



SOUL abilities

Definition: Abilities granted to the individual in possession of the SOUL in question, and are typically unique to them. All SOULs have abilities that follow the same line of thought as the main coloration of SOUL traits (red, orange, yellow, blue, cyan, purple, and green).

Continue — an ability allowing for extended usage of a particular asset. The amount of energy required to uphold this for any given time relies on what's being asked to be used longer. The duration of extended usage varies, and goes in the order of strength, speed, strength & speed together, and magic *longest to shortest*. **Passive ability.**

No Trace — a self-healing ability that allows for there to be “no trace” of the wound(s) inflicted, from the actual sighting of the wound(s) to the scar it may or may not leave behind without the ability. It's incredibly picky, however, and when it's activated, as there are conditions to it. Said conditions are as follows: there must be a high concentration of Perseverance in the SOUL prior to the wound(s) being inflicted, and the SOUL's owner must want to come out of the fight seemingly unharmed (alternatively, they must want to [Keep Going] which is separate from “Continue”). **Passive ability.**

War on Souls — an ability meant to be used when a fight seems to be going against the owner of the Perseverance SOUL, possibly leading to death, but it can be used as long as it is being perceived that they're losing a fight they don't want to lose. It is a counterbalance to “Continue” in the sense that it'll boost the opposite, or least powerful Stat during the battle. However, it'll wear the SOUL and its owner out *intensely*. **Passive ability.**

Mightier than the Sword — an ability, named as a reference to an old English phrase, that allows its user to do a small number of attacks by pulling from the magical **potential** within them, not the magic itself. It is considered a projection of the SOUL itself, therefore the force / power of each strike depends on the Perseverance within one's SOUL. Something that used to be done with a pen, as the words now muttered or shouted during battle were written shorthand in the air with any sort of on-hand pen (sometimes, previous SOULs would use their fingers if they were strong enough). **Active ability, requires a full awareness to use it.**

Glassbreak — an ability meant specifically for diversion or distraction. It summons an array of mirrors around the individual considered a threat, with mirror images of the SOUL's owner reflected in them, however there are no discerning differences between each image. After a set time all mirrors will shatter and cut through most armor and magical barriers, resulting in allowing the caster to get away safely with that time. **Active ability, requires a full awareness and somatic components to use it.**

Crosses & Crossbones — an ability that does a major attack that draws a minor amount of power from the magical prowess of the SOUL (not the actual magic). Summons an exact duplicate of the current weapon - or the desired weapon if one doesn't have a weapon on their person, but colored purple, and it's capable of breaking when put under too much pressure. Whether or not the constructed weapon breaks, it causes the user to become dizzy and lightheaded from using too much SOUL energy. Widely considered a "last resort" due to how easy it is to faint after using this ability. **Active ability, ill advised to use, requires full awareness, somatic components, and half of magical reserves.**

Universe Abilities

- **Stat Manipulation:** allows him to manipulate the GAMEWORLD around him.
 - **Party Stat Boost:** allows him to target up to five other people (six if he doesn't do so for himself) and boost one of their stats.
 - **Self Stat Manipulation:** allows him to alter his stats as he sees fit, but can only alter one stat at a time. Too many instances of this without rest will cause intense fatigue and may cause the manipulation to hinder rather than help the person its reaching out for.
 - **Opponent Stat Manipulation:** allows him to alter one stat of his opponent temporarily, so long as he can get direct eye contact for at least two seconds. This effect is felt, however, and tends to lead to the opponent targeting him as a result.
 - **Level Playing Field:** allows him to set everyone's stats in a half-mile radius to the same level as everyone of their class, regardless of who is fighting who. This effect is concentration based and can last up to an hour.
- **Code Cracking:** allows him to determine who the "Player" is in a GAMEWORLD as a result of his old universe having finally breached that barrier and no longer requiring any use of a "Player" to guide their world any further. He himself can address the player directly while still holding a conversation with the vessel they're piloting, if said vessel is more than just that.
- **Primordial Intervention:** due to an old summoning that went in his favor, he can - in theory - summon primordial beings to aid him. However, he does not recall the ability to do this consciously and therefore has no idea that he *can* do it. The ones who would respond to him would be Nature herself, who had blessed him a long time ago and gave him his plant based abilities, Darkness, and several ancient Titans who hold a begrudging respect for him. He can technically beckon Entropy to his side as well due to previously successfully summoning it to his aid, but only if it is Awakened prior to the call.
- **Scent of Intent:** due to his old station of being a high ranking Hunter, he can sense the Intent (usually, to harm) of a person nearby. However, due to intense exposure to eldritch forces over the past several hundred years, he currently can no longer actively sense Intent. He can only ever use this ability when maddened or when asleep.
- **Life Sight:** due to being part of the species that he is, he can instead choose to see the magical essences or living energy within a person. However, he tries to not use this often, as it can cause him to go into a frenzy and try to eat said energy and magic.
- **Energy Consumption:** allows him to consume the living energy of another living entity ([hierarchy and rules/effects here](#)) in order to gain both extra magic and proper nutrition for his soul, rather than his body (which is equally important). Can substitute energy for magic at double the consumption amount.

Adsana / Healing Magic

- **Healing:** as a basic concept, this allows for the acceleration of the body's natural process of healing damaged cells and broken bones, but does not heal emotional or psychological exhaustion or damage. This is the type of green magic commonly used among any support classes and some types of fighting classes. (Expert)
- **Energy Healing:** allows him to use his own energy to almost instantaneously heal nearly any non-grievous wound, at the cost of becoming exceedingly tired and risking his life if he uses this ability too often. (Master/Impossible)
- **Stellar Healing:** allows him to use the energy of dying or newly birthed stars in nearby galaxies or star systems to heal primarily grievous wounds and fix broken bones, possibly even bring someone off the cusp of life by forcibly pulling the soul back into their body. This technique is usually avoided, as it harms him in the process of being the "conduit" between the star and the person needing healed. This cannot be used by him for his own benefit. (Master/Impossible; this is the only level for this type of healing)
- **Inorganic Restoration:** allows him to mend small objects back to their undamaged states so long as he has a clear picture of what it's supposed to look like. (Basic)
- **Wound Transferral:** usually used as a last resort when damage is too severe, he can transfer half of a wound's damage to himself in order to be able to save the individual. Based on the wound, this can either knock him out or put him in a similar critical state after the wound is completely dealt with. Any healing magic short of divinity can't fix wound transferral deaths.

Lux / Buff Magic

- **Shield:** temporarily allows him to protect one person from harm. Can use this a good number of times before the damage shielded becomes taken by himself.
- **Power Boost:** allows him to boost the abilities of an individual for an entire fight. Limited to other people not himself, and can only be used once per battle.
- **Elemental Retreat:** temporarily allows him to protect one person from a specific type of elemental harm. This is a stronger version of Shield but can only be used three times before it transfers the harm to himself.
- **Literally any buff magic you can think of.**

Nebri / Debuff Magic

- **Soul Curse:** temporarily allows him to restrict the usage of soul based abilities of someone who is threatening him. Can only be used once per day. Cannot pierce divine protections.
- **Stasis:** allows him to catch an opponent in time for up to twelve seconds if not resisted, passing that boon onto the next ally who strikes.
- **Any debuff you can think of, he can probably use it.**

Umbra / Shadow / Illusion Magic

- **Shadow Cloaking:** allows him to temporarily conceal himself from view if it's dark enough, using the shadows around him.
- **Shadow Movement:** allows him to silently move between shadows for a short period of time.
- **Shadow Portals:** allows him to create short term, long distance portals to move between countries, worlds, and sometimes entire universes, so long as he is aware of a large enough

shadow to step from. Won't work if the shadow becomes too small for him to step through in the time he takes to make the portal.

- **Darkvision:** allows him to see up to 15ft in darkness with only shades of deep reds and blues, thanks to his own magical ability.
- **Illusion Creation:** allows him to create any illusion he can think of with utmost accuracy to what he's thinking of, from illusionary animals to hiding specific features on a person, as he tends to do with himself.
- **Illusionary Reality:** So long as the illusion are not figured out as illusions, they will feel, look, sound and even taste entirely real to the person unaware of it being an illusion. However, other magic users will see something amiss about the edges if they look too close, like mist trying to take form.
- **Illusion Awareness:** allows him to see through any magical illusions presented by those he's close to, but only if he willingly wishes to see through it. He cannot however dispel the illusion unless he knows the nature of the arcane enchantment used to do so.
- **Psychosomatic Illusions:** allows him to temporarily create an illusion that can cause physical damage to anything or anyone nearby. This type of illusion only lasts for long enough to take a swing, and it wears him out if used too many times in a day.
- **Concealment:** allows him to hide himself from view within the blink of an eye, even to those with high tier magic at their disposal. Those who are immune to this are those who are stronger than him in magic or who have the ability to see beyond illusions, as he can.
- **Targeted Illusions:** allows him to make one person see an illusion without anyone else seeing what they're seeing. This unnerves him and makes him feel horrible so he tries to not do it.
- **Horrific Illusions:** allows him to project illusory images onto himself that are considered grotesque and horrific to view, such as flesh rotting away and spiders crawling out of his mouth while he's talking.

Primordial Magic

- **Temporal Disruption:** allows him to disrupt the flow of time in a specific area that he can physically see. Cannot be used alongside any other type of magic.
 - **Displacement:** allows him to temporarily be in two places at once.
 - **Scrambling:** allows him to jump between moments in time to do one small action to have the consequences happen simultaneously when time starts properly again. Knocks him unconscious from usage.
 - **Halt:** allows him to stop the usage of time based magic by other people. It does not allow him to stop time for himself or others.
- **Spatial Displacement:** allows him to warp the fabric of space-time around him in order to do many otherwise impossible things.
 - **Relocation:** allows him to move quickly between areas without causing himself immense fatigue, so long as he has seen the place before in person, or it has been described in depth to him by another individual.
 - **Storage:** allows him to access his Inventory freely, an ability that is granted to few in his old universe/timeline. Also allows his Inventory to have theoretically infinite space, acting much like a Bag of Holding that no one can see.
 - **Shifting:** allows him to forcibly move someone to a place of his choosing on any plane that is accessible to him for up to 10 minutes.

- **Distortion:** allows him to bend the fabric of space around him without truly moving himself or anyone else. Can be used to temporarily trap someone in a hellscape for up to one minute.

Fire Magic

- **Firestarter:** allows him to easily create fires with the snap of his fingers. He can also use this to temporarily catch his hands on fire and not deal damage to himself.
- **Blaze Rod:** allows him to set the area around him ablaze in a column of fire without threat to a wildfire.
- **False Flame:** allows him to create a fire that doesn't burn nor give off heat but generates light and acts the way a fire would.
- **Coloration:** allows him to change the color of the fire between any colors he can think of.

Earth Magic

- **Earthen Detection:** allows him to sense vibrations under the ground at the depth of 60ft or higher that is abnormal or unnatural to the region.
- **Earthen Empowerment:** allows him to strengthen existing constructs made out of earthen materials such as rock, stone, and stone-based mixtures.
- **Petrification Reversal:** allows him to undo petrification of something so long as it's within ten minutes of petrification. Any time after and his magic does nothing to the target of petrification.
- **Lunar Dust Healing Acceleration:** allows him to use dust from the surfaces of moons in tandem with specific herbs to heal divine and infernal wounds that are beyond his realm of aid with green magic.
- **Ecological Empathy:** allows him to understand if the plant life around him is feeling something. This is limited to simple expressions, such as 'danger' or 'calm'.
- **Danger Intuition:** while in a space heavily guarded by the earth of wild undamaged nature, if there is a threat to him in the area, the earth will alert him.
- **Natural Blessing:** allows him to freely walk among any natural area on any planet and not be seen as a threat. By extension, those who walk close to him are also granted this blessing, but only if they stay close to him.
- **Plant Growth:** when specific conditions are met, flowers both native and not to the region bloom near him. If those conditions are in excess, flowers, vines, and various other plants can flourish on his person, usually in his hair and around his feet and calves.
- **Plant Enhancement:** usually used on herbs and spices, this allows him to augment the existing properties of a plant that he is touching. Using this ability he can sense if the plant is in the wrong conditions and needs to be moved, or is too far gone to be naturally saved.

Water Magic

- **Water Walking:** allows him to temporarily walk on specifically only salt water by manipulating the salt underneath to be just solid enough to support each step as he walks, dissolving properly again as he takes another step. Any fresh water displays require a different type of magic to hold him aloft.
- **Flow Redirection:** allows him to "guide" a stream of water down a different route. Requires a previously made path to be available to "guide" the water down.

- **Water Generation:** allows him to pull water molecules out of the air if he ever has necessity to.
- **Water Separation:** allows him to remove pure water from any tainted water source, as well as removing water from someone's lungs to a certain extent. However, if the target has something other than water in their lungs but the substance has water as a part of it, using it in that manner will only draw the water out, and nothing else.

Air Magic

- **Air Shield:** allows him to use the wind around him to reduce any damage dealt to him, potentially negating any effects of damage entirely, situation depending.
- **Aerokinetic Telekinesis:** allows him to move people and things with the air around them, giving off the sense of flying or proper telekinesis, when in reality, he's just moving the air around them. He can do this as long as he wants, but it requires concentration. The longer the desired effect, the more concentration it requires from him.
- **Atmospheric Adaption:** allows him to breathe air on any planet as if it were made of oxygen, regardless of what the atmosphere of the planet is actually made out of, so long as there is even the slightest amount of oxygen within it.
 - **Atmospheric Immunity:** Due to his species, he no longer requires oxygen to breathe and technically doesn't need to breathe. However, when he does breathe, any toxicity in the air doesn't affect him when he taps into the DNA gifted to him by the species he belongs to.
 - **Aerospatial Purification:** If needed, he can create an area full of breathable air for those to walk with him on planets with atmospheres that are less than hospitable for most people.
- **Enhanced Sense:** allows him to sense the disturbance of air up to thirty feet away.
- **Air Generation:** allows him to temporarily create breathable air from small pores in the walls or floors around himself, creating a small pocket of air should he ever need it for some reason.
- **Wind Summon:** allows him to create localized clouds and storms in the palms of his hands. Should he desire to, he could also create massive city-wide sudden storms and possible even low ranking tornados. He does not have the ability yet to create a hurricane, and has no desire to find out.
- **Second Wind:** allows him to instill a breath of literal fresh air into someone's lungs using nearly pure oxygen. Doing so wears him out however and can leave him and the target dizzy for a time afterwards. He cannot however do the reverse and take air from someone's lungs.
- **Oxygen Halt:** allows him to temporarily halt any ability to breathe for creatures that use oxygen to breathe within ten feet of him. This ability weakens him severely and leaves him open for strikes from those who don't need to be close to strike him.
- **Healing Wind:** allows him to mix his healing magic with the air around his target. Though this can be used to in fact heal the target, he can also use this in tandem with a stat boost to turn it into an **Empowering Wind**.
- **Enhanced Breathing:** allows him to be able to hold his breath for a much longer period of time than a normal being of his origin. Nullified currently by the icy-watery sludge in his lungs, making it incredibly difficult for him to breathe.

Silver Magic

- **Split Second Reaction:** allows him to be able to react in a flicker of a second to change the outcome of something happening immediately in that moment. Limited to what he can see happening. Active.
- **Afterthought Alteration:** allows him to be able to change something within thirty seconds of happening. E.g. mortal wounds can become grievous, grievous can become moderate, etc. This also applies to HP taken being turned into HP healed if used in conjunction with his Universal Abilities. Active.
- **Mercurial Heart:** allows him to alter the probability of certain opportunities or chances arising with only a thought of possible outcomes that are more favorable, shifting the tides and causing an unpredictable battlefield for all involved with him. Active, but can't be used often.
- **Cosmic Defiance:** allows him to enter a state of primordial essence, temporarily connecting to the SOUL of a dragon and granting him damage immunity to everything but celestial and cosmic energy, which are halved. Active when used, then passive for up to 2 hours. Strains after 2 hours. Causes him to black out at 4 hours.
- **Draconic Resilience:** allows him to, in dire straits, have translucent scales, spikes, and a tail that looks illusionary but can be used as a means of extra attacks and defensive measures. Active upon necessitation, then remains passive. Only shows up for 1 hour after activation, but always around.
- **On A Mission:** allows him to temporarily disregard all difficult terrain, magical or otherwise, for a very short amount of time. Active.
- **Take Flight:** allows him to temporarily have the power of flight. Wings are an extension of him and will cause injury to him if they take damage. Wings have 50HP. Active, up to 5 hours.
- **Course Correction:** allows him to fully alter an entire course of events up to a certain point. Doing this causes damage to him and will render him in a state of recovery-necessitated catatonia for anywhere from 1-3 days depending on how extensive the course of events changed were.
- **Haze Clear:** allows him to undo any improper or unnatural changes to the psyche of any singular individual that requests it. It causes an immense strain on him, as it pulls from silver magic's source (aka the dragon) which uses him as a conduit in this instance.
- **Protection of a Dragon:** allows him to avoid death once per month by allowing the SOUL of the draconic ancient being that represents Change and Silver Magic to take over his body when sustaining too much damage at once (>35% HP in one strike). During this, he cannot speak any common tongue, and Draconic is garbled and barely intelligible. This is considered a mad state, but is not indicative of his madness. He will no longer be aware of himself, but rather the dragon will fully summon the normally translucent wings and try to protect itself as well as anything or anyone it perceives as part of its "hoard", via taking off to someplace safe to rest and recover. After a full day of ascertaining that everything is now okay (two days if damage dealt was >65%), the dragon soul will gently release itself from the previous conjunction and let him return back to consciousness to recover by himself. Passive, activated upon trigger.
- **Shel Sulva:** translated directly to 'shield of silver', this allows one person to temporarily become resistant to all types of damage except for celestial. This lasts for up to an hour after being cast and requires the name of the spell to be said along with direct contact to who it's being cast on. This cannot be cast on himself, as he already has these resistances due to the type of magic flowing through him.
- **Hyi'en Amaje:** translated loosely to 'morning light', this ritual requires ten minutes of preparation to do and grants the ability to see through any darkness, magical or otherwise, any illusion, and

evade any charm-based ability by an individual. Overuse of this ritual on any one person can cause damage to the eyes and possibly wear on their soul, as rejection of this type of magic can be severely psychologically damaging.

- **Lotten Sulyir:** translated directly to 'survival of the silvered', this spell is instant and can be 'thrown' to someone. Mostly done as a reaction to a sudden threat, this allows for up to three people to temporarily not be buffeted by any attack (think temporary hit points) and grants them magical resistance for up to three hours after it's cast on them regardless of if they're taking hits still (aka it stays even after they run out of temporary hit points). However, this spell can only be used twice a week as it pulls its energy from dying stars.

Divine Weapon Generation: allows him to temporarily summon a single weapon of divine origin to his hand to be used either to bless his allies or smite his foes. Cannot do both at once. Can only be used once every full moon.

Interplanar Vision: allows him to be able to see beyond the veil of normal sight, resulting in him confusing ghosts for normal people and seeing divinity that is on the astral plane of existence rather than the divine plane. He also can't tell the difference between divinity and normal people until that divinity touches him, in which case it causes him to pass out immediately since he's connected to something far darker than hell and he has the reaction of going to 5Gs in a single second.

Astral Projection: allows him to be able to visit an astral pocket dimension, primarily in his sleep, where he can talk to a few others if he's trying to talk to them via this method. However he's unaware that this is something he can actively do therefore he can't use this method. Similarly, using astral projection, he doesn't get a full night's sleep.

Celestial Event Manipulation: allows him to manipulate the energy / power of celestial bodies and their alignment at that moment in order to grant him additional abilities. That leaves him open for many psychic onslaughts and a variety of consequences that could leave him bedridden for several days, upwards of a month at times. That results in him not using this ability often, if at all.

Cosmic Manipulation: allows him to manipulate cosmic energies around him in order to strengthen himself and those immediately next to him. This has a variety of effects, and because his species originates from something cosmic, the consequences of this are severely reduced and sometimes negated entirely.

Divine Adaption: allows him to freely move about divine spaces without detriment to him, due to previous state of being divinity himself. Those within 30 feet of him are also capable of having this ability, so long as they stay within that range or have something that belongs to him/has his essence on it to allow them to safely walk around without risk of damage to themselves. As a result, he can freely move through the gates of divinity between Upper Realms.

Infernal Adaption: allows him to freely move about infernal spaces without detrimental to him, due to extensive exposure to The Depths. Those within 30 feet of him are also capable of having the ability to walk freely upon the 'soil', however any side effects of land (be it a curse or a lingering spell) won't be negated by this proximity. As a result, he can freely move through the gates of damnation between Lower Realms.

Magical Sentience Awareness: grants the ability to understand the desires of items that have sentient magic within them, but are not considered sentient on their own (e.g. can already talk and relay such information themselves). This is limited to weapons made in environments of heavy magic sources but not made with the magic themselves, or have some myth or legend behind them that gives them their strength (i.e. the legend of Cuchulainn).

Ranged Weapon Proficiency: over time, this has allowed him to easily come to understand and use any ranged weapon with finesse and expertise, even if he's only ever used a type of ranged weapon once (sometimes having just seen it then).

Master Archer/Way of the Arrow: practice makes perfect, and with an extensive amount of practice, this has allowed him to perfect his usage of any type of pull-back bow he gets his hands on. This is his preferred weapon, though he can use others.

Magic Arrows: ability to create arrows out of pure magic, dealing double damage on hit.

Gift from the Gods (arrows): a soul bound set of five arrows that can be used as a normal arrow to any who find it, but will respond immediately to the call of the soul that it's bound to no matter how far away it is, so long as the enchantment is not broken. Upon using the enchantment, it splits into several pieces of itself and circles back to pierce through the SOULs/back of any enemies that dodged or hadn't gone down from a single strike. Two enchantments have broken due to exposure to The Depths, but one remains in the hands of someone trusted to him.

Magic Infusion: ability to infuse certain items and people with magic. Items can be infused permanently with magic, but people can only gain a temporary boost unless a ritual transfer is done for it, which he would never do with his magic.

Faeblood Enhancement: When interacting with faefolk or the Wilds, he cannot be affected by the tricks and illusions. This also allows him to not be affected by the mind altering magics that help to keep the Wilds safe, as well as binding any ne'er-do-wells to the plane itself. Due to his faeblood, he can ask the Wilds for directions and get a mostly honest answer, as well as having some reluctant reputation with the residents of the Wilds.

Ley Line Connection: allows him to use the energy along ley lines of the earth to transfer either his astral projection to another crossing point of ley lines or follow the paths to a certain destination and feel what's going on there through the ley line itself.

Energy Conversion: allows him to take energy or magic and convert it into another type of energy. Limited to changing energy/magic into one of the main elements (water/ice, fire, earth, air, aether, spirit).

Possibility Inducement: allows him to incite the possibility of something happening that previously wouldn't have been able to happen under normal unaltered circumstances. Limited to the usage of silver magic, to allow changes in the environment, perspective, perception of others, and resources to a specific extent.

Feral Awakening: allows him to temporarily go into a 'bestial' state and become covered in fur and scales with much longer claws and heightened senses. Can only be reverted after a specific goal is achieved or someone else that has his absolute trust steps in to calm him down.

Teleportation: allows him to instantly transport himself and up to two other people with him to any other known spot (to him). He has to have been to this place before or accidentally have made his way there, or have been transported there by someone else before. Transporting to an unknown place, or transporting with three or more people, can cause complications in the magic he uses to teleport and do... unwanted things in the process.

Visual Power Mimicry: allows him to be able to mimic or replicate the powers or magic that he sees being used. He's limited to what he sees being used start to finish, and what he understands of the ability itself. If he cannot understand the ability he witnessed, or he understands the ability he didn't witness, he cannot use it.

Powers Mimicked / Replicated

- **Wood Manipulation:** allows him to create temporary armor out of nearby wood.
- **Extra-Dimensional Energy Generation:** allows him to temporarily redirect energy from other dimensions towards a spot to cause either a distraction or to attack something, but cannot keep the energy within or around himself.
- **Infernal Physiology:** allows him to temporarily take on the visage of a demon. Using this too many times in quick succession or for too long will cause the visage to stay for a few days before fading.
- **Magic Burst:** allows him to create a shockwave of pure magical force, forcing everyone within 30ft of him to either hold their ground (Str Saving Throw DC23), go with the motions (Dex Saving Throw DC19), or be forced backwards to 100ft away from him and knocked on their ass. Using this drains him of all magic and makes him incredibly vulnerable to all attacks for a short time.
- **Lunar Energy Manipulation:** allows him to use the energy from lunar bodies to protect him from damage. Cannot be used offensively.
- **Transmutation Field Projection:** allows him to transmute any non living object into something else nonliving in a 30ft radius near an area that he can see within a range of 120ft. E.g. normal rocks and dirt becoming quicksand and a pitfall trap.

Inherited Abilities

- **Titan's Fury:** Out of unfiltered rage and anguish, a powerful scream nearly sunders the very ground one stands upon, rendering any hostile creatures within a 100ft radius temporarily unfit for fighting, rooting them in place with either confusion or fear. Neutral creatures become dazed temporarily for up to 30 seconds, while allied creatures remain unaffected. Repeated usage injures the throat of the user, if they do not have titan blood or ancestry. The stun / fear effect lasts for up to ten minutes, or until the user of this ability is out of range.
- **Timekeeper's Lament:** A sub-ability of Titan's Fury. After swallowing a scream and keeping it in one's chest for three seconds, an echo of a grandfather clock's chime rings in the immediate vicinity, causing time to temporarily freeze throughout all of the continuum, allowing either an

opportune moment to attack or the time needed to flee. This effect can only last up to six seconds and causes immense damage to the user, if they do not have titan blood or ancestry.

- **Awakening:** Ancient divine magic pulses through your system, faith and hope guiding your step. When used, this ability to grant total immunity to all damage except demonic as ancient divine magic encapsulates you, a path unseen to anyone else but you pulling you towards a point that will grant you insight into what to do next. The result can be a clear indicator, a vague hint, or a cryptic symbolism of some sort. The more faithful / religious / spiritual someone is, the higher the chance that this ability works. Can only be used once a week, regardless of success or failure.
- **Transference:** Similar to possession, the atoms of your ancestors' stars bolster your strengths and hold your defenses for a short time. When used, you no longer have control over yourself, aside from when your magic is used, at which point a voice calls to you and asks if it is alright, explaining what it intends to do, and how it will be used, the whole conversation taking place in a split second. This ability is granted when one is possessed by a particularly strong spirit, or shared their body with a spirit that was perhaps of ancient mage or draconic lineage. Recurring possessions or body-shares cause this ability to become more wild and unpredictable over time and can risk injury to the individual due to muddled ancestry and confusion of where power should be drawn from for effectiveness.
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Blessings / Invocations

Blessing of the Earth Mother / Blessing of Mother Nature:

Requirements: V (rite of invocation), S (previous blessing marker pulses) or M (a bundle of well tended to and carefully procured herbs and plants that amount to 2k Gold)

Casting Time: 10 minutes (without marker) or Instantaneous (with marker)

Duration: 1 day (30 minutes in poisoned/corrupted spaces)

Range: Self

Description: The blessing of the Earth Mother solidifies around you as you speak her name and are granted an answer to your question, a sense of strength in your bones akin to iron while the earth beneath your feet keeps you rooted only to where you place your feet. While under the effect of this blessing, you gain near total immunity to any physical damage, resistance to all elemental damage, and can't have your feet knocked out from underneath you. You also cannot be forced backwards unless the damage received prior to the attempt is greater than a total of 300HP. With the blessing, every three rounds, you can choose to spend your turn to heal a total of 10% of your maximum HP. After it fades, the blessing cannot be invoked again for another 2 weeks.

Blessing of the Blood Moon / Blessing of the Hunter's Moon:

Requirements: V (rite of invocation), S / M (Hunter's tattoo / mark)

Casting Time: 1 minute

Duration: 2 hours (1 day in eldritch infested spaces)

Range: Self

Description: The sunset glow of the blood moon lights your path and clarifies your vision, guiding your blade to strike true and lightening your steps. While under the effect of this blessing, all weapons and items on your person that would normally draw suspicion are considered hidden so long as you do not make an attack against a creature. You step lightly upon the ground, ignoring all difficult terrain, making sure to avoid any traps or places that would hinder your progression or give away your position to

listening ears. Any attack made that silently drops a target allows for a second immediate assassination attempt on any enemy within 5 feet. If you drop to below 0HP while under the effect of this blessing, you come back in 10 seconds in a Blood Frenzy for five turns or until you are able to get healed. Damage dealt is doubled to enemies considered eldritch-infested or of eldritch origin. After it fades, the blessing cannot be invoked again for another week (or until the next Hunter's Moon).

Blessing of the Silver Tide:

Requirements: V (rite of invocation), S (blessing marker of the silver dragon) or M (a prized possession that has seen many life changes/states of being)

Casting Time: 1 minute (ally) / Instantaneous (self)

Duration: Concentration up to one minute (ally) or until dispelled/dismissed (self)

Range: Touch

Description: The rise and fall of the ocean's tides clarifies your mind and spirit, guiding your thoughts and actions to gently redirect the flow of life and time. While under the effect of this blessing, you gain immunity to water, slashing and bludgeoning damage, and resistance to ice damage. You can call upon the tides of eternity to aid you, allowing you to change small moments as they're happening in order to offer an opportunity to make the situation turn in your favor (e.g. when you lose HP, you can smudge either the second to last or last number to either negate that number or change it to something smaller).

(Self Only) You can also create a cyclone of silver liquid and white winds 200ft tall and 80ft wide to completely negate all physical and elemental damage for as long as the cyclone is active (which is concentration up to 10 minutes). Also while under the effect of this blessing, you can invoke the name of the silver dragon (if known) and be granted a 10 minute boost to all stats equal to no more than half of the dragon's current stats. Those blessed or chosen by the silver dragon prior to the invocation of the blessing will have their eyes turn bright silver and sclerae turn deep black, rage filling their body for two rounds and having an attack bonus of +5 and damage bonus of +20 to all nondraconic beings and damage bonus of +10 on top to any being considered truly evil.

Blessing of the Cosmic Expanse / Blessing of the Stars:

Requirements: V (rite of invocation), M (a vial of concentrated stardust)

Casting Time: 1 minute

Duration: Concentration up to one minute (on ally) or for 1 week (on self)

Range: Touch

Description: The vastness of the space in which your galaxy, your *planet*, calls home reaches toward you with a chilling touch upon the nape of your neck, granting you a brief respite from the aches and pains of the mortal coil. While under the effect of this blessing, you are granted the ability to escape death up to a maximum of 5 times, with each time temporarily dropping your maximum HP by a fifteenth each time (e.g. those with 100HP who die 5 times will have their max HP dropped by 33) until a day per escape is used for recovery, at which point their maximum is restored. You can channel the strength of the stars into flashes of brilliant bursts of light and cosmic energy, dealing "primordial" damage equal to your magical ability times ten, up to three times a day. Also, you can invoke the name of your star and grant yourself a total immunity to one type of damage and status effect (1 DMG type and 1 SE).

Blessing of the Mad God / The Gift of the Idea of Entropy:

Requirements: V (rite of invocation), S (blessing marker from entropy) or M (a few items of the space in which to cascade into ruin)

Casting Time: 10 minutes

Duration: Until dispelled or upon death

Range: Self

Description: The SOUL in your chest pounds against your body with the twisting madness of a betrayed primordial being, demanding that all who stand against you be made to regret what they have done by with the true final reward: entropy. While under the effect of this blessing, you lose control of your perception of the world around you, the only goal you have in mind being that of ensuring all around you and in your path is reduced to ruin and ash. You can no longer tell the difference between your allies and your enemies, as the only thing you can discern is the rush of crazed desire for revenge pounding in your SOUL and the pounding of your blood and or magic in your ears to block out anything else. With this blessing, you can hide Seeds of Entropy in opportunistic places to go off when triggered by something you set into them as they're placed to cause whoever or whatever stumbled upon it to go into a frenzy or start to act in favor of furthering an entropic state, as well as being able to incur accelerated decay of order (entropy) in a mile radius of your current position. With every affected portion of the land, the rate of entropy increases by a margin of .05% and saturates it until the blessing is gone at which point the land is then forced to retain that terrain curse until the land is hallowed by someone of devout belief in any deity with domain over order, law, or justice, at which point the land becomes neutral and within the grasp of the Earth Mother once more. This blessing, once cast, cannot be dispelled by anyone equal to or lower than the magical ability level of the invoker, but can be dispelled by anyone with higher magical ability level, or it dispels upon death. If the invoker of the blessing is killed while the blessing is active, they're brought back each time up to a maximum of 10 times, each time progressively making the blessing harder and harder to dispel or get rid of, as the blessing is further saturating both SOUL and mind.

Non Magical Abilities

- **Swordsmanship:** though gifted with many things, he is mediocre at best with the blade. He's able to function with one and can fight with one if given one to ready himself with it but it's not his preferred manner of fighting. Just the same, if he had a choice in what sword he could use at any given moment, he would likely choose a Xiphos or a Scimitar. He has a handmade Xiphos sword named Meteorite.
- **Throwing Proficiency:** primarily for daggers and small sharp objects, this can also be applied to cards as well. He is expertly proficient in throwing daggers, darts, cards, and other small sharp objects at targets.
- **Archery Proficiency:** He is expertly proficient in all things archery and can shoot a target at 500ft with his longbow with hair splitting accuracy. He also has specially made arrows that damage gods and higher demons but rarely uses them because of how pricey they are to keep crafting.
- **Deific Consumption:** He can consume the life force of demigods, lesser deities, and greater deities. He can also feast on their flesh and body parts for knowledge about their place in the cosmos but oftentimes he just leaves them unconscious and feasts on their life force. He draws a line.
- **Forgesmithing:** taught by a master blacksmith, he has a knack for forging and has created many weapons, shields, and armor for many clientele. He's no master just yet but he has a clear spark and passion for it. He can make many things but has a limit for what he can make. For commissions, he often requires harder parts of the materials to be brought in but metals and gemstones and glass, colored or clear, he can work with normally.

- **Self Defense - Tae Kwon Do:** again, something he's mediocre at but something he learned to protect himself in case his magic can't help him for one reason or another. He's not good at this but a family friend helped him learn.