Sorcerously Advanced



In the beginning was the Great God Aion.
Aion took of its hands and made a bowl, and this bowl is the world.
Aion took its eye and made the sun.
Aion took its hearts and made the moons.
Aion's every wish becomes a star.
Aion gave life to its thoughts, and these are the Worlds Beyond and the gods who dwell there.
Aion gave life to its hopes and fears, and these are the people of the world.
Aion gave life to its dreams, and this was the Gift.

In the beginning, the great god Aion - whose name is Eternity! whose life is glory! - fashioned the whole of the world, and the world was good. For all the turning of an age the peoples of the world were left to wax and wane by their own devices, and monuments and civilizations rose and fell upon the earth of the Basin, buffeted by the waves of passing aeons and the gulfs of time.

But the great god Aion would not always be an absent principle. By Its will It fashioned a Gift for Its people, and for all their children's children, and cast Its Gift of magic like a thousand thousand thousand grains of sand across the horizon.

It has only been a scant four hundred years since the dawn of the new age, and still you find yourself entering the scene of a world in flux. Ordinary men everywhere now wield the overwhelming magical power that was once the exclusive birthright of sorcerer-kings, and tear to shreds the magical compacts and bindings that once might have locked them in chains of compulsion. Anarchy has swept the world and scoured old orders from the Basin in flames.

Today, you enter a world in a time and place of fleeting stability, where the new great powers have entered an uneasy detente. The state of the magical art has advanced by leaps and bounds, and prosperous organizations now set sail for distant horizons and the archaeology of ancient history, where the seas of creation swell with wonder and mystery and terror without end. For the Basin is millions of miles across, and history billions of years deep - and all the parallel timelines of Aion's Kaleidoscope are as yet innumerable, and all the Worlds Beyond are fathomless.

You might want a little blessing of your own to stay on your feet. Take **+1000 GP** (Gift Points).

core

Who are you? Where do you come from? Such questions are less than your Self-Nature, as much the detritus of events as something meaningful… but they matter.

Many people wear multiple hats, and honestly… often there is no 'true' hat, no hat more central than any others. So feel free to spin a web more complex than this simple selection would represent. A person is too big for such straightforward answers.

That said, you do need to pick just one, for our bookkeeping. The archivists insist.

ingenue

Young, bright-eyed, *hopeful*. What you lack in experience, wisdom, insight, training, accomplishment, and useful life skill, you make up for in enthusiasm, optimism, and naivete.

This world is increasingly becoming a world of immortals. No, better to say it's *long* become a world of immortals. But that just means it's a world still crowded with all of those who came before immortality, shaped by cultures maladapted to one where every citizen is transcendent. The Gift is divine power, the power of *Aion eternal and all-mighty*. Mortal society broke on it, and immortal society? Made up of all those older and wiser and more experienced and more insightful and more trained andmoreacomplishedandandandand… Its age is decrepitude. Its wisdom hollow. Its experience invalid in the world being born. Its insight, maladapted. And its life skills? What even are they! Relics.

You'll be the new age's nursemaid. A mother to immortal society. Don't look now, but the world cracks beneath the weight of your importance.

Take the ***Important*** Expression for free. You must take the ***Inexperienced*** Curse for no points.

archmage (+200 gp)

You have been around the block a few times. You aren't necessarily ancient - you could be. You could come from an era before Aion's gift even - but you are dyed in the colors of events. And what you lack in optimism, you make up for in pessimism. A more useful virtue. Oh, and overwhelming magical power. That also counts.

No one becomes an Archmage on a whim. It takes effort, training, mindset, resources. You have to hone yourself to an edge, learn, practice and repractice and then practice more to retain and maintain. You have mastered the mindset, understood the underpinnings. It's hard work, devotion.

And it's all worth it. Because you? You have real power. Not the cheap petty tricks of a politician's words. Not the ephemeral power of ideals. Real, concrete power that is *yours* alone.

Yeah, sometimes it feels like your actions don't matter… but doesn't everyone? The world is big! We live in a society, after all.

Take ***Powerful*** for free. You must take the ***Unimportant*** curse, you receive no points for it.

Archivist's Society

It is hard to overstate how much was *lost* right after Aion's Gift. The world was broken. And yet… that wasn't even the first, or *worst*, breaking the world ever had. History is a graveyard, and not the hopeful kind, filled with positive ghosts planning for the future.

While you wouldn't be wrong to approach the Archivist society with a certain amount of skepticism, founded as they are by the major powers (as decided by them) of the Basin, nor wrong to accuse them of a certain amount of cultural imperialism… they ultimately follow three principles.

1. To obtain knowledge from the ancient world, especially magical knowledge.
2. To translate that knowledge so that modern audiences can understand it.
3. To place that knowledge within each and every Universal Repository, so that it can be shared with every sentient being.

It might be in some ways simple-minded, idealistic, but the Archivist society believes that Knowledge is *worth* it. Not all for the same reason, not all to the same ideal, but all in the same direction.

So yes, they are a 'neutral' group. And yes, that neutrality is sometimes used to further a non-neutral ideal… but that just makes them people. They are one of the pillars of stability in The Basin, welcomed in most civilized places. Or at least the places that have declared themselves Civilization.

Archivists have ***Access Pass*** for the Universal Repositories, ***A Sorcery (Farspeech)*** and ***A Sorcery (The True Speech)***.

Transcendent

The Becoming may be the greatest gift of The Gift, the ability to become Yourself. Whenever you feel like you don't fit in your place in the world, or in your body, or in your mind, or in your soul… you can wiggle your way out of it, like a cocoon, and move one step closer to who you're supposed to be. Most people… everyone really… Becomes, to some extent. Whether to assimilate deeper into their culture, or perhaps to rebel against it. To erase what they don't want, or what society doesn't want from them.

But other people go further, and further still, with or without the blessings of their peers. Are you a great hive-mind with countless terminals, or multiple souls sharing space in a single brain of

aether and sun-beams? An iterative meta-process, constantly shifting to enact a verb or approach an eternally moving target? Or something stranger still?

That you're bizarre by 'common-sense' standards doesn't have to be taken to mean you're really all that unimaginable or incomprehensible - other people's ignorance is a fact about the state of their own minds and senses, not a fact about you. Is an eldritch horror athirst with angles really all that terrifying, or is a prosaic man simply too afraid to admit that his way of being is not the one and only way there is? That's not for me to judge.

Take **A Sorcery (Transcendence)**, **A Sorcery (Mental Acuity)**, and either **Earthly Form** or **Subtle Form.**

Shapechanger

On the other hand, even among those who treasure their Becoming, not everyone has such high-minded designs. For many, the purpose of their transformation is... essentially interpersonal, or just personal. It becomes a way of expressing oneself actively, as dynamic and assertive as body art, or acting, or fashion. It’s an end to the banal dissonance between one's insides and outsides. Who would set it aside?

Just because you're not uploading yourself into five-dimensional dream realms and shapeshifting into pillars of non-Euclidean eyes, doesn't mean you walk an easier or lesser path. While the truly unfettered might excise their own need for peers with the same effortless self-forging as always, you have to actually live in a society, navigating the expectations placed upon you and finding space or creating a world where it will *make sense* for you to live with your heart on your sleeve.

This doesn't have to be petty. It can be that, and whatever else you were thinking of - if you give them the freedom to choose what they are, a lot of people will decide to start shapeshifting into inane things like tabby cats and dragons. But that’s also a matter of real consequence. If you come from a line of people who have been shaped by magic, how do you negotiate that?

Take ***A Sorcery (Shapechanging)***, ***A Sorcery (Transcendence)***, and ***A Sorcery (Physical Prowess)***.

Savant

The truth of the matter is that.. Almost nothing anyone does is necessary, anymore. Not in the sense that anything beyond the bare essentials is unnecessary. No, the complete opposite - people, cultures, behave as if they’re *still mortal*. As if they need to labor and scrap and toil to hold on in the face of a hostile universe. As if the bare essentials were something you had to *work* towards. They’re serious, hard working, industrious people with no time for flights of fancy.

And some people just want to sit around collecting stamps, shapeshifting into cats and dragons, or mastering competitive ranked origami.

Call them silly, call them dreamers, call them what you like… in many ways, they're the only people who really get it. That every person alive - barring a few unfortunates who were on the wrong plane at the wrong time and only received a partial Gift - has enough casual magic to automate every fundamental need they have, is immortal, and via magic can be a casual renaissance man for at least a few minutes a day. Long enough, at least, to cover any essential needs they have, if not to pursue any given subject in a professional capacity.

So in the face of that… why not do what you love?

Do you want to reenact the most brutal wars of history, complete with limbs flying and spells destroying cities? Just make sure to put them back when you're done. Do you want to unravel the nature of life and mind, play God yourself, or synthesize a new one? Sure, just be responsible with your creations. Many people look down on these souls, see their work as pointless, a distraction, the folly of youth, or a waste of good magic and good energy that could be used productively… all while they toil at jobs that could be replaced with a spell a twelve year old could cast, or try and gather something as pointless as *wealth*.

The Savant has their choice of **A Sorcery** and **A Profession**.

Dragon

"Here there be Dragons." It's quite possible that no culture in the Basin has that as an expression, but they certainly had it as a sentiment in the past.

These days… well, the Dragons of the Clawed Lands did not receive the full measure of the Gift for whatever reason; perhaps a product of how they were sealed into sleep, and it has led to hundreds of years of fighting between them and the 'human' inhabitants of that land. But in general, the differences between a magical creature and a 'human' have grown less and less over the years. Most entities received the full Gift, before which claw and fang aren't particularly impressive. While at first, many monsters still demanded respect and fear from Magicians, as magic has continued to advance… Only the greatest of monsters have strength that *matters*, and even there it doesn't make them special anymore.

The Dragon isn't necessarily a dragon. It could be one of the more impressive demons or angels, a phoenix, or Qilin… A monster of such import that it's actually still worth mentioning.

It must be noted that you don't have to take this origin to be a 'monster.' If you're some kind of Ogre or Oni or Goblin or Naga… even ignoring the possibility that your parents (or you) just decided to become one because it seemed neat, and assuming you actually are a descendant of a pre-Gift monster race… it probably doesn't matter? Some people might hold it against you these days, but people hold a lot of things against each other, and 'your grandfather ate my grandfather!' isn't an excuse to single you out that will gain traction outside the Sovereigns of Hell. This origin is reserved more for what are essentially epic monsters; the kind a campaign might be built around in other worlds. They take ***Monstrous Tradition***.

Traveler

It's wrong to say planar travel didn't happen before Aion's Gift. The Travel Lattice is an old working, and yet it's used by almost everyone who wants to travel to other worlds. Yes, there *are* other ways. The ancestors of the Sovereigns of Hell were driven to the edge of destruction due to their land's connection with a Hell. The Draw and Bind Ritual can create a permanent portal between planes. Magical accidents… lots of ways of going around, many of them quite ancient.

But it is true to say that they're a pale shadow of what has happened *after* that. Entire lands have been moved across planes, societies pulled themselves up by their roots to go live in Dream, and travelers from all across the Kaleidoscope have become… not normal, but really no stranger than any other tourist. And considering the multitude of forms out there, not really recognizable as that *different* from any other tourist.

Not that Tourists are the only travelers. The Archivist Society has a number of agents who explore other worlds to bring back knowledge and history, trade happens across the planes, and… the truth of the matter is that after you know *where* you are going, another plane is really no further than any other place. The travel lattice makes no distinction, and it has *already* been used to build discontinuous cities in-plane. It should come as no surprise that planarly-transcendent cities exist.

Take ***Access Passes*** for The Travel Lattice and The Red Space, as well as ***A Sorcery (Null Tolerance)***.

Industrialist

Magic might replace many tasks, but creating that magic is itself a task. Wonderworks might be the most dramatic manifestation of this, but every sorcerer (that is to say, everyone who isn't a returner cultist hiding out in a null magic zone) needs foci, regents, and other tools and consumables. While you probably can conjure a generic shirt from the Canon-of-Forms, if you want something nice to wear it needs to be made - or at least altered - into something people want. Food needs to be grown, or summoned, or created, or transmuted. Roads need to be maintained.

The Basin might not have 'technology' as we would recognize it, but it is a semi-industrial society. And it's semi-industrial in both directions - it's both moving into industry, and also moving beyond industry, and both of these are happening unevenly, and differently in different societies. Housing is a very different issue for the Glimmermere compared to Those Above, but both of them have sophisticated ways of maintaining their unique living arrangements… one that must be accomplished on an industrial, society wide scale.

Whether you're the magical version of a Rail Baron, an ambitious newcomer trying to get their first major break, a city planner, or even an anarchist breakaway building your own community. They take ***Maker of Wonders***.

Merchant

While the Industrialists see the world in terms of what they can make… lots of people can make things. They probably need Flow, though - that is, magical energy. And if they're going to make something… well, they need people to sell it to. Does their wonder provide something actually *useful*? Yes? Then you're the person who can figure out who it's useful to. All those pointless little breakaway communities, living off the grid… what value can you extract from them? How can you spin them into *your* grid?

The dreamers claim that The Gift alone provides everything a person needs. Maybe that's true, but people's eyes have always been bigger than their mouths, and you can prove it. The Gift hasn't changed anything. Trader, businessman, captain of industry… you are the image of the Capitalist. There's stereotypes about the Diadem and Those Above, but every culture produces people like you.

People who know what really matters. That value, wealth, still exists. That the secret to it isn't being the headwaters or the sea, but the riverbed. In being the place the flow travels through… and able to skim a bit off the top thereby. So go out, grab the world and take it for everything it's worth.

Take ***A Profession(Merchant)***, and ***A Profession(Politician)***.

The boundaries of the law often end up being hugely important to any honest merchant; whether they're honest by giving you the best black market prices and getting past all those unfair, and frankly *criminal* regulations with ***A Profession(Criminal)***, or instead insist on maintaining *standards* and working to keep out *unscrupulous actors* by creating barriers to entry with ***A Profession(Lawyer)*** depends on the merchant. Pick one of them.

Scientist

When Aion's gift was first granted, magic was still a secret art, held by only a few. The archmages of those days wielded power that, today… Well, it could hardly be called impressive; their greatest accomplishments would be decidedly *average* today. Many Expressions that everyone learns growing up used to be the personal secrets of this secret society or that private archmage.

But that was *before* Aion's Gift. Day by day, year by year, the secrets of magic are being peeled back. Knowledge is being systematically entered into the Universal Repositories, and done so in an organized way so that people can actually *find* it. And people are even inventing *better* ways of entering knowledge and withdrawing it!

History is slowly repeating itself; that which is the peak of archwizardry today will, step by step, become the clumsy fumbling of apprentices and the work of the casually uninterested in another four hundred years. And that's just the start; there are new expressions to create, there are new

ways of *using* the expressions already known, there are truths held that will be invalidated, there are new questions to be invented…

Step by Step. What a time to be alive!

Take ***A Thousand Paths***, ***Sanity Check***, and ***That Singular Goal***.

Peacewalker

The Gift brings freedom. At the most basic level, it frees one from any form of true domination or mind control. Long term, it frees one from many needs. But to some people, that's all noise. A side effect of the most profound thing Aion's Gift can free you from.

War. Conflict. Violence. Contest. And despite this gift, despite the greatest gift the Gift has ever offered? The Basin has been torn by war and conflict and domination and wastes its effort on pointless contests for power. Has done so the full measure of four hundred years since the Gift was given. This didn't have to be. And it doesn't have to be. It is no great sacrifice to Disconnect from War - to throw away one's War-Self such that war simply isn't part of the reality you exist in anymore. It is a *solved* problem, so every bit of horror that happens from here on out is self-inflicted.

Of course, the Peacewalkers are an example of a broader range of movements; people who sever part of their soul to remove themselves from part of existence. To sever War, so that conflict doesn't exist, or to sever Industry, so work doesn't exist. Those are the most common choices, with war winning by a mile, but Industry giving it a good-effort try to catch up (mainly among those who live in dream). After that, disconnecting from Trickery has its adherents, though the endless toxic brutal honesty it enforces tends to be too misanthropic for most, and leaves you largely incapable of convincing anyone of the truth.

The other natures tend to be too punishing for any social movement to exist towards them; people disconnect from them from damage, or for deeply personal reasons.

For whatever reason, you are an advocate for Disconnection; most likely of War, as that's the only one that has major groups pushing for it, but perhaps you have a different bee in your bonnet.

Take ***Severed from [Nature]*** once, ***A Profession (Prolocutor)***, and ***A Profession (Samaritan)***.

Expressions

There are many magics you might take up, some expressing some facet of your nature, others just something you picked up along the way. If not listed with a price, it will take **100 GP** to add them to your repertoire.

The Gift (Free)

The brass ring on every finger, unleashing Pandora's box. Grace as beautiful and terrible as a wish, undemanded and undeserved. All those with any portion of the Gift automatically pass that portion down to their descendants, and any being who possesses the Gift of magic may devise an extended ritual by which their Gift may be bestowed in full upon another.

The first element of Aion's blessing is the gift of choice. Those with the Gift may choose who they become, slowly shifting and transforming in body and mind to better suit their own beliefs, desires, and decisions, and even healing more perfectly as they perpetually re-embody their own self-image.

Moreover, the free will of all those who receive the Gift is guarded by a divine protection no force native to this multiverse can breach. It remains possible to read the mind of someone with the Gift, to ensnare them in illusions and bedevil their memories or vex them with curses, but nothing can truly rewrite their values or directly compel them to action.

The second element of Aion's blessing is the gift of wisdom. The Gift grants the benefits of intelligence and ensoulment to all those who receive it: nothing has ever received the Gift which either was not already a sapient person in itself, or which would not rise up and be awakened in receiving its benediction.

Moreover, even without initiation into a proper mystical tradition, those with the Gift can learn to share their minds and souls with others so as to communicate beyond the limitations of language, or to speak in tongues and be understood regardless of who listens. No being enlightened by the Gift is ever deprived of the birthright of all the wise.

The final element of Aion's blessing is, of course, the gift of magic. Once, magic was only accessible to those of specific bloodlines, and mastering it carried an inexorable mystical cost, with greater learning exacting an ever-greater price. The Gift changed that - it became possible for everyone with the Gift to learn magic, and Aion's sacrifice paid the price of magic for all in their stead. Specific spells and acts of magic may still carry a commensurate cost to cast, but ability and enlightenment alone are no longer a burden for a wizard to bear, and like truespeak, many spells and powers may come easily.

Aion's creation might imitate a more conventional physical reality, but such is only true on a surface level. Nowhere is this more obvious than in the intersection between magic and more conventional action. The world is divided across six natures, six ways of interacting with reality,

and just as profoundly… of being acted upon. The great muscles of a War-soul champion and a hard working Industry-glutted craftsman aren't the same - it's not just that the warrior lacks the skill to put his strength to constructive ends, but that his strength is strength *for* war. There are methods for 'misusing' a Nature - Trickery unsurprisingly excels at many of them - but such matters are a facet of reality, not mere skill or application.

The natures are:

- ★ Communion-Nature, to Offer, Share, or Heal.
- ★ Industry-Nature, to Build, Direct, or Maintain.
- ★ Mystery-Nature, to Discover, Conceal, or Analyze.
- ★ Self-Nature, to Protect, Change, or Apprehend.
- ★ Trickery-nature, to Steal, Deceive, or Escape.
- ★ and War-Nature, to Harm, Occupy or Dominate.

A full accounting of what each nature means is beyond the scope of this document.

As mentioned, Natures are more than just a faucet of magic; the soul itself is divided across the same six aspects, and it is possible to sever that connection. Someone who has severed their war-nature, for instance, can no longer dominate others or plan violence… nor can violence be done unto them, no matter how indirect or cleverly achieved. If one wants to fight a Peacewalker, they must heal their War-Nature first. Or just trap them in a net; so long as you are careful to never hurt them (even accidentally) the protection won't come into effect.

The Gift may not be revoked once granted, Aion itself couldn't take it back. If you share it, neither may you. Nor may the soul of someone granted the Gift be condemned to a final and total destruction, though they may be shattered, or transform so totally that the one you seek to destroy no longer exists.

Magical Education (Free)

You have actual training in the mystic arts, and not just potential. This might be in any of the "canonical" traditions, or one you just came up with. The world is replete in paths… and there are many *many* worlds.

Giving a full accounting of just the 'major' ones would cover more than 26 Traditions, as each Nation has at least two traditions described in brief - and the PDF is freely available.

You don't have to take this perk if you don't want to. You know, if you're a Returner cultist. Lol. Lmao.

Rule of Existentialism (Free)

Magic is dangerous to the naive sense of self - transhuman magic, only more so. What good is protection from mind control if you can still choose with all your free will to break or evert

yourself? If you can be driven by an absurd universe to such extremes as your younger self would have called mad?

Let's address that. For you, there can be a level of distance between 'you' - your 'true self' - and the outward-facing pattern that exists within the world. This isn't quite so complete or 'meta' a divide as the vast gulf between the player of a tabletop RPG and her player character; you can still benefit from the likes of 'in-universe' intelligence enhancing magic, for example, or reconfigure your personality with mind-editing spells.

But if you find yourself anxious about this subject matter, then wherever plausible, you may assert that your personal transhuman metamorphoses are 'expanding your capabilities' rather than 'transforming who you really are'. That you will remain essentially yourself through any interventions you undergo of your own will, instead of haplessly sliding into an abomination of philosophy. In other words, really, don't worry about it.

More than that, if you do find yourself philosophically compromised against your will, then you have a certain strange propensity to 'bounce back'. You're no better at restoring yourself on your own, but if your friends reassemble your dismembered immortal body from a hundred stolen and severed pieces, deprogram you of an elder evil's eldritch brainwashing, or resurrect you after an age of torture in hell, then your 'original self' can eventually return in more or less unmolested truth - that is, with continuity as if you were a 'player' picking up an old character sheet, and not a complex pattern undergoing lossy reconstruction.

Immortality (Free)

Every Font of magic has its own method of immortality - of going beyond the reach of death. And every way is flawed. One of the most tightly held secrets for anyone in this age is where they hid their own death… the one thing that could bring them destruction.

Kind of. Like… it *is* in fact possible to bring someone back, if their 'soul', their identity wants to remember.

The truth of the matter is that truly unmaking someone beyond any hope of recovery only happens after they choose to change, to no longer be the person you despise. While you *probably* can solve the problem - when the problem is another person's existence - with violence… it can never go beyond 'probably.' And just as importantly, there's plenty of ways of "permanently" dealing with someone (more permanently than death, even) without killing them. In fact, killing them precludes many of the "best" ways of really getting rid of someone - for example, while the Gift renders a soul beyond destruction, it *can* be shattered, and each piece sealed away under layers of obfuscation. And that's not 'death.' Technically.

More importantly, this is trivially easy to game, doubly so going into future jumps. Jump-Chan, Aion, and you… you all know that you're simply going to pick a weakness that *doesn't exist* in future jumps, weaknesses that *can't* be reached. So rather than play out this farce…

Take your immortality. Just remember that there are degrees of defeat indistinguishable from death, without being it. If you end your jump in such a state of *defeat beyond death*, then it will count as death for the purposes of chain failure. What is *defeat beyond death*? That's a question you'll have to answer. Be honest.

Important (800 GP)

What does it mean to matter?

On some level, that's not a rhetorical question. Does having enough power to threaten a city mean you matter? Does it still matter when there's a thousand strings on you; obligations, responsibilities, plans to use you, or simply to eliminate you. If nothing you do can be unexpected, and every action you take is within the scope of other people's designs, are you important, or just a calculated variable, already solved.

If you're weak, but other people operate within the scope of your goals, if the guilds you rail against strike back the way you need them to to further rally people, if the tools you need to progress fall into your hands, if doors open themselves for you before you ever realize they were locked, if it's impossible to predict you because your designs exist outside the scope other people understand or interact with, are you important even without strength?

You are Important, and that's not a subjective statement in the least. On some level, the world recognizes your protagonist-hood. There are patterns to this, to some extent your 'plot-armor' has its favored approaches - one for each Nature to your soul - and through these how the world is twisted to enforce your protagonisthood. This can come in the form of unearned advantages that advance your goals or help you, or problems and issues that bedevil those who oppose you. Or who you just don't like - it's not fun to stand against someone the world decides is the hero. While this well of twisted fate is not bottomless, it refills with opposition; when complications arise, when you are thwarted, your Protagonist-hood gluts itself for further action. And to be clear, this doesn't have to be external - even if you're your own worst enemy, it still will fuel your narrative significance. They also renew themselves during downtimes, between major events.

That said, perhaps the greatest use of this is as plot armor; it's not a trivial cost, but you can simply decide for a problem to be escapable. This doesn't let you 'win.' It just means that, whatever current problem you're facing, you will get away, and do so in a way where there are no serious personal consequences.

This is a lot like burning a 1-up to escape a problem by killing yourself - you aren't really winning, but removing yourself by an out-of-context vector. Problems escaped this way have a tendency to leave you alone afterwards, at least for a while. Well, so long as you don't stick your own nose back into the problem.

While this twisting does tend to take a subtle form, it can retcon reality in ways that are out of sight - you could decide that a major volcanic eruption just… ends up not being a big problem

for ‘reasons’, even if it should be, and that will all just work out… you can do it. This manifests like luck, but it’s better understood as a kind of deus ex machina; you are the protagonist. Sometimes, reality is just convenient for you.

Powerful (600 GP)

Most people are average. And, in all likelihood, you are ‘most people.’ We all like to think ourselves special, that we work harder, or are smarter, or that we would keep trying when others would crack. That we’re more creative, more disciplined, more insightful.

Most of us aren’t. Even in this world.

Filter out all those people. Toss out the bottom half - the people *below* that average too.

You have the aggressive, the hard working, the clever, the manipulative, the empathetic, and those people just firmly grounded in themselves and who they are. Throw out all the people who are just *one* of those things.

Two of them.

Three of them.

Four of them. Five…
There. You have the real monsters. The freaks of nature who might have become Archmages *before* the gift. Polymaths and prodigies.

Now get rid of the bottom half of *that* group. How many people are left? Probably infinite numbers, honestly, but only after you start including the whole of the Kaleidoscope.

Among all those people? You’re impressive. The limits on your magic are simply that the foci to truly leverage your strength don’t exist, and even with that… you honestly go past where the theoretical limits *should* be. Your reserves of power are so deep that you can exhaust three other archmages in a battle of pure resources, and the fourth will still have to work to bring you down. And somehow you’re still just a hair *better* that all of this should make you.

This carries, by the by. In whatever new definitions you gain across that greater Kaleidoscope beyond the familiar one of this world… you are *more*. This won’t let you just leap to the end of a sequence of cultivation realms, any more that it would let you reach the next tier of Nature now - the foundation has to be created. But your foundation is always flawless without hidden dangers, and there are no bottlenecks.

Power is your Nature, and your Nature is Power.

Oracle and Augur (300 GP)

“Reality can be divided into six categories” is a neat little line. Magical thinking is often used to simplify reality. Yet, it is the nature of magic to make things messy, to write outside the lines.

You have discovered or rediscovered a seventh nature, the Wyrd-Nature. With it at hand, many temporal magics that were previously difficult or impossible suddenly become natural, much like it would be if you discovered the War-Nature after decades of doing battle with the Industry- and Self-Natures alone. Not severed from War, but ignorant of its mystical significance. Your discovery of the principle of War would then revolutionize everything.

As with the other six canonical Natures, this is more than a power-up. It represents a facet of your fundamental capacity to exist, experience, and interact within the world as a sentient being. To be deep in the Wyrd-Nature is to be deeply in touch with your place in time, your connections to ancient history and new possibilities, your fortune, fate, and future.

If you take this, the Wyrd-Nature will also be as a natural part of Aion's creation, and not merely a chronal inheritance from a colder world. Most mages who play with time, if they play with time at all, will do so without this scaffolding. But there will be Worldbuilders who are your peers in time, along with Nova trendsetters, clear-eyed Archmages, and other powers.

Monstrous Tradition (300 GP)

A dragon doesn’t need to cast fireball; they have that built in. Whether or not you’re a classical ‘monster’, you have abilities baked into you that represent a wide set of abilities, enough to compete with the average wizard and stand your ground. And these abilities are just… inherent in you. They don’t need Flow, you don’t have to care about null-zones, or someone screwing with your foci. A Dragon is still a Dragon under anti-magic.

Pick six abilities - they don’t have to be ‘canonical’ expressions, for example the Phoenix has an ability that mimics *The Uncountable Spinners of Silver Cord*, but presumably is based on different principles rather than drawing on a Wonderwork - to represent your “natural” abilities. Unlike ***A Sorcery***, these abilities are rather set. Your War-Nature might grow, and hence make your flames deadlier, but they won’t change in nature. These are inborn abilities, not flexible magics.

Optionally, you may ‘trade in’ three abilities for one that is more flexible and can grow, and is in some way *strange* in a manner that makes it terrifying. A Medusa’s gaze might hold a shadow of the Ten Crore Stones in how it transmutes matter. This isn’t stronger than *A Sorcery*; it does however resist being solved by ‘anti-magic’ or other generic counters; it can be countered, but generic counters will struggle against it.

This may be bought more than once, if you’re a particularly impressive specimen. Only one purchase is free for ***The Dragon*** though. Further purchases are not discounted.

Maker of Wonders (300 GP)

While The Gift has granted countless abilities to the people living in the Basin - and beyond - in some ways what it directly grants is less important that what people have gone on to create. It's truly hard to overstate the influence of the Travel Lattice. The Red Space was made by completely restructuring an entire layer of reality in ways that fundamentally broke part of the world. And at one point in the past, The Uncountable Spinners of Silver Cord proves that Death itself was mastered, long before the Gift, until that wonder fell into ruin.

Each of those represented more than just magical infrastructure though. They represented new modes of thought, new ways of understanding the universe. Perhaps it's good that you've set your sights a bit lower than that, though. You'll be happy to just make the most spectacular bling.

When designing and performing 'rituals', whether to shape the weather or create a Soul-Well, you count as if your Nature was stronger, you were more skilled, you were better supported in outside resources, had better supporting Infrastructure, and the team you're working on doing it with was bigger. On some level you're always passionate about your projects, and it shows; it's just easier, less draining, for you to take on such tasks, and you can always juggle more such rituals at once than really should be possible.

To be clear, you don't have to be the 'expert' on such a project, you can lend this ability to any ritual you 'lead', even as a non-technical manager.

A Paragon of the Path (Varies)

There are many paths to magic; outside of children or a Returner Cult, everyone has walked at least one of them, and many more than one. Some might claim that how you reach a Fount doesn't matter, only that you do.

Nonsense. Everything matters. It *all* does.

This Expression doesn't give you access to a road - you could have that anyways. Instead, it represents a certain affinity with one of them, one that goes beyond the norm. While most people have to work a little to stay in the right mindset for a given Path, this path is so natural to you that you can effortlessly fall back on it, even in the midst of confusion. Interfering with your use of it is also hard; you inherently are something of a focus for its methods. Not *impossible*, mind you. But it's hard to interfere with or deny you its use. There may also be other advantages you wield.

Your magic gains one advantage when you buy this, and may pick additional ones for **100 GP** each. Some examples -

> *Artistry* requires you to be transcendently good at art in some form. If you don't have that already, you *must* purchase ***A Profession(Artist)***. Examples of special talents you might have include -

- *The ability to easily affect a small crowd as easily as a single person, provided they all engage with your art.*
- *The ability for a spell to 'reoccur' around a piece of your art. A fountain that heals people every dawn or dusk, or a painting that acts as a portal to Dream whenever a large enough crowd appreciates it.*
- *A spell that resists destruction until the art it comes from is destroyed. A guardian that steps out of a painting and only dies when its canvas is burned away.*

Belief requires deep investment in some set of values from which you leverage your magic, and that belief will limit your magic. Few people are that invested in anything but their own survival to such an extent that it would let them wield the strongest magic. If you don't come with such a belief, an Expression like ***Shifting Values*** (or similar from other worlds) can substitute.

- *Your faith directs your magic; just as a curse has a governing intelligence, so does your faith give direction to your magic beyond the scope of your direct casting or attention*.
- *Your magic requires less of your attention to cast or maintain; after all, the miracle is a miracle granted to you, not a spell you are casting.*
- *Your magic causes 'wild' magic effects in-line with your faith. Enemies of your faith might suffer Chakra Occlusion or similar.*

Blood magic is, as the name suggests, carve from blood and life, and everyone only has so much to give. It has the virtue of requiring no physical tools to work (though it can certainly *produce* them, in the form of 'bloodstone' gems, clothes dyed with bloody runes, and similar), but in return every spell consumes an offering, and a body only has so much.

- *You can fuel your spells with other people's reserves, or even cast spells in a null magic zone where there should be no power. It just requires enough other people's blood.*
- *If you have access to someone's blood, spells you cast on them stick longer and resist despelling, tied more strongly to their lifeforce.*
- *Your spells can be renewed if someone spills fresh blood into them.*

Discipline can be the path of the body, or the mind. In either case, you are your own temple. Retaining mastery requires constant polishing, either physical or mental (or an appropriate ability, of course). Its virtue is that it needs nothing *but* that temple.

- *Your magic inherently moves your mind, body and spirit closer to their ideal state. It wears away at curses, speeds healing, and otherwise acts as care given to yourself.*
- *Spells you cast on yourself require less energy, and return their energy to you as they break down. Your metabolism can passively power a small number of 'internal' spells even without other sources of energy.*
- *You can maintain a high 'load' of magic on/through yourself, your body and mind a perfect channel for such forces.*

Geomancy works through patterns and shapes; tattoos, architecture, etchings - if something physically exists, it probably can have geomantic patterns added to it. While some paths require fewer tools - or even none - geomancy goes for physical foci in a big

way. Geomancers have some advantages with the Canon of Forms, being able to manipulate the scale of what they're conjuring upwards or downwards, rather than only using the 'default.'

- *Your magic can more easily be put to the purpose of creating infrastructure so long as it's tied to physical structures, but the destruction or change of those structures will disable or warp your infrastructure.*
- *Your magic can 'grow' in fractal ways provided more and more magic is poured into it.*
- *Your magic inherently suppresses magical side effects in its area to some extent, provided it's being cast through a pattern that extends through the entire area it's being cast on.*

Language is a common tool for magic - spoken word and gesture giving form and purpose to the flow. Word and gesture alone can wield magic, though it makes it more obvious than it would otherwise be without proper foci, and word alone leaves your magic weakened.

- *You can bind a spell to a message such that the spell is unleashed when the message is delivered, though the messenger must be able to repeat the entire message verbatim and the message will in some way describe the spell - a list of dooms for a curse, well wishes for healing, and similar.*
- *Your spells hold greater power over those who hear your words; they're harder to resist if your target heard you speak, and harder to dispel so long as your victim remembers what you spoke.*
- *Your spell grows stronger the longer you speak without interruption, without it costing you additional flow. Up to a point, at least.*

Patrons is a similar path to Faith, in that it's looking outwards, though Faith draws upon a cause of ideal, while Patrons draws upon a powerful being, usually a god from the Worlds Beyond. Those who call on Patrons are weakened without tools, but can still operate, and they don't recover their energy as easily or naturally in places where their patron is not respected.

- *All the examples for Faith also work for Patrons.*

Reagents is a path that produces various products that are used to fuel the magic - bundles of herbs, strange metals, and more. Many are consumed in the magic, though 'everlasting' reagents exist. The path of Reagents grants some additional flexibility in the flow used to fuel spells, more so than other paths.

- *Prepackaged Magic of all sorts - potions, powders, and so on.*
- *Your magic might be able to work on a greater scale for less cost so long as you work slowly - a spell that affects everyone who eats a meal, in return for it taking hours to prepare the meal rather than summoning it up with a gesture.*
- *Magic that's harder to sense, in return for only affecting those who consume it - an almost invisible poison that must be drunk.*

Wild Magic throws the world into chaos using contrasting and contradictory flow. It can operate at reduced power without tools. It has the downside that it causes many minor side effects, many of which are aggravating, and perhaps more problematically, make it a rather *obvious* form of magic, as the world suffers bouts of chaos.

- *The chaos you cause tends to inconvenience people working against you more than it does you.*
- *Already inured to chaos, it's extremely hard to disrupt or counter your magic, either intentionally or by something like a chaotic magic zone.*
- *The strange manifestations your magic causes tend to align with your magic, making it 'better' in unpredictable ways that are rarely what you would pick, but are undeniably useful.*

These are just examples; you may come up with your own. They shouldn't be overwhelmingly powerful, but they will grow with time. You will continue to have an affinity with similar magical systems in the future. Also it should be noted that this is not an exhaustive list of every Path, merely the ones practiced by the major civilizations of the Basin at this time.

You may buy this multiple times, if you have an affinity with multiple paths to magic.

The Very Fount of Power (100 GP)

If you imagine magic as a well, the paths are how you travel to the well, and once you've pulled up your bucket, how you travel from the well to where you're going to pour out your water - your magic. But the well you draw from matters. It is neither interchangeable, nor irrelevant. Different magics govern different things, deal with the world on different levels, even if magic in this day and age is powerful enough that founts can do most things.

In this analogy, the Well you draw from is your Fount; the fount of your magic.

On taking this, you gain a great deal of affinity with one of the Founts. Falling back on it is natural and easy even if you were unprepared, and it's easy for you to wield it even with less foci or support than you should require. Perhaps more importantly, it bends towards your purpose - when using this fount, the expressions of it out in the world contribute towards your use.

There's no point in luring you into a null-magic zone if it's in a location choking on history if you're aligned with Necromancy, for to you the weight of all that history *is* flow. Likewise, if you're aligned with Elementalism, you could build Infrastructure that ran off the flow of a river, instead of the flow of Flow.

While seven Founts enjoy general practice across the Basin, that doesn't mean they are the only ones that have existed or can exist; other Founts may be lost to time, or not yet discovered.

You may buy this Expression multiple times, to represent a deep relationship with multiple Founts.

A Sorcery

There are many Expressions of magic, whether conjuring from the Canon-of-Forms, or distilling a tool down to its true purpose. And while it is untrue to say that you know every Expression -

some have been lost, and some have yet to be discovered - you do have a firm and broad grounding in magic, and someone with the Gift, if they marshal themselves, can achieve many things even without such a grounding.

That said, people have finite time and effort, and being ready and able to perform a given expression takes up some of that, such that reaching beyond it costs them. You might know how to transmute matter, for example, but you lack the foci for it, you have to shift your mindset into one you're unfamiliar with, gather different Flow than you have trained your body and soul to produce, and so on. You can shift yourself into the mindset to use it, but you're going to expend part of your finite effort doing so.

For you, there is an expression that is always close at hand, though. Whatever Tradition you're currently practicing, whatever tools you have at hand, even in the face of damage to your foci or while otherwise being interfered with, you have no trouble calling on this expression. More than this, you will steadily build upon it, and may reach further with it than other people. What 'reach further' means will vary with the Expression. A few Examples:

> If aligned with *Conjuration*, then you'll find more specialized applications of it coming naturally to you - Cloning, for example, but also Tailoring the Canon you conjure from so that you always have access to Forms you fall back on, and similar. You might learn how to give items you conjure certain interchangeable histories, or conjure them complete with useful enchantments that they come into being already enacting. You certainly wouldn't have any trouble conjuring things of future worlds… or past ones.
>
> If you master *Distillation* (or, alternatively, Weaponry. They are in truth the same art, expressed by two different natures, and so will eventually grow into each other) you might grow to master many different forms of infrastructure, until you can reliably reproduce them in a new world in months, or weeks, or *days*. You might become so good at crafting Automata that you're eternally surrounded by a swarm of eager helpers, or turn it inwards and distill the strength of your own body.
>
> If you master *Shapechanging* that you may very well become almost formless. You might learn some forms so well that taking them does not lock up part of your Nature, for they *are* you, learn to express powerful magical abilities natural to monsters you have fought… or that you brewed up in a lab, and generally warp what it means to be you. After all, who gets to tell you what it means to be you?
>
> *Null Tolerance* is special, in that there's no question in how it manifests. You are able to deal with greater and greater levels of Null Magic, until eventually even complete outright anti-magic means nothing to you.

As the Shapechanging/Distillation example shows, these different masteries are non-exclusive. Both ways offer paths to mimicking Physical Prowess, even if they come at it from different directions. That said, you aren't "wasting" anything if you took both; as in all things, you both

have a finite amount of growth over a given span of time from each, and each could do more if supported from other expressions of your Sorcery.

As said, this list is not one you simply select from; any expression may be taken, and any expression taken will start to grow. Nor are the examples I gave complete or exclusive. Perhaps you take Conjuration in a totally different direction, one focused on how it's the twin of Deconjuration, and you see them as more focused on to-be/not-be, rather than on the Canon of Forms.

Access Pass

The truth of the matter is that while 'any expression may be taken', not all expressions will even *work* in future worlds. Notably, you couldn't destroy someone with The Ten Crore Stones of Death without The *Ten Crore Stones of Death*.

Let it not be said that Jumpchan will not provide, for has she not gifted you endlessly across your journey?

Upon taking this, the effect of one of the great works of Infrastructure becomes part of the Gift, allowing you to call upon it in future worlds, lets anyone you grant the Gift to use it, and otherwise acts similarly to A Sorcery for that Infrastructure. Though note that how you interact with one of them is often more limiting than the wide open field of a Sorcery.

The Universal Repositories deserve special mention; you only need to take this once for all of them.

A Profession

A Sorcery analogue for Professions. Instead of progression and focus related to a spell, you get progression and focus related to a more comprehensive body of skill or way of life. When you take this, you may select a Profession (or make one up, it's hardly a comprehensive list) to achieve the kind of focused mastery called *Satori* among the cultures of the Basin; a level of obsessive achievement that is inherently supernatural, beyond any mortal skill.

Nor will this be the limit of your accomplishment in this arena. You will continue to become better at the topic, pushing it further and further over time simply by living life and knowing yourself.

Prodigy

Your skill isn't simply a product of hard work and interest backed by magic. Rather, it's a mystical insight into one of the Founts - the various sources of magic magicians draw upon. As such, while it can still be used 'mundanely', it also represents a scholarly and theurgist perspective of that fount, exercised through the metaphor and mechanisms of the chosen profession.

Prodigy applies to all purchases of ***A Profession***. You do not need to buy it multiple times if you just want to use multiple skills as metaphor and mechanism for understanding and controlling magic.

In future worlds, these skills will be able to translate into understanding and working with similar phenomena. A second purchase of Prodigy will let you use it as a universal scholarly and theurgic skill for all magic.

A Thousand Paths

Aion's Gift only unifies the mystical traditions of this setting - while it's profound mystical power, he can hardly gift something outside his own nature. But… Aion's blessing was never meant for any one dream. After all, Aion's dreams are the only beings the Gift can't be shared with.

By buying this, you stoke your version of the Gift until it can unlock and proliferate truly alien forms of magic as well. It will defray entry costs, grant potential, and generally break down barriers to participation in any magic system you encounter, including for other people who receive your version of the Gift. Just as importantly, it unifies them under one umbrella. What that means depends on the nature of those systems. At the very least, your Natures express themselves through any form of magic you practice, and those traits that govern other systems express themselves in *this* magic system in a similar way. Lastly, your different magics may build upon each other, and use each other, interact and cooperate (or disagree!) if that would have otherwise ever been in doubt.

Archetypal

You may push your largesse even further, catching true fire in a pale but valiant imitation of Aion's exigence. Any power you possess that augments how you interact with magic, or any divine blessing you're otherwise already capable of granting, you may heap into the flames of your Gift until it becomes a new element in the whole of the leaping conflagration.

A Prayer

The Gift has been paid for, so why should you have to pay for it again in new worlds? You may whisper a prayer to Aion, and in doing so unify whatever plane you're on with Aion's Kaleidoscope for a single moment… that moment is just the moment the Gift was given. Across the world, universe, *multiverse* the Gift will explode. Beings of full Autonomy will receive it in full measure. Those more limited will at least receive Sovereignty. Only beings that are little more than Automata built of Principles, like the Gods of Sorcerously Advanced, will be completely denied the Gift.

There may be groups who miss some measure of the Gift for odd or unclear reasons. Some of the Hells raided the worlds of people and took back slaves, and those slaves only received a partial Gift. But Hells are places for the dead in their afterlives, and Demons, both groups falling under the Partial Autonomy category. A group of dragons slumbered under a seal, and when

awoken had only received the partial gift - perhaps the seal had lowered their awareness so far the Gift saw them as animals? Mysteries like this leave unclear information, but there might be similar oddities in whatever world you share the Gift with.

This Expression doesn't require ***A Thousand Paths***, but if you also have it then Aion will have a better view of each new world you open to high sight. With joy, he'll subtly adjust the Gift to better fit the new world you share with him. While things like new Founts (matching the powers within a world) would happen anyways, with it more aspects of the world can be understood and brought into more intentional harmony with The Gift.

Shifting Values

When you care, you can seize every opportunity, even ones that would normally be invisible. But it's more than that; the world recognizes such passion as valid on some level. The Basin is not the cold mechanical world of physics you knew from your first life, after all. And when an entire *civilization* cares about something? That can drive such things even deeper, till the world shifts, a civilization's self-declared virtues moving the world just a bit.

So why is it that you can bring this to bear even alone?

Some aspect of your own mind and heart has a hold on the world. It might not be enlightenment exactly, but you have invested something core to yourself into it. And there's no way to invest so much into something and not learn how that something relates to your own place in reality.

This has given you a greater ability to stick to your value and leverage it in matters both mundane and mystical, and even in such an abstract unreal arena as 'fate', to whatever extent it exists.

That said… this value *isn't* unchangeable; this empowers you to be more yourself. If who you are changes, if what you value changes, you may set it aside and let it fade away. Other things will rise to take its place, so long as you have things worth caring about. That said, this Expression *will* help you resist attempts to force or trick you into changing your held value.

You may buy this Expression multiple times.

Self-Preservation

On some level, this is the one universal value, the original virtue, the one present in every society, yet of none of them. That part of yourself that wants you to *live*. On some level, this is just the same as ***Shifting Values***, except…

Except it isn't the fragile values of civilization. This isn't the will to live that is learned, or comes from propaganda, or even self-realization. It's deeper, stronger than almost anything. While it can not compel you - at least, not more than it did before - its strength is not one you have to leverage. You leverage it by living and refusing to die.

Effort to survive that should wear you down, don't. Shifts of fortune that might have become exhausted as you drew upon your Values, don't tire. This virtue is no *stronger* than any other, but it never gives up until you're gone. On the flip side, it is entirely internal. You can't call upon it for anything but self-preservation. Though 'I put myself in danger because I knew my will to live would drive me to the other side and I would achieve my other objectives along the way' is a valid move.

Hanged Man Enlightenment

Magic has a cost. In times past, great sacrifices had to be made for the Gift, before Aion invalidated them all and gave it to everyone. Yet… is something not lost, when it's paid for in another's coin? Your sacrifices for your art are something to be envied, not pitied as relics of an antique age.

Your magic is greater in proportion to what you've paid for it - not 'more powerful', but *more deeply yours*. Your power is more readily controlled, your workings harder to subvert, the roots and tools of your magery harder to meaningfully sunder, when the sacrifices made for it were paid in the coin of your own self.

Sanity Check

This is an age of experimentation, where the borders of what's possible are only beginning to be cracked open. Many of the changes happening today have nothing to do with inventing something new, merely applying something old. It's not that the world is changing, it's that it has already changed. Reality just hasn't had time to catch up, yet.

It's also the case that some things are terrible, *terrible* ideas.

This blessing is less about granting wisdom, and more remembering the wisdom you have. At its base level, you'll never be so excited by an idea that you'll ignore the issues with it, never so distracted as to stop paying attention to the important part. Hype will pass you by, not because you can't get excited about things, but because that excitement will never blind you. Just as importantly you'll never get so invested in an idea that you can't walk away from it.

This won't tell you that using Curses as calculating engines is a bad idea. It's obvious that's a bad idea. What it will do is let you keep from ever getting sucked in by the possibilities till you forget that. It won't help you figure out if your teleportation spell is safe… but it will keep you from ever cutting corners or failing in a precaution you know about when testing one.

In short, it lets you always be at your absolute best when it comes to caution and cynicism.

That Singular Goal

Many people see what you're pursuing as pointless - the Basin is drowning under the magic it already has, and many feel that achieving any desire is less a matter of learning something new, and more a matter of learning how to properly leverage what they already have. There's plenty of examples of 'Conventional' research (like a theoretical Bridge to the Future) that are

already forbidden; and when you get right down to it, that isn't anything *new*, just a rearrangement of the tools already at hand.

So what's the point of true pure research?

You always struggle to answer people who ask that. You don't even understand the question. The point is pure research; other things happen to enable it. Can there be anything more glorious than that?

This Expression functions much like Maker of Wonders… except that it *only* works for cutting edge research - where you aren't even producing a prototype, but rather the foundation that proves a prototype *could* be made. It's also stronger at each aspect by another step.

On, and while you don't have to be the project lead, you do need to be a technical expert, and actually interested in the results.

Earthly Form

Aion's Gift was not only for Humanity, and many who started out as human long ago cast that aside. The nature of The Gift is to open the door to Become yourself, no matter how strange that self is.

Achieving many of these can be done just by… choosing to be the right kind of being. A Fire Elemental doesn't have to justify being an Energy Being. A purchase here represents that some aspect of your Earthly Form is exceptional, and that you can manifest that through any form as a 'template' you apply to your current 'alt-form.'

Select one of the following, or take multiple of them, if you purchase this Expression multiple times.

If you are an **Energy Being**, your physical form is, in some ways, exciting. Whether it's made of flame, winds, tangible force, or something even more exciting, they are normally immune to manifestation of their own 'element', but can't necessarily pass through objects.

> If you purchase this as an Expression, your energy form is in some ways *impressive*. Perhaps it's a formless mass of plasma that can shoot around like a lightning bolt, giving you some level of physical resistance, a deadly 'natural attack,' as well as reisting multiple elements at once.

If you are **Phased Out**, you are immune to purely physical events, and made float and pass through solid matter as if it wasn't there; the body of a ghost or a spirit.

> If you purchase this as an expression, juggling your current level of intangibility will never be an issue; you can touch things without opening your self to being touched, ignore 'anti-ghost' magics by phasing in, and similar.

If you are **Aspected**, you resonate with a particular flavor of flow, producing it or twisting exist flow towards it. This can help you when acting with your aspect (a fired aspected trying to burn things), but may cause problems in hostile environments (water flow may be as dangerous to you as Death flow is to the living, and summoning water may be harder for you).

> If you purchase this as an expression, you will be able to dramatically shift the flow-environment around you towards favorability; if you are Fire aspected, people trying to use water against you will struggle as you make the environment strongly fire aligned, both helping your own magic and hindering others.

A **Flow-Parasite** must consume Flow to survive. Sapient Flow-Parasites normally must either live on a ley-line or other high Flow region, or as exist in symbiosis with an individual or group who will support their existence.

> Normally, the only dangerous Flow-Parasites are subsentient, but it seems that either your community cracked the secret, or there is some rare 'naturally' intelligent kind of Flow-Parasite.
>
> Choose what you 'feed' on - while you can 'eventually' drain someone, flow parasites feedings work progressively. Also, remember that everything is magic; what you consume doesn't have to obviously be magical. For example, perhaps you feed on sensory information first, draining your prey's ability to sense and recognize their environment, before progressing to strip them of their ability to defend themselves.

A **Swarm** is a "singular" entity that manifests as a swarm of bodies. This is descriptive not proscriptive; a group that formed a hive-mind till their souls merged is a swarm, as is a singleton that started piloting an automata swarm. Swarms have trouble focusing down on singular bodies, or singular actions; even if they were originally multiple minds, they are one mind now, and using one body is much like a human using one finger.

> There are normally real limits to how big a swarm can get, and going from a singleton to a swarm and back tends to not be casually done. At the same time, going 'up' caries various drawbacks as you become less capable of focused effort. Every time you take 'swarm' you increase the range you can operate "upwards" by one, *or* mitigate the drawbacks on one step upward.

Lastly, a **Possessing** entity doesn't exist with it's own body, but uses other people's. They are an unembodied souls. In many ways, this is just a limited form of the **Ideatic** subtle form, so take that if you want to explore those options.

While it's always possible to develop in any of these direction naturally, taking one of them as an expression means that you are both going to be somewhat better at mitigating the downsides of a non-conventional form, and that you may use these at 'templates' through any alt-form, rather than having to go through a dramatic transformation to take one of them on, adapt, and then go through another dramatic transformation you have to adapt to when you discard them later.

Subtle Form

In truth, in many ways, Aion's Gift may be too good to its beneficiaries. Merely by existing as a being with the right to choose, you may so easily escape the burden which defines it. Shall you not rest on your instars, secure in the knowledge that if you've chosen wrong, you can always change?

No. You have cultivated within yourself, or artificially sought out, a rarer meta-virtue that few in the Basin presently possess. Not some power to be wielded, but a basic property of the pattern called 'you', which runs deeper than body or magic.

Select one of the following, or take multiple of them, if you purchase this Expression multiple times.

If you are **Dynamic**, you have altered the basic structure of your mind, and the relationships between its component thoughts, in a fashion that makes you superbly flexible. Your mind is natively adapted to meta-navigating the shifts in mentality that may come with advanced magical practice, and is optimized to make efficient, effective use of any sorcerous interface.

If you are **Ideatic**, you have sublimated your mind into something even more rarefied than the 'energy bodies' of many incorporeal practitioners. You are a pattern of information not uniquely anchored to any single body, and any brain which understands you well enough to incorporate you - any substrate which holds you well enough to record you - may accommodate you.

If you are a **Centipede**, your mind has redundancy to move, to grasp. It’s not to look at one thing in multiple ways, but to look at multiple things in one way. You are able to give multiple subjects your “full attention.” This alone doesn’t let you give more attention to one object of attention; your mental legs of attention would get caught between retreading the same path in useless repetition, and pulling you in different directions in uncoordinated confusion, rather than advancing forward faster.

If you are a **Swarm**, different parts of your mind are full persons - all part of you, yet also all people with their own values and perspectives. This doesn’t give you more mental attention or intelligence; each mind is operating on the same substrate, using the same spirit to think. But each can have different values and perspectives, letting you specialize different minds to different tasks, or letting them master different skills. And more esoteric failure states may only cripple one mentality; while it’s unpleasant operating in such a manner, each mind can operate as a full mind; only the failure of the whole gestalt will bring you down.

In a colder world, any of these attributes could be a new doorway to untold risks and horrors. Not so much, here: the innate protections of the Gift buttress your Subtle Form against the risks of flexibility and a swarm-nature, and anyone who means to copy your consciousness and hold your copy hostage will find it no easier than capturing a shard of your soul and a *copy of you* against your will.

Severed from [Nature]

Some might argue that the greatest freedom isn't the Freedom *to*, but the Freedom *from*. While others disagree, it appears you are at least sympathetic to those ideals. Every time you take this, it is a statement of intent - that you have no congress with a major facet of what it means to engage with the world as a person.

First off, while being Disconnected is a curse, and one that at least lames if not outright cripples part of your metaphysical significance, you will not struggle with this. Your ability to impose your will on reality is only crippled along the axis you are disconnected from, rather than an overall diminishing before fate.

Secondly, so long as you remain disconnected, you can act as a powerful living curse *against* whatever you have separated yourself from. If you have severed yourself from War, not only is violence useless against you, but trying to use violence in a situation you have involved yourself with is liable to backfire *badly*. You aren't forced to do this - a choice to withdraw isn't automatically the same thing as the desire to impose the same choice on others, but you *can*.

Lastly, methods to avoid whatever aspect of reality you have disengaged with come easier; a negotiation as equals, without any pressure or dominance will come easier to a Peacewalker. Simple existence without any product except the artistic will be more comfortable for the Industry-severed Artist living on the land. While this never completely erases those costs the limits you have imposed on yourself create, it makes it easier to live inside them.

Gilded Ages Memory

Between the Archivist Society and the Worldmakers, fragments of knowledge from both lost past and shifting futures have been gathered, and in the right hands, reconstructed. You also possess the gift of reconstruction, allowing you to remake spells from bare fragments of knowledge by sewing together their internal logic. Though, without a thorough understanding, that spell might be changed by your own interpretation of it. This isn't exactly a downside. Not always, at least.

Sometimes recreating a magic exactly is pointless due to changing circumstances; War-Nature used to be Domination-Nature, but many of the subtler aspects of that were severed by Sovereignty. While recreating them in their original form is impossible, you could find ways of pushing right up against that edge, finding the very limit of it to remake the Domination spells of old in a way that could exist today.

The Sorcerer's Apprentice

It's already true today that no-one with the Gift has to work to live. Some day very soon, it may even come to pass that no-one with the Gift will ever have to work to make their dreams come true - if every man can cast Create Manpower, is there anything left for him to do?

Naturally, such measures and powers aren't perfect. To spin works of magic into existence at all, let alone to begin to rely on them to handle what you cannot, is to accept that you won't have total control over the processes you set in motion and the outcomes you create. Magic is a seething font of wonder beyond pinning down. But you've achieved some small success in this field of moderation, nonetheless.

Firstly, you can circumscribe your works to naturally limit their expanse of concern. An automaton you create can be imprinted with directives, without driving it to pursue those directives to the destruction of all other values; a terrible curse of misfortune laid upon your hated enemy won't discharge itself upon his innocent family simply because it's the most expedient way to cause him pain. Not unless you want it to strike his family down, of course.

Secondly, you can delimit your works to fail as safely as possible upon interaction with other powers. If an attempt to upgrade one of your creations would cause it to run amok, to cease to be what it *is*, it will shut down until the discrepancy can be resolved. If a wild magic storm would rend and wrack your infrastructure, you can build it to shut down before it grows twisted. Though of course, you may rescind this and the previous protection, if you actually mean to experiment with wild magic, set off sorcerous grey goo swarms, or similar.

GUILD

A constant refrain of this world is how much more powerful people are collectively, compared to anyone individually. Even the greatest archmage is nothing compared to the society that helped create them. True strength isn't winning every fight, it's in convincing people to back you in every fight.

Who do you have at your back? Take these four ***Friendship Bracelets***. A Friendship Bracelet may be used to find a friend and bring them with you (if they're willing). You may befriend even more companions, though you'll have to donate **100 GP** for each additional companion you recruit.

Companions gain GP for any global drawbacks you take, and may take personal drawbacks. Companions can't take companions.

Old Friends (Free)

You may invite as many of your old companions to join you as you want. They'll receive an origin and **1000 GP**.

Open the Travel Lattice (Free)

Anyone who wishes to follow you, may do so with your permission. They become a companion, and will follow you going forward.

New Loves

You may build a new companion to join you on your travels. While you may make whatever kind of character you wish, they'll only come with you if they want to be your companion when the jump ends - so some choices, like one of the UnRoyal, probably aren't going to work out. You receive **1000 GP**, and like any companion may take drawbacks. The following are a few example companions, though they don't have any **GP** from drawbacks. You'll have to add it if you take an appropriate drawback.

The (Un)Living Rights Activist

This young ghost was born into the Cult of the Empty Grave eighteen years ago, a child of one of the Aged Council. Despite this pedigree, they did not grow up in unusual luxury. They had friends across many different social groups due to their parents' networking, and grew up to have a rather cosmopolitan and egalitarian view of society. More than this, they grew up less invested in the stated ideology of their society, having seen how the sausage was made. One of the first things they decided to do upon reaching majority was to travel the Basin, to see how other people lived.

It transformed their view of their homeland. Oh, not in making them more invested in the religion of the Cult. No, in teaching them what the Cult really does do right. It taught them to value the compassion, the ideal of 'a right to flow', that the cult practices.

The pointless accruement of wealth in the Diadem was expected, though it *hurt* to see more than they expected. The mercenary mercantilism of Those Above… On some level, they knew about it. But The Cult had a good relationship with them, and so on some level it became a personal failing. And those were only the worst examples. So much of the Basin was trapped in economic systems that barely make sense, and so much scarcity is… fundamentally malicious. Scarcity that exists because if there is scarcity, then another is wealthy by comparison.

These revelations didn't drive them back to their homeland though. No. They had seen, and they believed in the values of compassion they grew up with. They thought… knew… that people could do better. That they could *be* better.

On some level they're just another proselytizing ghost of the Cult. On another, they have a much more focused message than most. Whatever form people choose to wear to face eternity… probably doesn't matter that much; being a ghost obviously makes more sense, but… does that kind of thing really matter when you have *actual people* living as servants, when some immortals are still accruing compound interest, when a thousand other indignities continue?

They've begun making friends among the Unroyal. It's not their methods, but… perhaps a multifaceted approach to the problem? Maybe you can be part of the solution they seek.

They are a ***Peacewalker*** disconnected from War, with ***A Thousand Paths***, ***A Sorcery (Cloning)***, ***A Sorcery (Dream Travel)***, ***A Sorcery (Enchantment)***, ***A Profession (Clergy)***,

Shifting Values ("People Deserve Better"), ***Shifting Values ("Stand Together")***, ***Earthly Forms*** (energy being, whatever it ends up being called - they're a ghost).

They also have ***A Paragon of the Path*** for *Belief*, tied to the "People Deserve Better" value, and the benefits that wild magic phenomena ease life around places they use magic, and that their magic grows stronger when they're working magic with others.

Disillusioned Inventor

They were born in the Unruly Lands, technically. A cloudeyes from a land teetering on fully joining the Geomancer's guild, by the time they grew up the transition had completed itself. They spent their first fifty years on a rather natural trajectory, working first in various clerical jobs. But they stayed aware, and paying attention to the research coming out of the Nova Republic they jumped on a potential technology a bit before everyone else, and invented a reliable way of achieving short-term limited Rapport useful for notarizing documents without sharing unneeded context or emotional information.

From there, they became one of the guild's many researchers; less involved in pushing back the edge of mystery, and more in filling in details in what the Guild already knew how to do. The next twenty years had a predictable slow upward trajectory. The problem came when Flux of Nine Pines invented their Judiciary Automata. It was an interesting toy, but the fact of the matter is that it was a petty and limited use for such a profound concept. A way of taking advantage of the fact that the strict format The Brightgarden Schema requires legal precedent to be written in allows Automata to be used for accessing and managing the Universal Repositories effectively for judicial uses. But that was hardly the *only* example of highly formalized and standardized information entered into the repository.

The Guild in fact uses a system of 'paper money'. That is, not printed money, but money that works via records in a ledger. And the guild has largely transitioned into using the Universal Repositories for this. Entering transitions into the ledger and keeping track of them is in fact a task that requires a great deal of bookkeeping at this point. The Inventor envisioned a future where writing and accessing these ledgers would all be handed over to Financial Automata in a similar way. Cities could invest in *Gracious Attendants in Miniature* tuned to this financial system.

It was such a small adaptation of Flux of Nine Pines' work that they were able to make a prototype on their own, in fact. They were weeks away from releasing their work, when they came across a financial study of the Guild by the Nova Commonwealth, and… well. It broke their interest in releasing their invention.

Yes, the bookkeeping for the guild's Paper Money system took a lot of effort. In fact, it wasn't simply a large effort - it made up an (admittedly slight) majority of all jobs in the Guild at this point, provided you looked at the topic from a broad enough perspective. It wasn't just 'grunt work'. Many entry level jobs existed for entering and accessing current ledgers, and making sure every city was up to date. More mid-level jobs about tracking economic movement, looking

out for scams, and a hundred different kinds of analyst work just to make sure the guild understood the state of their economy. And more.

And their invention would have eliminated 99% of all that work. In a moment of rare sympathy, they understood what the Fellowship of Truth must feel. And so they walked away. They couldn't release their invention, imagining the chaos it would cause for the Guild, and maybe civilizations beyond. And no motivation to work on anything else; what would be the point?

To them, the advancement of magic has always been a tool of stability in a chaotic world. For the first time, they have seen innovation as the destroyer of the same, and they don't like it. They're rather lost at this point, looking for a new cause they can really work at.

They have ***The Industrialist*** origin, ***A Thousand Paths***, ***Access Pass (Universal Repository)***, ***Access Pass (The Red Space)***, ***A Sorcery (Conjuration)***, ***A Sorcery (Distillation)***, ***A Sorcery (Transmutation)***, ***A Profession (Teacher - Mystery)***, ***Prodigy x2***, ***Sanity Check***.

The Misplaced Painter

They came from Fiasha An, the Dream of Unrequited Longing. A young maestro of music, painting, sewing, and stonework, they grew up on horror stories of the Basin and physical life. They didn't really understand *why* anyone even bothered maintaining contact with such a barberious place. Really, the only thing the physical world seemed to create was new nightmares - and don't get them started on horrors like Dream Factories. While few of those show up where anyone would want to live, few is not none; they were actually involved in shoving one of those back *out* of the dream realm when it showed up in the wrong worldlet.

That's actually where it started - the factory in question came from one of the Diadem houses - and that kicked up quite the kerfuffle. At first the house tried to make it a problem, and so *civilized people* had to show up in enough numbers that the house in question realized how little Glimmermere was going to tolerate one of those things showing up in their backyard, and no, they didn't care that it would only "inconvenience" three dozen artists who could 'just move.'

By the time it was all finished, it was agreed by all parties that it was all just an unfortunate misunderstanding, and that it was the fault of a client family besides (who weren't even landowners, and hence not *real* members of the Diadem), and most of the artists involved in the unpleasantness had new commissions for various dream projects.

It left the Painter feeling wrongfooted by the whole experience. It was everything they suspected and hated about physicality. Since they were already in the Basin, they might as well see some of the art galleries kept there, and then head home. It's not like they would ever dip their feet in physicality again.

The artwork of the Basin though was different. For all that Glimmermere claimed to prefer "create avant-garde takes on conventional" rather than "nonsense," the works they saw were

grounded in… well, something they couldn't understand. A context they had lacked their whole lives. The battles especially… It's hardly the case that Glimmermere produced no artwork on the topic. Often quite horrific stuff, even, to drive home how horrible it was. But… they realized that the works they saw back home *were* that very kind of nonsense, severed from the source so long that it had lost all legitimacy in favor of parody.

Still, they might have still gone home. It was an ugly concreteness, yet so many people obsessed with it. No, they were going to leave and never come back, so they needed to answer their questions now rather than in some distant future.

So they traveled to meet some of the artists who made some of the pieces that interested them. Not the grand historical pieces, no, the more modern takes. Poor work, most of them, but passionate. Quality can improve, but passion can't be faked, after all. And that led them to the Wargamers. They hadn't intended to stay long; but the artist they were seeking out had been rebuilding an old city destroyed in a long-ago war (so that they could reenact that destruction) and he was *doing it wrong*.

And, well, five years later they still haven't headed back to Fiasha An. There's so much *interesting* work to do; old uniforms to recreate, or fictional ones to invent. Cities to rebuild or design. Equipment to make - old weapons are *fascinating* (and a bit silly, but that's part of the fun). They never really got into the actual fighting part of it, but they've enjoyed painting a number of the battles fought.

On the whole, their view of material society isn't much improved, but the experience has taught them that the same kinds of people still live in the physical world today as those that became the founders of Glimmermere. People who *dream*, and paint that dream on the world. And they're having fun engaging with such like minded souls.

They have the ***Savant*** origin *(**Dreamshaping**, **Artist**)*, and has ***Maker of Wonders***, **A Thousand Paths**, ***A Sorcery(Spirit-Walking)***, ***A Sorcery (Hypnopraxis)***, ***A Sorcery (Transcendence)***, ***A Profession (Artist)***,***A Profession (Historian), Shifting Values ("See it Through")***.

Researcher of the Impossible

They were there, you know? Their back bent with age, their eyes failing them, their *mind* failing them? When The Gift was given? They were there. It was… it was *life*. It was color. It was their joints not aching. It was their mind being able to *think* again.

Of course, that was just the beginning. They were close to several interesting magical loci that drew interest. They managed to join up with other people of similar interests. They just were lucky enough not to die in the chaos. Before too long, they were part of the newborn Nova Commonwealth.

But they never forgot that moment of wonder. They never forgot that The Gift was *magic*.

These days, they have little interest in practical questions. To them, that's missing the point of it all. They want to plumb the deepest depths, reach the highest heights, and circumscribe the perimeter of the impossible. If something usable shakes out of it along the way, that's mostly an unintended side effect.

They have the ***Scientist*** origin, and have ***Maker of Wonders***, ***Archetypal***, ***A Sorcery (The Shell Game)***, ***A Sorcery (Warding)***, ***A Sorcery (Telekinesis)***, ***A Profession (Historian)***, ***Prodigy x2***.

Travelling Medium

The Worldbuilders tend to back off rather than go into conflict with a hostile neighbor, and with how they roll back time it often ends up the case where that conflict ends up never having happened. That said, it's not always practical to endlessly roll back time. The seed of conflict in this case was sown nearly fifty years ago, the eruption less than a decade. Too much time for the settlement to roll back with the resources they had, and it led to the rare circumstance of a large number of Worldbuilders being rendered Cityless. Many of them simply moved to other established cities, picking from those closest in character to their razed home, but this worldbuilder didn't take that route.

He was a medium for his city, working to recruit more spirits into becoming City Gods for it. When the city was razed, many of those spirits were unmade in the destruction, and much of his power was severed as the very gods he had built fell. He had convinced many of those spirits to become his city's gods, and it left him feeling… bleak. He couldn't just run off and resume life as if this was just an interruption.

He's recently joined The Hospitalers. Not because he feels a great passion for healing, simply because sickness being caused by hostile spirits is depressingly common, and it's a skill he's well grounded in.

He knows he's looking for his city, and that it's gone. So if he can't have his old city, maybe he can make a new one? He isn't a scout, so he waits for something to change, for the opportunity that he can't find, to find him.

He has the ***Industrialist*** origin, and has ***A Thousand Paths***, ***A Profession (Artist (Architect, City Planner))***, ***A Profession (Historian)***, ***A Profession (Magistrate)***, ***A Profession (Medium)***, ***Prodigy (Patrons)***, ***Shifting Values (Prize the Future)***.

He also has ***A Paragon of the Path*** for Patrons, with the advantages that his magic is more directed with the intelligence of his patrons guiding the outcome, that it requires less of his attention to cast and maintain, and that it can be passively supported by the cities he casts it on for less Flow than it should cost. Though right now, his Symmachis art barely works, as all the gods he normally calls on are dead.

The Soul Advocate

The Sovereigns of Hell became who they were to win their freedom from the horrors visited upon them, and to return those horrors tenfold upon their oppressors. And they have done so. For year after year after *year* they have carved horror upon the face of Hell, and made demonkind feel the fear that their ancestors felt, that some of them felt. The day they invaded hell was a liberation. What has happened since? Their crown forged from their will to never be the victims again.

People should be free from that kind of crap.

So shouldn't saving souls from whatever hell they fell into follow naturally from that? Is that not what was done to *them*. They've been waging war on hell for *centuries* now. Why are there still souls in *hell*.

Songbird, the Tzar of Jagged Glass, asked that question. She hasn't gotten a satisfactory answer.

In many ways, Songbird is the very model of a Sovereign. She grew up within the alien homes, raised by demon maids. She's never felt sympathy for the tormentors of her ancestors, can only look down on those who would *defend* the demons who are only suffering the consequences of their actions. She follows The Fearless Path without shame.

But to her, to leave souls tormented, imprisoned, cut off from continuation or self identity… is that not a betrayal of the very principles the Sovereigns' teach? How can your soul be your fortress if you do not control that fortress? She's asked that question many times. She's no longer asking.

The Soul Advocate has the ***Savant(Spy, Soul-work)*** Origin, and has ***Important***, ***A Thousand Paths***, and ***Shifting Values*** (Every Soul a Fortress).

The Barbarian Who Did Not Conquer

Immortality has changed things so much for humans. Perhaps more than any other aspect of The Gift, Immortality has changed the scope of their lives. But the Barbarian is not human. They had watched the rise and fall of civilizations. It's hard to say if The Gift even gave them real power; a flexibility, perhaps, and they've grown quite fond of shapechanging and the options it gives them.

When the Diadem rose out of the bickering of the Four Jewels of the Crown, they were there. They gave advice to some of the early merchant princes, taught them the ways of extracting the most value from their vessels. When some of their neighbors objected, they razed them in flame and destruction. And like many old monsters, they had learned the lessons of caution, and so when the political winds started shifting more towards alliance and economics… well, they weren't one of the first voices, but they knew to listen to them.

They are the Barbarian who had no need to conquer the city or break its walls, because the city was built around them. They are the Dragon of the Crown, one of the first 'jewels' the Diadem claim to have collected to decorate their crown. They would argue it was the other way around, of course.

Yet… things are changing. When The Gift was first given, they were still a mighty monster, strong beyond any archmage. These days, their natural powers are… there. It's not just that violence is useful less and less often year by year. That's *also* true. But the greater issue is that the fact that they are a dragon is increasingly an irrelevant detail. Most of their power comes from their wealth, from loans they gave the Four Jewels when the Diadem was first forming, and the connections those forged. Their flame and claw and *might*… who even *cares* anymore.

It used to be that people had to be careful not to forget they were a dragon. These days, it's more that people remember they're a dragon… to flatter them. It unsettles them. It leaves them restless. Perhaps they should travel, see the Basin, remember what it was like to do things through their own strength? They haven't left the city in nearly a century. Yes… that's what they'll do.

The Barbarian has the ***Dragon*** origin.

As a Dragon, they have invested 'three' choices into having several 'deeper' abilities. Namely their *Physical Prowess* as a ten ton mass of muscle and sinew is even more preternatural than it sounds, and their body is naturally *Warded*, and dragonfire is no simple thing, comparable to the Ten Crore Stones of Death if fully used. They also have a number of more 'common' abilities, flight, enhanced senses, and the terrifying dragon fear.

Beyond that, they're just ***Powerful***, and they have ***A Thousand Paths***, ***A Profession*** *(Soldier),* ***A Profession*** *(Politician),* ***A Profession*** *(Explorer)*.

Acts of Aion

While there is a default setting, it is one developed in concert with the players, a shared vision. Aion's Kaleidoscope is huge, and contains multitudes. What form does the version you visited take?

Paging the Patent Office

Perhaps Aion's Gift wasn't limited to just the Great Basin in its myriad of forms and its Worlds Beyond. No one knows how *deep* the Kaleidoscope really is, after all.

Upon taking this, select another jump and supplement them together. Keep all point totals separate. Four hundred years ago, Aion's Gift reached there, and the world *changed* forever. Any person with true Autonomy, or who *should* have true Autonomy, received the full measure

of The Gift. Being with some level of reduced Autonomy received it only in part - the protection of that Autonomy. Only beings completely lacking in such received nothing.

That Singular Moment

Your start date is no longer four hundred years *after* Aion's gift. It's zero seconds after. You begin at the very moment it is shared.

Stranger Lands

You don't have to start in the *human* great Basin. The politics might be unfamiliar, but The Gift was shared across countless worlds. You can be a native to any of them, and play out your story under those skies instead.

curses

Curses are terrible things. Smart in a way unliving magic shouldn't be, and yet so often useful. Do the Peacewalkers really understand what they pursue - disconnection is a Curse. And Curses should be respected. But if you thought that way, you wouldn't be here. So will you complicate your life with one of *these* curses, all for another scrap of power? Is it worth it?

Step by Step (100 GP, max 5 purchases)

Ten years… not really enough time to do anything important. On another level, not really enough time for anyone to come to hate you enough to do something *sufficient* to you. A quick journey is, to some extent, a blessing, for all that it robs you of opportunity. So this curse will rob you of that blessing.

At one purchase, you'll stay here twenty years. At two, fifty. At three, a hundred. Four will keep you here for two hundred years, and a final purchase of five will mean your journey lasts a minimum of five hundred years.

You may stay beyond the end of your sentence, and leave at any point thereafter. You just don't receive more points for it.

Hostile Start (100-300 GP)

Wherever you're starting, it's somewhere you don't fit; perhaps it's one of the highly regressive Returner Cults, full of feudal lords. Perhaps it's simply someplace with strong gender roles and identities, ones you don't match.

For **100 GP** it's mild - perhaps you're a man inclined towards exploration in Worldbuilder society - what is generally seen as a female role. Or perhaps as one of the Aegis you strongly identify with gender in general, and feel uncomfortable if you have to present yourself as asexual. Perhaps tradition chafes at you in the Cult of the Empty Grave. Perhaps you dislike putting on personas and changing who you are to fit your current situation in the UnRoyal. Whatever it is, you are out of step and out of alignment with your starting culture and place, in ways that make things… awkward. This isn't at the level of unresolvable differences, but long term you'll either need to leave, submit, or carve out a niche for yourself that allows for your 'idiosyncrasies.'

For **200 GP** it's no longer mild. On some level, you are deeply out of step with your culture in ways where you have to hide it, or else face consequences. Maybe you're an Anarcho-communist in the Diadem. Perhaps you're an ambitious climber in the Aegis. Your leanings are fundamentally against not only the soft social pressure of your 'home,' but against their hardline stance. It's not a question of 'if' you have to leave, but when, and how you will do so in a way that minimizes conflict.

Finally, for **300 GP**, your disalignment with your home culture is to the point of active hostility. Perhaps your family secretly practices sorcery from before The Gift… in a Returner Cult.

Perhaps you're a member of the Society of Truth… in the UnRoyals. Your identity is one that will put you at immediate deadly danger if you don't hide it completely, while at the same time having an element that makes hiding it more involved then simply not telling people, and removing yourself is, at least socially, more complex than just leaving everything behind.

Enemy (100-200 GP)

Someone doesn't like you. Specifically, someone of some skill and ability, who has their own social connections. You can decide if they're part of a group you're a part of (somewhat limiting their actions, but making it harder for you to strike back too), a neutral group, or a group you already oppose.

For **100 GP**, they'll certainly take an opportunity to kick you when you're down, or take a swipe at you if it doesn't cost them, but you aren't a priority. For **200 GP**, they're at the level where people start researching the flaws in immortality, making soul gems, and otherwise putting in the effort to remove someone permanently.

In neither case is it impossible to bury the hatchet, but their grudge towards you is not minor, nor based on a misunderstanding or some other issue easy to conventionally clear up.

You may take this a maximum of three times.

Locking Horns (200 GP)

You have disagreements with a major group, one that causes you ongoing aggravation. An organization at least as broad as The Fellowship of Truth will regularly come into conflict with you. This isn't the same thing as being *targeted* by the group, just an odd propensity to be at odds with them in ways where they're inclined to exercise their influence against you. If it's a larger group, you may only come into conflict with a part of that group.

This isn't the same as simply being on the other side of that group - this isn't free points for an UnRoyal to be Locking Horns with the Diadem, for instance. It represents a tendency for the world to arrange for that opposition to manifest, not merely exist in potentia.

You may take this a maximum of three times.

Broken Arts (200 GP)

When Aion's Gift came, it broke many ancient magics; the powers of Domination stopped working, a loss that many groups have never recovered from. It seems you'll learn sympathy for them, because your Out-Of-Jump abilities seem to have similarly stopped working. You'll only have what you took from this jump.

Incompatible Form (200 GP)

Sorcerously Advanced is not a world of atoms and physics. It's magic all the way down, magic incompatible with the existence of things from outside this world. It seems that all your items and your warehouse are locked beyond Jump End, unavailable to you until then.

Compatible Form (200 GP, Must Have Out of Jump Resources)

Sorcerously Advanced is a world that's pushing forwards; not always in familiar ways, but it advances. And oftentimes the best fuel for advancement is to know something is possible.

Upon taking this, you are given a promise. If you use something from outside this world where someone can notice it, they will be able to use that as a starting point. If you cast misty-step to bamf around the battlefield, or call up a temporal clone as an Echo Knight, then those who see it can use this as a starting point to replicate the feats. Maybe not casually, or quickly - that depends on what they saw - and they might end up just passing on that starting point to someone else better able to work on the problem.

But the moment someone sees you do something weird, it stops being out of context for this world, and just becomes unknown how you accomplished it. Something plenty of people will be enthusiastic to remedy.

You can't take this Curse if you have nothing to be stolen; whether that's because this is a first jump, or because of other curses. You have to have abilities others would find *worth* getting excited about, if you want to take this.

Skycatcher (300 GP)

Did you know that a curse can calculate? Its ability to hurt its target goes beyond the scope of the information its caster had access to at the moment of casting. While it's wrong to call that 'thought', it is calculation. That is to say, a properly cast Curse can act like a Turing Machine. It solves for how to do the most damage and make the world worse.

Yeah… you arrive a bit too late to get that genie back in the bottle. It seems that curse-based computation is going to explode onto the scene, riding a tide of popularity as people solve more and more problems with curses. Before too long you'll start seeing things like curse-engines being used as the governing computational processor for automata armies as nations realize their value in defense, hand over control of their economies to such engines, and other, similar moves of comparable wisdom.

You *can* interfere with this, to be clear. It's not unstoppable, except insofar as you start the jump already too late to stop things from getting bad.

Inexperienced (300 GP)

There is a level of achievement that one expects from an adult - a full member of society. You don't have it. You may very well *be* a child, and hence take no embarrassment from this - consider this free reign to insert as a six year old if you would - but while that might explain the issue, it won't fix it. You're just as likely to be an apprentice of some kind - this doesn't make you incompetent, to be clear. Just a clear beginner, a newcomer who's years away from any status of respect.

On a basic level, your Natures are weak - or perhaps it's better to say 'just kindled'. There isn't a lower level they could start at, in fact. Nor will you be able to rapidly improve them through some ritual or other measure. While your future growth might involve rituals that help it along, they'll only ever be the slow, step by step sort. Nor will any other learning perk or growth enhancer remain in play.

Other abilities will find themselves similarly reduced - perhaps you have vampiric powers from another world, but they're reduced to the strength of a fledgling, and they resist any rapid form of growth. More passive abilities are less affected - luck, or soul-protection… all these might work just fine. Superstrength on the other hand will suffer a similar reduction to basic, until you build it back up.

Likewise, you just don't *know* a lot. You're going to have to put your nose to the grindstone and *learn* if you want to master all those Expressions. Or use any of your *other* abilities from past worlds. This doesn't *slow* your growth, to be clear, it just means there's no way of cheating it faster. You'll grow up when you grow up, and you'll learn what you learn. No way of speeding that up. Time and putting in the work - the work of someone of average talent with only your work ethic - is your only way forward.

Unimportant (400 GP)

Some people claim that the only real strength is that which belongs to you, that you shouldn't depend on luck, that people make their own fate. If you believe so, then perhaps this curse is just the natural state of the world.

You are unlucky. That isn't to say you have *bad* luck. No, you have no luck. For you, random chance is just that. You will get statistically average results - not exactly (that would be unlikely), but close enough. Fate will not help you, no matter the perk. More obtuse forces are similarly absent; you have no plot armor, no *importance* to the world beyond whatever strength you have.

This does not mean luck doesn't exist, nor does this counter other people's luck. Play against someone *lucky…* Well. You have none, and so are completely subject to however their luck plays out. Your lack of plot armor doesn't mean other people have none; some do. Perhaps not as much as the ***Important*** expression would grant, but significant. And on a lesser level, groups do too - the narratives they're caught up in are, to some extent, real. And you have no narrative importance to push back on them with.

You, your actions, will always exist within the plot of someone else's story. While this grants them no power to control your actions, does that even matter when they all exist within their, not your, context? How far will your strength take you?

Endnotes

What is Sorcerously Advanced?

It's an RPG, one that's a spin-off game of Sufficantly Advanced, where the writers of a Transhuman Far Future rpg asked the question - 'what would the Singularity look like in a magical civilization?' And then they didn't go with a lazy answer; they built a whole world from the ground up to support a vision, one quite alien from to the game it's theoretically a spin off from.

This is a 'pay what you think it's worth' rpg. You can pay nothing if you want, as such, I don't feel uncomfortable telling you to just check it out, or to leave some elements where you clearly need the book as a reference. And honestly, if you aren't broke, it's worth some money - it's a good book.

Check it out, it's worth your time and your attention.

What's the difference between different magical 'traditions?'

Mechanically? Almost nothing. That said, Sorcerously Advanced is a game that doesn't try to be Simulationist in the least, and is in fact highly minimalist. To give a clear example… The Sovereigns of Hell summon demons. A lot. Their conjuring spell is 'summon a demon and tell it to make you what you want.' On a deep level this wouldn't be the normal Conjuration expression; you aren't calling on the Canon of Forms – the 'local' set of forms and items that reality 'remembers', and are instead getting the demon version of whatever you're asking for. This has trade offs.

Trade offs the game… completely ignores.

Likewise, most time magic is Necromancy – on the most oblivious level because the Past is Dead, though it's still usually necromancy when you deal with the future. That said… there is no mechanical support for this; just that the major time manipulation Traditions are necromancy, but that they don't deal with the dead in any real sense. There's lots of cases where there must be some advantage (or even *necessity*) in universe to approach things from a certain tradition, but there's no game-level reason to care. Basically, remember that this is *not* a game that pretends to be Simulationist on any level. Whenever the Simulationist vs. Gamist conflict comes up, SA takes the Gamist side 100%, no matter how if that drives a divide between player motivation and experience, and world-building.

Basically… there's probably lots of difference. I just can't talk about them because they're invisible from a 'player' or 'game master' perspective.

Disconnection

What about the other three?

Walking away from Communications lets one stay firm in their own thoughts and beliefs, but incapable of communicating with others or having their motivations understood.

To disconnect from Mystery means that you cannot learn nor remember and live in a fog of confusion, but in return no one can learn or remember you.

Disconnecting from the Self is if anything more dramatically horrible. It severs your connections to your motivations; you do not understand your motivations, and they act themselves out without regard to your overall wishes or each other. You remain horrible detached in an explicitly violated feeling way, and are dissociated from both the process and the result. In return, any separated pieces of your soul folds in on itself and becomes unresponsive - it no longer has arcane value against you (or in general) lacking a self.

As said, there really aren't any groups or societies that practice these in any major way; they're pretty toxic towards your own identity.

Immortality

"No really, what is 'defeat beyond death'?"

Why I said 'be honest' is because there really isn't a better answer. In Sorcerously Advanced, you can 'sufficiently' defeat someone, or be sufficiently defeated, by a large enough success or failure. Such a state doesn't require killing someone - killing someone really is nothing more than a particular way of fluffing someone's defeat, and as I mentioned, fundamentally less permanent than other ways. While most people who die and reincarnate probably won't ever return to their old identity, and hence are destroyed… That's just it. "Probably."

And by the same token, a sufficient defeat isn't automatically horrible. That could be you being shoved in a lotus eaters dream and spending the next billion years in blissful happiness unaware of the greater universe outside - that is to say, something someone might *work* towards. As such, while it's a legitimate way you might get defeated… it probably doesn't count as 'defeat beyond death.'

On the flip side, having your every nature disconnected, then sealed away piece by piece in hellish prisons designed to torture those fragments of your soul, and those prisons then cast into random locations in The Red Space across six different worlds, with each location never recorded, only for your body to be sealed away in a seventh prison, to wander through torment in that place for all eternity…

Well, there are actually characters in fiction who *wouldn't* think that's a fate worse than death. Not many of them, but they exist. Are *you* that kind of person? I doubt it, but I'm not going to tell you who you are. As such, there's no *honest* way for me to act as judge and arbiter on such issues, and doing so is fundamentally against the spirit of Sorcerously Advanced, its attitude towards player autonomy. If no answer but a personal one will suffice, than that's the only answer that can be given. So be honest - what is *your* line?

Oracle and Augur

Wyrd-Nature is obviously Chronotech from SA2. You may use the Technologies from Chronotech as the basis for Expressions. You can't be disconnected from Wyrd. Or maybe you can be, but it would represent something more extreme than even normal disconnection - to be severed from time itself; a horror undreamt. At the very least, having a Wyrd-Nature makes you less likely to suffer such a fate, not more.

Notes might include something about whether the Power/Import balance will go away after Jump End?

INTELLIGENT SPELLS?

While some of the spells so far seen have relatively little "flexibility" in how they're used, curses are noted as a major exception that follows the intent rather than the specifics of the caster. Of course, this is only an exception insofar that nobody has discovered how to make other spells intelligent in the same way, though the various automata-creating spells do seem to be getting close. It is plausible, in the same way that Natures 5+ are, for you to develop such spells.

Companions

In most cases, the companion's gender has been left open; norms in the basin can be *very* different from our would, but we still bring them with us. When this was not the case, it was because of the Companions 'home' civilization. For example, the Worldbuilders have strongly gendered roles in their society, and someone who build up a city and works with their gods (as a Medium does) is probably a man, as that is a strongly 'masculine' role to them. On the other hand, Songbird, the Tzar of Jagged Glass, is an example character I filled out, because she was basically perfect for a companion. She has a gender, so she kept it.