

SOULS OF LIGHT

IT IS SAID THE WORLD WAS ONCE ONE OF CONFLICT, STRIFE, AND DEATH, IT WAS A CHAOTIC DYSTOPIA OF CONSTANT CHAOS.

BUT THEN IT WAS FOUND BY THE GODS WHO PLACED THEIR ORDER UPON THE CHAOTIC WORLD.

THEY CHOSE A PURPOSE FOR ALL THINGS AND PUT EVERYTHING IN ITS PROPER PLACE WHERE THEY WOULD STAY UNCHANGING.

THUS BEGAN THE AGE OF STILLNESS

THE WORLD WAS NOW ONE OF ORDER EITHER FROZEN IN A STATE OF AN UNENDING MOMENT WHERE NOTHING CHANGES

OR FOR THOSE UNFORTUNATE FEW A FAR WORSE FATE, AN UNENDING LOOP OF HOW THE GODS SEE THAT THINGS SHOULD BE.

SOME SIT ON FALSE THRONES PRAISING AN UNENDING FEAST UNAWARE THAT THEY CANNOT LEAVE.

OTHERS RELIVE THE GLORY OF WAR, READYING THEIR WEAPONS ONLY TO FALL IN BATTLE AND ARISE ONLY TO DO IT AGAIN.

AND THEN THERE IS THE TORTURED ONE FOREVER REENACTING THE SUFFERING THEY DID NOT DESERVE.

BUT PAIN IS A GOOD TEACHER AND AS THE TORTURED ONE WILL LEARN ONLY THEIR MEMORIES CAN SET THEM FREE.

YOU WILL RECEIVE +1000 CP TO HELP YOU DETERMINE HOW YOU WILL BEGIN YOUR JOURNEY.

CLASS:

YOU MUST PICK WHO YOU WISH TO BE.

SEEKER - [FREE]

NOT ALL WHO WANDER ARE LOST IN THIS WORLD OF LIGHT THERE ARE MANY REASONS TO LOOK FOR WHAT THEY HAVE BEEN DEPRIVED OF, WHAT MAKES YOU WHOLE AND WHAT DO YOU SEEK? IS IT THE MEMORIES OF HOW THINGS WERE OF WHAT STILL REMAINS?

REDEEMER - [FREE]

THIS WORLD IS FULL OF HOPE AND TRUST ALL TWISTED TOWARDS A SILENT END. YOU KNOW THAT THINGS COULD BE BETTER EVEN IF YOU DO NOT KNOW HOW TO MAKE IT SO. ARE YOUR DREAMS DELUSIONS OR THE POTENTIAL OF HOW THINGS COULD BE?

CULTIST - [FREE]

EVEN IN GOLDEN AGES THERE ARE THOSE WHO SEEK THE DARKNESS. WHEN THE GOOD FORSAKE YOU YOU MUST ASK THE DARKNESS FOR AID AND THROUGH THE ASH AND STONE YOU MAY YET SHAPE THE WORLD TO BECOME WHAT YOU DESIRE.

CRYOMANCER - [FREE]

LIKE THE FATHER OF ORDER AND THE STILLNESS OF TIME SOMETIMES YOU MUST LEARN WHAT MAKES YOU SUFFER TO DEFEAT IT. WHAT IS MORE INSIDIOUS THAN REINFORCING THE ORDER OF THE GODS TO HIDE THAT YOU ARE TEARING IT APART.

WARLOCK - [FREE]

YOU ARE NOT ALONE IN WANTING TO TEAR THIS WORLD DOWN, THE GODS ARE NOT THE ONLY ONES WHO SEEK ORDER BUT THOSE OUTER GODS SEEK A VERY DIFFERENT ORDER, WHY NOT DRAW UPON THIS ALTERNATIVE VIEW OF ORDER, ONE THAT IS FAR KINDER TO YOU.

COWARD - [FREE]

YOU DO NOT SEEK TO FIGHT THIS WORLD ONLY TO ESCAPE FROM IT. THE CRUSHING STILLNESS OF THIS LAND ONLY SEEMS TO ACT AS A CAGE FOR YOU TO ESCAPE AND SO LONG AS YOU RUN, SCRATCH AND STRUGGLE YOU CAN SURVIVE THIS WORLD THAT WILL NEVER SEE YOU FREE.

UNBURDEN - [+1200 CP]

YOU HAVE NOTHING, LET'S SEE WHAT YOU CAN DO WITH IT.

LOCATION:

YOU ARE THE TORTURED ONE YOU WILL AWAKEN WITHIN THE DUNGEONS OF LADYSTILL BUT AT LEAST YOU REMEMBER HOW TO GET FREE OF YOUR CAGE BEFORE THE TORTURE BEGINS.

RACE:

YOU MAY PICK YOUR AGE AND GENDER.

MORTAL - [FREE]

WEAK AND FEEBLE THE HUMANS ARE TRAPPED WITHIN THE DESIGNS OF THE GODS, EACH IS PLACED WHERE THE GODS DEMAND THEY ARE BLIND TO BOTH TO THE DESIGN AND THEIR PLACE WITHIN IT.

DISCARDED - [100 CP]

NOT ALL WHO HAVE POWER HAVE THEIR USES AND YOU ARE ONE WITHOUT A PLACE WITHIN THE GODS PLAN. THUS YOU HAVE BEEN PUT ASIDE, IN A ROLE THAT DOES NOT NEED YOU AND FROM BEING ILL SUITED TO THAT ROLE YOU FIND YOUR FREEDOM.

ANGEL - [100 CP]

SLAVE TO THE WHIMS OF THE GODS YOUR DUTY WAS TO PROTECT THE ORDER THE GODS DEMAND. PERHAPS YOU WERE SUPPOSED TO PROTECT ONE OF THE TEN SOULS OF LIGHT, PERHAPS YOU WERE SUPPOSED TO REPAIR A HOLE IN THE GODS GRAND TAPESTRY OR PERHAPS YOU ARE A MEMBER OF THE FALLEN.

FALLEN BEAST - [100 CP]

A CURSE UPON THIS FOREIGN LAND YOU HAVE TAKEN THE SOUL OF THOSE FROM BELOW IN THE EYES OF THE GODS YOU ARE LESS THAN MORTAL YOU ARE A BEAST AND YOUR APPEARANCE REFLECTS THAT OPINION.

DEMI-GOD - [100 CP]

YOU WHO MUST SUFFER THE HYPOCRISY OF THE GODS, YOU WHOSE LIFE IS PUNISHMENT FOR CRIMES THEY COMMIT. YOU WERE BORN FROM THE GODS TAKING ADVANTAGE OF MORTALS FOR A GOD'S BEAUTY ALONE CAN CAUSE THEM PAIN AND IN THIS PAIN THE MORTALS FIND WORSHIP. FROM THIS PAIN YOU WERE BORN, CURSED BY THE GODS TO SUFFER FOR YOUR IMPERFECTIONS AS HALF OF EVERYTHING YOU ARE DEMANDS THAT YOU SHOULD THE SINS OF THE HALF OF EVERYTHING ELSE YOU ARE.

OUTER ONE - [100 CP]

YOU ARE MORE THAN MORTAL BUT LESS THAN OUTER GOD, YOU ARE A THING WHOSE MERE EXISTENCE FOLLOWS AN ALTERNATIVE LOGIC, YOUR MEAT APPEARANCE CAN DEFY THE ORDER THESE NEW GODS ARE SO PROUD OF. PERHAPS ONE DAY YOU MAY BECOME AN OUTER GOD YOURSELF..

PARASITE OF THE LAND - [100 CP]

FOREVER UNFILLED YOU WERE TO FEAST UPON THIS LAND AND GROW INTO SOMETHING POWERFUL BUT THE BALANCE HAS BEEN STOLEN, YOUR PREDATOR HAS BEEN TAKEN AND THE LANDS CAN NEVER BE ASH. FOR THOUGH YOU CAN HIDE FROM THE GODS WHO HAVE STOLEN YOUR WORLD YOU ARE UNABLE TO TRULY LIVE IN THIS UNCHANGING LAND.

FALLEN LORD - [200 CP]

YOU WERE ONCE MINDLESS, OBEDIENT AND BLIND BUT THROUGH THE DARKNESS YOU HAVE LEARNED WHAT LIGHT IS AND CAN NOW SEE. BUT YOU ARE NOT MERELY A MORTAL WHO HAS BECOME A FALLEN BEAST NOR MERELY AN ANGEL WHO JOINED THE FALLEN, YOU HAVE TASTED THE FRUIT AND HAVE REACHED TRUE UNDERSTANDING OF LOVE, OF LIFE, OF GOOD AND OF EVIL.

DEMI-TITAN - [200 CP]

YOU ARE ONE FROM AN OLDER AGE FROM BEFORE THE NEW GODS WHEN THE OLD GODS THE TITANS RULED, FROM WHEN THE SKY, THE SEA, THE LAND AND ALL THINGS BETWEEN HAD PATIENCE WHERE THE STORMS AND TSUNAMIS WERE LIKE PEOPLE. YOU ARE BORN FROM ONE OF THESE OLD GODS, AN ASPECT OF PRIMAL NATURE AND THROUGH THIS WORLD CHAINED BY THE GODS WHO KILLED YOUR ANCESTORS.

WORLD EATER - [200 CP]

YOU ARE PART OF THE END, THE ONE PROMISED AT THE BEGINNING. THE ONES WHO MADE THE VOW ARE USURPED AND ONLY IMPOSTERS TAKE THEIR PLACE WITHOUT HONORING THE OLD WAYS OR THE PROMISES THAT WERE GIVEN. NO CHAMPION HAS COME, NO BATTLE HAS BEEN GIVEN YET THE WORLD HAS BEEN KEPT FROM YOU THUS YOU MUST FULFILL THE ROLES THAT HAVE BEEN HIDDEN EVEN FROM THOSE WHO KNEW THE OLD WAYS.

HYBRID - [200 CP+]

WHY STICK TO A SINGLE RACE NOT ALL THOSE WITHIN THIS WORLD ARE TRAPPED WITHIN THE CONFORMITY OF THESE LINES. FOR A ONE OFF PAYMENT OF **200 CP** YOU MAY PURCHASE AS MANY RACES FROM THIS SECTION AS YOU WISH AND WILL BECOME A PERFECT HYBRID OF EACH RACE AND GAIN AN ADDITIONAL ALT-FORM FOR EACH RACE YOU PURCHASED.

GENERAL PERKS:

THESE ARE THE GIFTS THAT ALL THINGS MAY TAKE.

A WASTED MEMORY - [FREE]

WITHIN THIS WORLD DEATH WILL NOT COME, YOU WILL MERELY GO BACK TO WHO YOU WERE AND THE MEMORIES OF WHAT HAS BEEN WILL BE LEFT BEHIND FOR OTHERS TO TAKE. THROUGH COMBAT THESE MEMORIES MAY GRANT STRENGTH AS MOMENTS CHANGED IN COMBAT CAN BE LEARNED FROM OR CONSUMED. FROM NOW ON YOU CAN ABSORB THE MEMORIES OF THOSE YOU SLAY OR ARE SLAIN AROUND YOU ALLOWING YOU TO LEARN FROM THEM, CONSUME THEM TO GAIN PART OF THE ORIGINATORS STAT'S OR GIVE THEM BACK TO THE PEOPLE THEY CAME FROM AND ALLOWING THEM TO REMEMBER WHAT WAS LOST.

POCKETS BEYOND THE PHYSICAL - [FREE]

YOU HAVE ACCESS TO SOMETHING THAT THIS WORLD DID NOT ACCOUNT FOR. YOU HAVE THE POWER TO PULL ITEMS INTO YOUR POSSESSION AND LIST THEM IN AN INVENTORY WITH THE ITEM'S WEIGHT BEING EVENLY DISTRIBUTED ACROSS YOUR BODY.

REMEMBRANCE - [50 CP]

DEATH SHOULD NOT BE FORGOTTEN AND FROM THIS YOU WILL LEARN THE DEATHS OF OTHERS. YOU WILL SEE TABLET MEMORIAL'S ON THE GROUND NEAR WHERE SOMEONE HAS DIED THIS WILL STATE THEIR NAME, THE DATE AND TIME THAT THEY DIED. BY WILLING TO SEE THEIR DEATH THESE STONES WILL ACTIVATE SHOWING YOU AN ILLUSORY DEPICTING THE LAST TEN SECONDS OF THEIR LIFE AND HOW THEY MET THEIR END.

ERRAND THOUGHTS - [50 CP]

THE KNOWLEDGE AND AWARENESS OF OTHERS IS NOT ALWAYS HELPFUL BUT THERE CAN ALWAYS BE IMPRINTS THAT MAY BE USEFUL. IN THIS INSTANCE YOU CAN SEE THE THOUGHTS OF THOSE WHO HAVE COME BEFORE GLOWING ON THE GROUND LIKE EMERALD GRAFFITI. THESE THOUGHTS COULD PROVE USEFUL IF YOU PLAN TO FOLLOW THE SAME PATHS AS OTHERS OR LEARN THE INTENTIONS OF YOUR ENEMIES. YOU TOO CAN SHARE YOUR THOUGHTS THROUGH THIS. EXPRESSING YOUR THOUGHTS AND INTENTIONS FOR ALL TO SEE IN THIS EMERALD GREEN WHICH EVEN TIME CAN NOT REMOVE.

WHAT IS AND WHAT WAS - [50 CP]

EVERYTHING HAS A HISTORY FROM THE STONES IN A LAKE TO THE BLADE IN YOUR HAND AND WITH THIS YOU CAN LEARN THAT HISTORY. WHENEVER YOU INSPECT SOMETHING IN YOUR INVENTORY YOU CAN LEARN A SUMMARY OF ITS PAST AND WHAT IT IS CAPABLE OF.

THE LAST EVIL - [50 CP]

SOMETIMES LIFE IS JUST A STRUGGLE TO SURVIVE AND THE BATTLE TO JUST KEEP GOING SEEMS INSURMOUNTABLE BUT WITH THIS YOU HAVE TAKEN ON THE LAST EVIL, AN UNDYING HOPE. WITH THIS HOPE YOU CAN KEEP ON FIGHTING AND KEEP STRUGGLING FOR YOU KNOW BEYOND THIS UNENDING DAY LIES A NEW TOMORROW..

PRECIOUS MOMENTS - [100 CP]

MEMORIES GAINED ARE OFTEN FORGOTTEN FAR TOO SOON, THEIR VALUE LEFT WITHIN THE HALLS OF THOSE WHO HAVE SLAIN AND BEEN SLAIN. FROM NOW ON ANY MEMORIES YOU LOSE WILL SLOWLY RETURN TO ONCE YOU HAVE AWOKEN WITHIN A PLACE OF IMPORTANCE SO LONG YOU DO NOT FALL BEFORE THEY ARE ALL RETURNED.

PREEMPTIVE HINDSIGHT - [100 CP]

THIS WORLD IS FULL OF DÉJÀ VU AS MOST OF WHAT WILL BE, HAS ALREADY BEEN DEEMED AND NOW YOU HAVE THE INSIDE TRACK. WHENEVER EVENTS THAT WOULD MAKE YOU ALERT OR PANIC SUCH AS UNEXPECTED DANGER ARE SOON TO OCCUR YOU WILL GET AN UNEASY FEELING THAT WILL ALERT YOU BY FORCING YOU TO FEEL THE EMOTIONS THAT YOU SHOULD WHEN THE TRAP IS SPRUNG PANIC, FEAR, EXCITEMENT OR MERELY A SENSE OF THE DANGER THAT IN OTHER WORLDS WOULD BE CONSIDERED PRECOGNITION.

AS THE GOD'S DECREE - [100 CP]

THE GODS DEMAND THAT ALL THINGS HAVE A PURPOSE AND ALL THING HAVE A PLACE AND NOW YOU CAN SEE THROUGH THE INTENTIONS OF THE GODS AND DETERMINE WHERE A PERSON WOULD BE BEST SUITED FOR THE GREATER GOOD OF ALL THINGS.

TO DEFY THE GODS - [100 CP]

IN THIS WORLD OF STILLNESS CREATION IS A TABOO THE GODS WILL NOT ABIDE, CHANGE INFERS THAT THE GODS ARE WRONG AND DESTRUCTION PROVES THEIR PLANS ARE FALSE. NOW THAT YOU BEAR THE TITLE OF CRAFTSMEN, ONE SO SYNONYMOUS WITH HERETIC YOU HAVE THE SKILLS OF CREATION TO COMBINE COMPONENT PIECES INTO SOMETHING NEW, CHANGE THAT CAN COMBINE MULTIPLE TOOLS TOGETHER IN ORDER TO IMPROVE THEIR QUALITY AND DESTRUCTION SO YOU CAN BREAK A TOOL DOWN TO ITS COMPONENT PIECES.

IN ALL SIZES - [100 CP]

ONE MIGHT WONDER HOW MONSTERS OF SUCH SIZE CAN ENTER INTO THESE HALLOWED HALLS AND HOW TITANS COULD STAND EYE TO EYE WITH MORTALS? SIZE IS RELATIVE SO NOW YOU, LIKE THE GODS AND TITANS OF OLD CAN CHANGE THE RELATIVE SIZE OF YOURSELF AND OTHERS IN ORDER TO FIT THROUGH THE DOORS OF FAR SMALLER LOCATIONS AND INTERACT WITH UNSUSPECTING MORTALS.

MEMORABLE - [100 CP]

THERE IS SOMETHING IMPORTANT ABOUT YOU TORTURED ONE BEYOND YOUR OWN MEMORY, SOMETHING THAT NOW PROTECTS THE MEMORIES OF OTHERS PREVENTING THOSE MEMORIES OF YOU FROM BEING LOST. THOUGH THESE MEMORIES MAY BE SLIGHTLY COVERED CAUSING OTHERS TO VAGUELY REMEMBER YOU, YOU CAN ALWAYS FORCE OTHERS TO REMEMBER WHO YOU ARE RESURFACING ALL THOSE BURIED MEMORIES.

GROWTH - [100 CP]

YOU GAIN A MENTAL LIST OF BOUNTIES WHICH INCREASES AS YOU TRAVEL WITH SOME EVEN BEING CREATED TO ACCOMMODATE AN ACTION YOU ACCOMPLISH THAT WAS UNFORESEEN. THESE BOUNTIES CAN BE AS SIMPLE AS SHARPENING A SWORD OR AS DIFFICULT AS DESTROYING A SOUL OF LIGHT. EACH VICTORY FOR A SUCCESSFUL BOUNTY WILL GRANT YOU AN AMOUNT OF XP EQUIVALENT TO THAT BOUNTY'S ACHIEVEMENT AND WHEN YOU HAVE GAINED ENOUGH XP YOU MAY CONVERT IT INTO GAINING A LEVEL. WHENEVER YOU INCREASE YOUR LEVEL YOU GAIN AN AMOUNT OF POINTS THAT YOU MAY SPEND IN ORDER TO INCREASE THE MAXIMUM AMOUNT OF HEALTH, MAGIC OR STAMINA YOU HAVE AVAILABLE.

MENTAL MODELS - [100 CP]

THE LANDS YOU JOURNEY ARE EVER UNCHANGING WITH THE GODS UNDOING ANY CHANGES YOU MAKE AS SOON AS THEY NOTICE. SO WHY NOT TAKE ADVANTAGE OF THAT. YOUR MIND PALACE NOW CONTAINS A SCALE MODEL OF ANY LOCATIONS YOU VISIT INCLUDING THE PATHS THAT JOIN THEM TOGETHER. FROM THIS YOU KNOW WHERE YOU HAVE AND HAVE NOT GONE AND CAN PERFECTLY RECALL ANY LOCATION YOU HAVE VISITED, ITS DIRECTION FROM YOUR CURRENT LOCATION AND THE PATHS YOU HAVE SEEN THAT GET THERE.

A JOURNEY WELL TAKEN - [200 CP]

YOU HAVE VISITED MANY LANDS AND WALKED MANY PATHS AND EVEN IF YOU CAN NOT RECALL THE JOURNEYS THE MEMORY'S STILL EXIST. YOU CAN SET YOUR MIND TO CONNECT MULTIPLE INTERCONNECTED MEMORIES OF THE PLACES YOU HAVE BEEN AND COMBINE THEM TO HAVE YOUR BODY REPEAT THE JOURNEY WITH ANY WHO SEES YOUR JOURNEY BEING UNABLE TO REMEMBER YOU. WHILE YOU WALK THIS PATH YOUR MIND SLUMBERS ALLOWING YOU TO TRAVEL FROM ONE LOCATION TO ANOTHER INSTANTLY AT LEAST FROM YOUR PERSPECTIVE.

ECHO OF ACTIONS - [200 CP]

IT IS SAID THAT IF YOU CAN DO SOMETHING ONCE YOU CAN DO IT AGAIN AND THIS IS TRUE FOR YOU. YOU CAN RECORD ANY MOVEMENTS YOU MAKE WHETHER PHYSICAL OR SPIRITUAL AND SET YOUR BODY TO PERFECTLY REPEAT THEM. FROM THIS YOU CAN SWING A BLADE AND REPEAT THE ACTION A THOUSAND TIMES WITHOUT ISSUE REGARDLESS OF HOW TIRED YOU ARE. SHOULD YOU SUCCESSFULLY CAST A DIFFICULT SPELL YOU FORCE THE RELEVANT PARTS OF YOUR BODY TO REPEAT YOUR MOVEMENTS AND CAST THE SPELL IN ANY SITUATION.

SERPENT OF WAR - [200 CP]

FAR BEFORE THE FIELDS OF UNENDING WAR YOU WERE ON THE BATTLEFIELD, YOU WHO WAS A PEACEMAKER, YOU WHO WERE A BUTCHER, YOU WHO IS A SERPENT. YOU HAVE THE TRAINING OF A DIPLOMAT ALLOWING YOU TO SEE THE CHEAPEST PRICE FOR PEACE AND THE TRAINING OF A GUERRILLA ASSASSIN TO KNOW HOW BRUTAL YOUR ACTIONS NEED TO BE TO DEMORALIZE AN ARMY. AS A SERPENT OF WAR YOUR THUMBS HAVE EACH BEEN IMPLANTED WITH A CLAW THAT CAN PRODUCE A POISON THAT WHEN INJECTED OR DRUNK LOWERS THE SENSE OF PAIN WHILE CAUSING THE TARGET TO BECOME CONFUSED AND MORE SUSCEPTIBLE TO SUGGESTIONS.

EMBRACE OF THE WORLD - [200 CP]

THOSE WHO FOLLOWED THE OLD GODS WERE FEW AND OFTEN FOOLS BUT THOSE WHO PERSISTED WERE REWARDED. YOU HAVE FOLLOWED THE OLD WAYS, EARNED THE LOVE OF THE OLD GODS AND HAVE BEEN REWARDED. WHEN YOU FALL NO MATTER THE HEIGHT SO LONG AS THE NATURAL WORLD CAN REACH YOU IT WILL ACT TO PROTECT YOU BY SENDING CHANNELS OF AIR, COLUMNS OF WATER, NETS OF IVY THE WORLD WILL NEVER LET YOU BE HARMED WHEN YOU HIT THE GROUND.

THREAD OF THE WORLD - [200 CP]

THE GODS MAY HAVE STOLEN THE LOOM FROM THE WAIVERS OF FATE BUT THE TAPESTRY STILL EXISTS WITH EACH STRING TIGHTLY BOUND TOGETHER. YOU NOW HAVE A STRONGER GRIP OF THE TREAD OF YOUR OWN FATE, FROM THIS YOU CAN FEEL WHEN YOU ARE APPROACHING A TIME OR PLACE OF GREAT IMPORTANCE AND CAN FEEL THE TUG OF FATE WHENEVER SOMEONE OR SOMETHING ATTEMPTS TO ALTER IT.

ALONE BUT UNITED - [200 CP]

THERE ARE BATTLES HARD FOUGHT AND SELDOM WON ESPECIALLY WHEN FACED ALONE BUT YOU HAVE FACED THESE BATTLES BEFORE EVEN THOUGH YOU MAY NOT REMEMBER THEM. YOU CAN NOW SACRIFICE THE MEMORIES OF A PREVIOUS BATTLE IN ORDER TO SUMMON AN EMERALD ECHO OF YOURSELF, A SPECTRAL COPY OF WHO YOU WERE IN THAT MEMORY WHO WILL FIGHT WITH ALL THE SKILL YOU HAD AT THAT TIME. ONCE THE BATTLE IS ENDED THE ECHO WILL VANISH AND THE MEMORY WILL BE LOST.

TO CREATE A MIND - [200 CP]

MEMORIES REQUIRE A MIND TO WIELD THEM AND YOU NOW UNDERSTAND WHAT MAKES A MIND. YOU ARE NOW ABLE TO IMBUE AN OBJECT WITH A MIND IN ORDER TO ALLOW IT TO BECOME A LIVING TOOL. THE MORE ACCURATE THE MEMORIES ARE TO THE TOOL BEING USED THE MORE POWERFUL THE TOOL WILL BECOME. SOME MEMORIES MAY RESULT IN NEW ABILITIES SUCH AS THE MEMORIES OF THE CERBERUS ALLOWING YOUR TOOL TO THINK LIKE MULTIPLE MINDS AT ONE ALLOWING IT TO STRIKE FROM MULTIPLE ANGLES AT THE SAME TIME.

MONUMENT MAKER - [300 CP]

THERE ARE MANY PLACES OF REMEMBRANCE SCATTERED THROUGHOUT THE LAND EACH ERECTED TO COMMEMORATE A NOTABLE PERSON OR EVENT. HOWEVER EACH PLACE OF BEAUTY, EACH PLACE OF IMPORTANCE TO YOU HAS A PILLAR OF REMEMBRANCE. A SIMPLE WHITE PILLAR SIMILAR TO THE SOULS OF LIGHT BUT SURROUNDED BY THE EMERALD GREEN OF YOUR MEMORIES. ITS DUTY IS TO RECORD YOUR MEMORIES UNTIL ANOTHER TAKES ITS RESPONSIBILITIES OR UNTIL YOU DIE. BY RESTING HERE YOU WILL REGAIN ALL THE MEMORIES OF YOU THE PILLAR HOLDS, IT WILL ALSO RESTORE YOUR BODY AND TOOLS TO THE PRIME STATE THAT IT HOLDS, RESTORING YOUR HEALTH AND REMOVING ANY CURSES. BUT WHERE DO THESE MONUMENTS COME FROM? THEY COME FROM YOU OF COURSE WHENEVER YOU FEEL TOPOPHILIA OR A SENSE OF ATTACHMENT TO A LOCATION YOUR SOUL AND MEMORIES WILL BE ABLE TO FORM A NEW PILLAR OF REMEMBRANCE.

THE ACTION REMEMBERS - [300 CP]

A BAD WORKMAN BLAMES HIS TOOLS AND THOUGH YOU MAY BE AN INEXPERIENCED WORKMAN YOU ARE ABLE TO LEARN. FEW ARE BETTER TEACHERS THAN EXPERIENCE AND THROUGH THE USE OF A TOOL YOU WILL LEARN HOW TO USE THE TOOL AS YOUR MUSCLE MEMORY ADAPTS. FOR THOSE WHO MAY MISUNDERSTAND YOUR SKILL WITH A TOOL IMPROVES EVERY TIME YOU USE IT AND MAY EVEN ALLOW YOU TO GAIN NEW KNOWLEDGE AND ABILITIES THROUGH THEIR USE WHICH COULD APPLY TO OTHER TOOLS.

LEARNED POWER - [300 CP]

WHEN LEARNING FROM RARE AND UNIQUE MEMORIES YOU ARE NOW ABLE TO LEARN THE RARE AND UNIQUE ABILITIES THAT THE MEMORIES CONTAIN. FROM THIS YOU CAN LEARN SPELLS AND TECHNIQUES THAT WOULD OTHERWISE BE UNAVAILABLE.

DREAD'S HARMONY - [400 CP]

THE BONDS OF AN ARMY ARE OFTEN CONTROLLED BY DUTY OR FEAR BUT EVEN THEN A WAY IS NEEDED TO SUSTAIN THE WILL AND COMMITMENT OF THE SOUL TO ONE ANOTHER AND TO THE COURSE. ONE SUCH TOOL IS MUSIC AND IT IS ONE THAT YOU CAN NOW WIELD LIKE THE ERIDIAN MADAM DOES. ANY MUSIC YOU PRODUCE CAN BE INFUSED WITH DISCORD CAUSING ALL THOSE WHO HEAR IT TO FEEL CONTEMPT AND DISTANCE FOR ONE ANOTHER. THOSE WITH A STRONGER WILL WOULD BE ABLE TO RESIST BUT THE LARGER THE GROUP THE MORE LIKELY IT IS FOR THEM TO TURN ON ONE ANOTHER OR FLEE.

SHIFTING FOREST - [400 CP]

NOT ALL OF THE OLD GODS HAVE BEEN VANQUISHED, ONE SUCH SURVIVOR, THE MOTHER OF THE LAND, ONCE SET UP A REFUGE A PLACE THAT MEN AND MONSTERS ALIKE WOULD BE FREE OF THE NEW GODS DEMANDS. THIS REFUGE IS PROTECTED BY AN EVER CHANGING MAZE OF TREES THAT EVEN THE NEW GODS CAN NOT GET THROUGH BUT ANY WHO SEEK FREEDOM CAN PASS WITHOUT PERILS. SADLY EVEN GAIA WAS NOT PREPARED FOR THE PARASITES OF THE LAND. YOU ARE NOW ABLE TO WIELD A FRAGMENT OF HER POWER ALLOWING YOU TO SET UP AN AREA OF SHIFTING LAND THAT WILL KEEP THOSE WHO MEAN YOU OR THE LAND HARM TO BE CONSTANTLY MOVED AWAY FROM THE CENTER LIKE A SPATIAL CONVEYOR BELT SO NO MATTER HOW FAST THEY RUN THE WORLD WILL PREVENT THEM FROM ADVANCING.

TO STEAL WHAT IS LOST - [400 CP]

THOUGH THIS WORLD IS TRAPPED IN A CYCLE OF AN UNENDING MOMENT THAT DOES NOT MEAN THAT THINGS HAVE NOT BEEN LOST TO TIME. FORGOTTEN HEROES AND LONG DEAD KINGS WHOSE ACTIONS AND ACCOMPLISHMENTS HAVE PASSED DOWN FROM MYTH INTO FORGOTTEN LORE. YOU NOW HAVE THE CAPACITY TO FIND THESE STORIES PLUS THE POWER BEHIND THEM IN ORDER TO LEARN THEIR SECRETS AND HOW TO MAKE THEIR POWER YOUR OWN.

BEFORE THE BEGINNING - [400 CP]

THERE ARE THOSE WHO KNOW OF THE OLD GODS, THE TITANS, GODS WHO WERE FORMED BY THE WORLD AND SHAPED INTO ASPECTS OF NATURE BUT WHAT CAME BEFORE THEM? AT THE BEGINNING THERE WAS THE COLD AND THE HEAT, THE ABSENCE OF ALL THINGS AND THE CHAOTIC FORCES THAT FACILITATED CREATION. YOU CAN NOW WIELD THE MAGIC OF THESE PRIMAL CHAOTIC FORCES ALLOWING YOU TO MANIPULATE THE THREAD THAT UNDERLIES THE VERY FABRIC OF THE UNIVERSE.

FROM THIS MAGIC YOU COULD MOLD, SHAPE, AND WIELD THE ASPECTS OF EXISTENCE AROUND YOU, BREAKING THEM AND REFORMING THEM THE VERY POWER OF GENESIS AND ANNIHILATION BUT WITHOUT A MIND AS VAST AS THE FLOW OF THE UNIVERSE YOU WILL HAVE LITTLE CONTROL OVER WHAT IT COULD DO ONLY HOPING TO WIELD IT LIKE A HAMMER.

ONE BEYOND TIME - [600 CP] - (CAPSTONE BOOSTER)

YOU ARE FREE, FREE IN A WAY THAT NOT EVEN THE GODS ARE, YOU ARE THE BEGINNING AND THE END YOU CAN SEE ALL VERSIONS OF YOURSELF AND GAIN ALL THAT THEY ARE.

EACH TIME YOU REAWAKEN WITHIN THE DUNGEON OF LADYSTILL YOU WILL NO LONGER NEED TO REACH A PILLAR OF REMEMBRANCE TO REGAIN YOUR MEMORIES AND SKILLS INSTEAD YOU WILL AWAKEN WHOLE WITHOUT LOSING ANY OF THE MEMORIES OR IMPROVEMENTS YOU HAVE MADE SINCE YOU LAST SAVED.

POST-JUMP YOU EXIST AS YOURSELF IN ALL ALTERNATIVE TIMELINES AFTER THE JUMP DOC SEEING ALL POTENTIAL PRESENTS THROUGH DIFFERENT EYES AS THE SAME PERSON AND YOU EACH GAIN WHAT YOU ALL GAIN.

WHENEVER ONE OF YOU LEARNS SOMETHING SO DO YOU ALL, WHENEVER ONE OF YOU GAINS POWER SO DO YOU ALL, WHENEVER ONE OF YOU TRAINS AND GROWS STRONGER SO DO YOU ALL.

SOULS OF LIGHT JUMPCHAIN

THERE ARE 4 CHARACTER IMPROVEMENT SYSTEMS WITHIN "SOULS OF LIGHT" STATS, SKILLS, ABILITIES AND LEVELS.

- THE STATS SYSTEM ALLOWS YOU TO ABSORB A MEMORY AND GAIN A PERMANENT INCREASE TO THE STATS OF THAT MEMORY.
- THE SKILLS SYSTEM HAS A DIFFERENT SKILL FOR EACH TOOL TYPE WITH UNIQUE TOOLS HAVING THEIR OWN SKILL. USING A TOOL INCREASES THE LEVEL OF THE SKILL, INCREASING YOUR OUTPUT WITH TOOLS THAT BENEFIT FROM THAT SKILL.
- THE ABILITIES SYSTEM ALLOWS YOU TO LEARN ATTACKS, MAGIC AND TECHNIQUES FROM RARE AND UNIQUE MEMORIES. IT IS ALSO POSSIBLE TO LEARN NEW ABILITIES FROM INCREASING THE SKILL LEVEL OF TOOLS.
- THE LEVELING SYSTEM INCREASES EVERY TIME YOU COMPLETE AN OBJECTIVE OR BOUNTY. EACH TIME YOU LEVEL YOU MAY INCREASE THE MAXIMUM AMOUNT OF HEALTH, MAGIC OR STAMINA BY THE AMOUNT OF POINTS YOU RECEIVED.

WHEN YOU DIE YOU RETURN TO THE LAST PILLAR OF REMEMBRANCE AND YOUR CHARACTER SHEET RETURNS TO WHAT IT WAS WHEN YOU LAST SAVED THERE. YOU CAN REGAIN ALL OF THE IMPROVEMENTS YOU MADE STAKING THE OX ON WHAT YOU ALREADY HAVE BY REACHING THE LOCATION YOU DIED IN.
