlight, though it is certainly more difficult and requires greater focus. As a final benefit, you gain two lenses related to air.

- *In Absentia*: The magic of Void opens up to more than it once was, expanding the Void within into a larger space and allowing for a more dynamic power. Firstly, you gain two additional voids you may fill as the original could, giving you three total objects you can benefit from and synergize, creating stronger effects by combining the abilities of each object. Secondly, you gain a stable void you may use as a storage space. This storage space is roughly the size of a shipping container and you can store and retrieve objects with but a thought, you can also use this space to swap out items from your other Voids, which is both easier to focus on and takes less time. Thirdly, the user is always able to see the Light of those around them, even with their voids filled. Additionally, any item stored within any of these voids may be manifested as a part of yourself. Finally, you gain two lenses related to shadow.

Additional Rewards: If you are able to obtain all five primal magics, either on your own or through companions possessing them, you can develop a method to create primal forms of other magic systems. The stronger the magic system is normally, the more difficult and more dangerous the process will be, but it will be possible, though maybe not in your lifetime.

Archdemon's Rise (Requires Pactmaker and Locked Light): Demons are, without a doubt, the most innately impressive race on Nexus. With their Light locked in place and their Open Seeds limiting their abilities further, it is no wonder demons are physically or mentally superior to most other races, not to mention their constant training to combat the hackers and the beasts of the badlands. And yet, demons seek to use their Light. They form pacts with others to be able to shift their Light enough to better suit their fighting style or to aid in their role in battle. Some have grown tired of needing to rely on pacts, to offer up some of their own power to gain an ability others take for granted, to simply need something more.

While many that felt this way turned to Mistlight as a way to gain the abilities they wanted. Some felt this was a waste and turned towards another path, using ichor extracted from hackers to create a substance that bolsters physical abilities further and can cause mutation. And still others looked towards the technology and techniques of common goblins.

You, though, you are another story. You've found something that hints at a way for demons to unlock their Light, though this is described as a *side effect* of the true benefit behind this. You must track down this process and complete it. This will be a long, drawn out thing, piecing together bits and pieces of information you stumble across and barter for, face various dangers to gather the materials to create what is necessary, and avoid the dangers of incomplete information and lower quality works.

Should you persevere and succeed in this challenge, you will lose the Locked Light drawback (you won't lose the CP from taking it). However, as stated before, this is a side effect. The process continues beyond this point, though you can stop here if you so choose. Regardless if you do or don't, you learn how to ease the racial restrictions that would bar certain races from something, such as a human being able to use elven magic in another setting.

To do so, you must forge a pact with one demon of each subtype, you counting for your own subtype if you possess one. They need not be willing, you can force them into a pact if you know what you're doing, and you need not inform them of the consequences of following you, but doing so may lead to them rebelling before you can finish the process. The final process has you absorb all of the power from each of the demons, they can fight you at this point, holding onto their power and physically fighting, and you must subjugate those that do or the process will not finish. If you succeed in absorbing their power, you become an archdemon, while the donors become lesser demons under your command, though you may release them if you so choose, and they will eventually recover to their original strength.

You gain access to the Open Seeds of those you drained, physical characteristics from each of them transfer over to you, and all of your physical abilities all multiply by two. You may combine Open Seeds when this occurs, but they cannot be separated if this is done. Finally, you may break off pieces of your power to form familiars, lesser demons that are utterly loyal to you. They can't be stronger than 1/10th your full strength, but may possess any ability you yourself possess, and you can choose which apply.

The Thirteenth Hour (Requires Spirit or Human with Nexian Heritage for Spirit and Borrowed Time): Spirits are known to be both the shortest and longest lived race on Nexus, living off of a limited amount of time that they refresh regularly through bindings. Smarter and more competent spirits inevitably live longer. There is, however, an unusual phenomena that occurs with particularly long lived spirits, ones that have stockpiled a lot of excess lifespan in the range of thousands of years. They start to grow hungry.

Without a physical body or physical needs beyond time, this is an unknown feeling to most spirits, and even the smartest and most competent fail to realize what it is. This hunger comes with a slow increase in the rate at which their time is used up. Gaining more time simply increases the hunger and the rate at which the time is decreased, until it gets to the point where a spirit can't maintain themselves and pass on, fading away. It is not known why this happens, and most races outside of spirits, and even many spirits, do not know either.

You know this is a possibility and, more than this, know what it means due to a fragment of a spirit that figured it out, but couldn't implement it before their passing. You must get to the point where this hunger manifests, allow it to grow for a time, then infuse your very being with large amounts of Mist, the building block of a spirit's body, enough Mist to create dozens of Mistlight Manifestations. This requires the expertise of a Mist Alchemist, either through your own expertise or that of another.

Should you succeed, this will cause a great shift in your nature as a spirit and give several benefits as a result, turning you into a new type of entity in the process.

Reward: First and foremost, you become ageless, your stockpiled time no longer limiting your overall lifespan. Secondly, you become a minor manifest zone, allowing you to, at will, take on a physical form and slow your aging considerably. Thirdly, you can consume Mist to extend your lifespan even further, with raw wisps of Mist granting a few minutes to an hour at most and larger, well crafted wisps potentially granting months or even years of time. Finally, you gain a way to use the Time you've stockpiled.

The most basic use for stockpiled time is to gain experience. By spending time, you may effectively gain the experience of practicing a skill or ability for however much time you spent on using this ability. This experience is as if you spent all that time working on the skill and training on your own. No teacher, no reference materials, just what you could figure out yourself. Other uses exist, such as spending time to instantly form a Seed as if it had been forming for that much time or to accelerate your movements by speeding your personal time up, but these must be developed. Abilities using time cannot be trained by spending time to learn them.

Humans with a spirit heritage can go through this process as well, giving similar results. Additionally, as the manifest zone aspect of being a spirit is useless for a human, they instead gain the ability to project a spirit formed from an echo of their own Light outward. It acts as a normal spirit, but is unable to manifest physically and is equally as ageless as yourself, but it can form a Binding separate from yourself, or even bind to you, granting a second instance of each of your lenses and increasing your control over your Light while slowly generating stockpiled time.

Compatibility Issues (Requires Human): A special trait of humans is that they have a high compatibility with a wide variety of things, it is what makes them unique in the cosmology of Nexus and Earth, it is what allows them to have viable offspring with nearly any sentient and sapient being and it is what allows them to access the magics of other races. However, there are the obvious downsides to this, a high compatibility can often mean that negative aspects of what they are compatible with are amplified as well as the positives. This is what causes Hackers to come into existence, the negative aspects of this edge of reality synergizing with and changing them into something else. Their very soul is changed as well, pulled out of alignment by the reality they now live within. Even those that don't become hackers feel this pull, a tightness in the chest that quickly fades to background noise.

This sensation of tightness is actually a sign of something greater for humanity in Nexus, a unique capacity to explore this compatibility and enhance their capabilities... though with a great deal of peril involved should they misstep too far. The hackers are those forced into this, but, maybe, just maybe, a human could willingly walk the path and become something more than human and hacker.

As a first step, the human must pull the tightness in their chest to the forefront and not let it become background noise for them the way most humans do, they must find it and drag it forward. This will act as their guide. They must then collect vast quantities of Mist, and pick out those that the tightness responds to, interpreting the sensations that come from those responses and shaping the Mist in various ways. As they do so, a wanderlust will hit them and they will begin to travel for fear of going stir crazy. The more they do, the more they'll find that they run into hackers, or at least the plots developed by them, and they will inevitably be drawn into conflict with them (gain the effects of the Cabal drawback. At the end of the scenario, you will gain the CP from this drawback and may spend it on perks or items as normal, though you cannot gain new companions with these extra CP).

The human must collect mist from the hackers, something only possible for a human to do when they are focused on the tightness induced by their compatibility with reality. These wisps of mist are infused with the ichor of the hacker and carry a dangerous, oily sensation to them. To safely handle them, they must be wrapped in the Mist collected and guided by the tightness in the human's chest, where they will begin to change. These are the keys to unlocking the human's potential, but also what may well lead to their fall.

There are two final steps to accomplish. The first requires the human to mix the ichor infused Mists in a careful balancing act that, if they fail, will see the Mist overwhelming them in such a way that they will become a hacker. If they are careful and succeed in mixing all of the ichor infused mists they have collected (needing at least twelve), then the mist will bind to them successfully. However, this Mist will provide a detriment rather than a boon, quelling the Light within the human until they accomplish the final step (gain the effects of the Lightless drawback. At the end of the scenario, you will gain the CP from this drawback and may spend it on perks or items as normal, though you cannot gain new companions with these extra CP).

Failure is not the end, however, should a human become a hacker through this method, they will be able to reclaim their humanity. However, doing so requires aid from an ally. They must be forced to take the final step in this process, something incredibly difficult to do as they will fight tooth and nail to avoid this fate.

The final step is to find the unaligned geyser in the very center of Nexus, a place where Hackers refuse to go because of the effects this geyser of stable reality has on them. Finding the geyser is harder than it sounds, it is completely undetectable except by hackers. This unaligned geyser will awaken the ichor infused mist bonded to the human and cause it to bind more closely to their Light. While this is beneficial in the long term, the human will suffer through pain and degradation as the ichor acts like poison in its attempt to escape the geyser's influence. Only this pain will tell the human where to go.

Should the human successfully remain within the geyser until the ichor is fully bonded, something that needs to be done all at once or it will return back to its previous state, the human will have completed this scenario and gain the benefits it offers.

Reward: Firstly, the human's affinity for mist will be amplified tenfold, making their use of it in all applications far more effective. They will gain a pool of Mistlight, even should they lack a Mistlight Manifestation, five times greater than even the greatest Mistlight Manifestations to have ever existed, their Light will become virtually undetectable by others unless they will it, and they will gain the CP from the Cabal and Lightless drawbacks, as well as losing the effects of the Lightless drawback entirely. Items gained will be acquired through at least semi-believable methods while perks will spontaneously manifest as an additional reward to the scenario.

However, there are more boons gained in this process; the first of which is a more controlled version of the Hacker's ability to mutate themselves. By focusing their Light in specific ways, the human becomes able to alter their physical form in a number of ways, either temporarily or permanently, though permanent changes require they be maintained for extended periods of time or have Mistlight spent on the power. These changes can even be turned into genetic aspects of the human that can be passed down to their children, given time. This doesn't just stop at the physical, however, as a human becomes able to turn their Light inward to affect the spiritual and magical abilities they may have, enhancing them as they would their physical abilities, but also opening the potential for mutation. With enough understanding of the spirit and magic, a human with this ability could recreate magics unique to other beings.

Secondly, the human gains a unique protection from their own mutations. Their mind and body are partially separated, such that the human's brain is no longer truly necessary to live, though lacking a brain still comes with a detriment to thought speed and the processing of information from their senses. This is neither a physical nor spiritual, leaving the mind and consciousness of the human untouchable by these mutations, allowing them to remain themselves entirely no matter what they do to their body and spirit. This also comes with an understanding of what will result from any given mutation, which would have detrimental side effects and which would not.

(Note: The term spiritual, in this regard, means the magical or supernatural signature of the individual, not their soul. That is actually what is separated in the second benefit.)

Jump End

You've finished the jump and it's time to make your choice. Do you **Stay**, do you **Go Home**, or do you move onto your **Next Adventure**?

Notes

- Post Jump, a creature does not need to possess light to produce wisps of Mist, though only those with Light are able to see such wisps.
- On Society Mind: This uses your intelligence to enhance your persuasiveness (through various methods) and not your actual charisma. So if, for example, you were a D&D sorcerer, you wouldn't add your intelligence to your charisma for your spellcasting, but you would gain your Int Mod to Persuasion, Deception, Intimidation, etc.
- Credit to Ursine for the Resources Item (based on his Bare Necessities item and copied pretty much verbatim, with permission). Credit to Regalus, Sonic0704, and arl691 for their help in making the jump.

Mist - The essence of the soul left behind when someone dies, Mist naturally takes the form of strands of colored, ethereal light that, when stabilized, takes on a misty or fog-like appearance. These wisps contain traits from the one that they come from, largely in the form of how they most commonly use their Light, what Lenses they possess, what their personality represents, and, rarely, how they died. Each strand of Mist is weak on its own, possessing one or two fairly weak traits to them represented by a color and a "texture" they take on when stabilized. By combining, refining, and cultivating these traits, you can make a strand of Mist stronger, which gives it a variety of uses, however, the strongest of such strands are used in the creation of Mistlight (see below).

There is a point at which Mist grows too strong and starts to take on a life of its own, at this point it cannot grow further and becomes a Mistling, a type of creature formed from Mist, similar to a spirit. Like spirits, they possess a short lifespan, unlike spirits, theirs is usually measured in hours or days rather than months. These Mistlings can be used to create Mistlight, just as a normal wisp of Mist can, however, much of the power is focused in the Mistling instead (see below for more details). A Mistling normally resembles nothing more than streaks of Mist woven together into a small orb with a tail flowing behind it.

Mistlight - The only magic on Nexus where you create it from scratch, and thus one of the most flexible and widely varied. It is a magic that is suited to its user, at least in theory. The first step to gaining access to Mistlight is to gather up wisps of Mist, which may then be fused, grown, and refined to make them stronger. You do not have to manipulate the Mist in such a way, however, doing so often results in an exceptionally weak manifestation as a result as each trait held within the Mist is weak and provides only a tiny amount of Mistlight with which to fuel its Manifestation, leaving many to call the need to strengthen the Mist necessary. Once the Mist is strong enough, you form a Seed of Light, untouched by any Lens, letting it form and strengthen for days before infusing the Mist into it at the exact moment you crack the Seed, this, combined with the strength of the Mist, is what jumpstarts the production of Mistlight and creates the Manifestation.

Once this process is complete, your presence naturally extends into an aura which your Light may be used on as if it were an extension of your body, and even possesses a relatively small amount of Light all its own to manipulate its own properties in small ways, allowing even Demons to use it without worry. This makes Seed Sorcery easier as the Light in the aura can be used to form Seeds, which can even be tinted with the traits of the aura, though they cannot benefit from the Lenses within the user's actual Light at the same time, not directly anyway. Additionally, Mistlight may be funneled into a Seed to speed up its development significantly, though with Mistlight being a limited reserve this is often used sparingly.

However, this isn't the main power offered by Mistlight, the aura possesses the same traits and strengths as the Mist used to create it, naturally aligning it to the same things the Mist itself was. By infusing this aura with Mistlight and using Light to manipulate the traits to different levels, you are capable of forming several magical effects.

Additionally, these effects can be far more esoteric and subtle than what's on offer with standard Seed Sorcery, partially do to the synergies most individuals work in and partially because the user may slant the way each trait is focused in the same way a Light user can enhance their hearing or sense of balance without moving their Light, allowing for more conceptual powers, such as Earth being used to steady the mind or Blade sharpening the user's senses. These effects are thus far more varied and potent than standard Seed Sorcery.

It is possible to form Mistlight using a Mistling (see above), but doing so wastes much of the power that would be inherent to the user, and instead focus most of the power into the Mistling to turn it into a physical familiar with a unique form suited to both its own nature as Mist and its user. Each Mistling takes on a unique shape and will possess Light of its own, however, the user may infuse them with their own Light to empower them further, often resulting in an increase in size and new traits emerging as a result, acting more as a battle companion than a power source. This is sometimes sought after instead of normal Mistlight, and sometimes happens accidentally. Those that use this method are called Mistlight Hosts, and their familiars are referred to as Living Manifestations.

Special Races: These are races that exist in Nexus, but aren't purchasable as a part of the jump itself. Only two exist in this category, the Aethermental and the Hacker.

Aethermentals - A rare existence, the beings known as aethermentals, a myth even by nexian standards even with several recorded cases of their existence. An aethermental is an entity that combines the traits of spirits, demons, and elementals, possessing many traits held by all three races, including the ability to form bindings and pacts, most of which they can share with any being that binds them, which isn't easy due to them normally being completely mindless entities, with only a rare few ever gaining any measure of sentience or sapience. A ritual is necessary to bind and form a pact with one of these mindless entities. Intelligent ones are simultaneously easier and harder, as their personality will determine if they decide to allow a binding or pact. This ritual also has the effect of linking the life force of the aethermental to the ritualist, resulting in the aethermental dying when the ritualist dies, but this also massively increases the power they gain as a result.

Aethermentals are potent beings, and intelligent ones in particular are dangerous. They possess open seeds like a demon, but their light is not stuck in the same way a demon's is. They can turn intangible and increase their lifespan like a spirit, but do not require a manifest zone to become physical beings and have lifespans, even when intangible, measured in decades. They have access to all five elemental lenses, magics, and the enhanced senses of the elementals. This gives them a variety of options, all of which are accessible to the ones they bind or form pacts with, other than actually being able to form pacts and bindings.

Only a single aethermental exists at any given time with a few years gap between one's death and a new one's birth, there's little known as to why do to how rare they are, but it is believed each aethermental is the same one simply dispersed and reassembled with their minds wiped. Regardless, this makes an aethermental a treasure that many will actively hunt for in an attempt to gain what power it can offer, and even intelligent ones may find themselves hunted, potentially even killed so a new, less intelligent, aethermental will emerge. Intelligent aethermentals thus learn to hide themselves, masquerading as spirits, demons, or elementals.

Hackers - The mutant result of those unprotected against the border of reality, primarily humans with no ancestry linking them to Nexus and those unable to bind a spirit in time, the only other way for a human to last any length of time with their sanity and form intact. It takes a matter of hours for such an individual to be changed into a hacker, their minds and form warping as a result, which progresses further even after the initial transformation is complete, albeit at a slower rate. Once this transformation is complete, a rapid and massively disorienting process, the newly minted hacker's priorities change and they seek to join others of their kind and are quickly inducted as a result, their goals quickly aligning with their new allies.

The result of this transformation is a human-like entity that bends reality around themselves. Initially, this makes them stronger, faster, tougher, and overall more physically capable than they otherwise would be, which helps considerably with their lack of Light. Over time, they will begin to physically mutate to gain new abilities. Some grow armor plating, some grow stingers or claws, some develop poison, and some become greater mentally, and a rare, very rare, few will regain some of their sanity. Finally, their soul and mind are twisted as well, and this may sometimes lead to a magic-like ability, such as telekinesis or telepathy. The oldest of hackers look nothing like a human and, in fact, they often look nothing alike at all and appear more like great beasts.

There is an advantage found in the presence of the hackers to at least somewhat mitigate the significant downsides of their existence, they naturally produce an ichor that has a number of uses once refined (see Items section) and every wisp of Mist they produce, small as they are, are incredibly focused, only aimed at a single trait. These features are what lead to the formation of the Hunters as they are seen today, as they are able to gain great benefit from hunting hackers while also being able to act as a police force.