# SOULS OF LIGHT

It is said the world was once one of conflict, strife, and death, it was a chaotic dystopia of constant chaos.

But then it was found by the gods who placed their order upon the chaotic world.

They chose a purpose for all things and Put everything in its proper place where they would stay unchanging.

Thus began the Frozen Age.

The world was now one of order either motionless in a state of an unending moment where nothing changes

Or for those unfortunate few a far worse fate, an unending loop of how the gods see that things should be.

Some sit on false thrones praising an unending feast unaware that they cannot leave.

Others relive the glory of war, readying their weapons only to fall in battle and arise only to do it again.

And then there is the tortured one forever reenacting the suffering they did not deserve.

But pain is a good teacher and as the Tortured one will learn only their memories can set them free.

You will receive +1000 CP to help you determine how you will begin your journey.

## Class:

You must pick who you wish to be.

### Seeker - [Free]

Not all who wander are lost in this world of light there are many reasons to look for what they have been deprived of, what makes you whole and what do you seek? Is it the Memories of how things were of what still remains?

### Redeemer - [Free]

This world is full of hope and trust all twisted towards a silent end. you know that things could be better even if you do not know how to make it so. Are your dreams delusions or the potential of how things could be?

### Cultist - [Free]

Even in golden ages there are those who seek the darkness. When the good forsake you you must ask the darkness for aid and through the ash and stone  you may yet shape the world to become what you desire.

### Cryomancer - [Free]

Like the father of order and the stillness of time sometimes you must learn what makes you suffer to defeat it. what is more insidious than reinforcing the order of the gods to hide that you are tearing it apart.

### Warlock - [Free]

You are not alone in wanting to tear this world down, the gods are not the only ones who seek order but those outer gods seek a very different order, why not draw upon this alternative view of order, one that is far kinder to you.

### Coward - [Free]

You do not seek to fight this world only to escape from it. The crushing stillness of this land only seems to act as a cage for you to escape and so long as you run, scratch and struggle you can survive this world that will never see you free.

### Unburden - [+1200 CP]

You have nothing, let's see what you can do with it.

## Location:

You are the tortured one you will awaken within the dungeons of Ladystill but at least you remember how to get free of your cage before the torture begins.

## Race:

You may pick your Age and gender.

## Mortal - [Free]

Weak and feeble the humans are trapped within the designs of the gods, each is placed where the gods demand they are blind to both to the design and their place within it.

## Discarded - [100 CP]

Not all who have power have their uses and you are one without a place within the gods plan. Thus you have been put aside, in a role that does not need you and from being ill suited to that role you find your freedom.

## Angel - [100 CP]

Slave to the whims of the gods your duty was to protect the order the gods demand. Perhaps you were supposed to protect one of the ten souls of light, perhaps you were supposed to repair a hole in the gods grand tapestry or perhaps you are a member of the fallen.

## Fallen Beast - [100 CP]

A curse upon this foreign land you have the soul of those from below, in the eyes of the gods you are less than mortal and your appearance is cured to reflect that opinion as you are now a composite of man and beast .

## Demi-God - [100 CP]

You who must suffer the hypocrisy of the gods, you whose life is punishment for crimes they commit. You were born from the gods taking advantage of mortals for a god's beauty alone can cause them pain and in this pain the mortals find worship. From this pain you were born, cursed by the gods to suffer for your imperfections as half of everything you are demands that you shoulder the sins of the half of everything else you are.

### Outer One - [100 CP]

you are more than mortal but less than outer god, you are a thing whose mere existence follows an alternative logic, your mere appearance can defy the order these new gods are so proud of. Perhaps one day you may become an outer god yourself..

### Parasite of the Land - [100 CP]

Forever unfilled you were to feast upon this land and grow into something powerful but the balance has been stolen, your predator has been taken and the lands can never be ash. for though you can hide from the gods who have stolen your world you are unable to truly live in this unchanging land.

### Fallen Lord - [200 CP]

You were once mindless, obedient and blind but through the darkness you have learned what light is and can now see. But you are not merely a mortal who has become a fallen beast nor merely an angel who joined the fallen, you have tasted the fruit and have reached true understanding of love, of life, of good and of evil.

### Demi-Titan - [200 CP]

You are one from an older age from before the new gods when the old gods the titans ruled, from when the sky, the sea, the land and all things between had patience where the storms and tsunamis were like people. You are born from one of these old gods, an aspect of primal nature and through this world chained by the gods who killed your ancestors.

### World Eater - [200 CP]

You are part of the end, the one promised at the beginning. The ones who made the vow are usurped and only imposters take their place without honoring the old ways or the promises that were given. No champion has come, no battle has been given yet the world has been kept from you thus you must fulfill the roles that have been hidden even from those who knew the old ways.

### Hybrid - [200 CP+]

Why stick to a single race not all those within this world are trapped within the conformity of these lines.
For a one off payment of 200 CP you may purchase as many races from this section as you wish and will gain a perfect hybrid Alt-Form  of each race.

## General Perks:

These are the gifts that all things may take.

### A wasted memory - [Free]

Within this world death will not come, you will merely go back to who you were and the memories of what has been will be left behind for others to take. Through combat these memories may grant strength as moments changed in combat can be learned from or consumed. From now on you can absorb the memories of those you slay or are slain around you allowing you to learn from them, consume them to gain part of the originators STAT's or give them back to the people they came from and allowing them to remember what was lost.

### Pockets beyond the Physical - [Free]

You have access to something that this world did not account for. You have the power to pull items into your possession and list them in an Inventory with the item's weight being evenly distributed across your body.

### Remembrance - [50 CP]

Death should not be forgotten and from this you will learn the deaths of others. You will see tablet memorial's on the ground near where someone has died this will state their name, the date and time that they died. By willing to see their death these stones will activate showing you an illusory depicting the last ten seconds of their life and how they met their end.

### Errand thoughts - [50 CP]

The knowledge and awareness of others is not always helpful but there can always be imprints that may be useful. In this instance you can see the thoughts of those who have come before glowing on the ground like emerald graffiti. These thoughts could prove useful if you plan to follow the same paths as others or learn the intentions of your enemies. You too can share your thoughts through this. expressing your thoughts and intentions for all to see in this emerald green which even time can not remove.

### What is and what was - [50 CP]

Everything has a history from the stones in a lake to the blade in your hand and with this you can learn that history. Whenever you inspect something in your inventory you can learn a summary of its past and what it is capable of.

### The last evil - [50 CP]

Sometimes life is just a struggle to survive and the battle to just keep going seems insurmountable but with this you have taken on the last evil, an undying Hope. with this hope you can keep on fighting and keep struggling for you know beyond this unending day lies a new tomorrow..

### Precious moments - [100 CP]

Memories gained are often forgotten far too soon, their value left within the halls of those who have slain and been slain. From now on any memories you lose will slowly return to once you have awoken within a place of importance so long you do not fall before they are all returned.

### preemptive hindsight - [100 CP]

This world is full of Déjà vu as most of what will be, has already been deemed and now you have the inside track. Whenever events that would make you alert or panic such as unexpected danger are soon to occur you will get an uneasy feeling that will alert you by forcing you to feel the emotions that you should when the trap is sprung panic, fear, excitement or merely a sense of the danger that in other worlds would be considered precognition.

### As the god's decree - [100 CP]

The gods demand that all things have a purpose and all things have a place and now you can see through the intentions of the gods and determine where a person would be best suited for the greater good of all things.

### To defy the gods - [100 CP]

In this world of stillness creation is a taboo the gods will not abide, change infers that the gods are wrong and destruction proves their plans are false. Now that you bear the title of craftsmen, one so synonymous with heretic you have the skills of creation to combine component pieces into something new, change that can combine multiple tools together in order to improve their quality and destruction so you can break a tool down to its component pieces.

### In all sizes - [100 CP]

One might wonder how monsters of such size can enter into these hallowed halls and how titans could stand eye to eye with mortals? size is relative so now you, like the gods and titans of old can change the relative size of yourself and others in order to fit through the doors of far smaller locations and interact with unsuspecting mortals.

### Memorable - [100 CP]

There is something important about you tortured one beyond your own memory, something that now protects the memories of others preventing those memories of you from being lost. Though these memories may be slightly covered causing others to vaguely remember you, you can always force others to remember who you are resurfacing all those buried memories.

### Growth - [100 CP]

You gain a mental list of bounties which increases as you travel with some even being created to accommodate an action you accomplish that was unforeseen. These bounties can be as simple as sharpening a sword or as difficult as destroying a soul of light. Each victory for a successful bounty will grant you an amount of XP equivalent to that bounty's achievement and when you have gained enough XP you may convert it into gaining a level. Whenever you increase your level you gain an amount of points that you may spend in order to increase the maximum amount of health, magic or stamina you have available.

### Mental Models - [100 CP]

The lands you journey are ever unchanging with the gods undoing any changes you make as soon as they notice. So why not take advantage of that. Your mind palace now contains a scale model of any locations you visit including the paths that join them together. From this you know where you have and have not gone and can perfectly recall any location you have visited, its direction from your current location  and the paths you have seen that get there.

### A Journey well taken - [200 CP]

You have visited many lands and walked many paths and even if you can not recall the journeys the memory's still exist. You can set your mind to connect multiple interconnected memories of the places you have been and combine them to have your body repeat the journey with any who sees your journey being unable to remember you. while you walk this path your mind slumbers allowing you to travel from one location to another instantly at least from your perspective.

### Echo of actions - [200 CP]

It is said that If you can do something once you can do it again and this is true for you. You can record any movements you make whether physical or spiritual and set your body to perfectly repeat them. From this you can swing a blade and repeat the action a thousand times without issue regardless of how tired you are. Should you successfully cast a difficult spell you force the relevant parts of your body to repeat your movements and cast the spell in any situation.

### Serpent of war - [200 CP]

Far before the fields of unending war you were on the battlefield, you who was a peacemaker, you who were a butcher, you who is a serpent. You have the training of a diplomat allowing you to see the cheapest price for peace and the training of a guerrilla assassin to know how brutal your actions need to be to demoralize an Amy. As a serpent of war Your thumbs have each been implanted with a claw that can produce a poison that when injected or drunk lowers the sense of pain while causing the target to become confused and more susceptible to suggestions.

### Embrace of the world - [200 CP]

Those who followed the old gods were few and often fools but those who persisted were rewarded. You have followed the old ways, earned the love of the old gods and have been rewarded. When you fall no matter the height so long as the natural world can reach you it will act to protect you by sending channels of air, columns of water, nets of ivy the world will never let you be harmed when you hit the ground.

### Thread of the world - [200 CP]

The gods may have stolen the loom from the waivers of fate but the tapestry still exists with each string tightly bound together. You now have a stronger grip of the tread of your own fate, from this you can feel when you are approaching a time or place of great importance and can feel the tug of fate whenever someone or something attempts to alter it.

### Alone but united - [200 CP]

There are battles hard fought and seldom won especially when faced alone but you have faced these battles before even though you may not remember them. You can now sacrifice the memories of a previous battle in order to summon an emerald echo of yourself, a spectral copy of who you were in that memory who will fight with all the skill you had at that time. Once the battle is ended the Echo will vanish and the memory will be lost.

### To create a mind - [200 CP]

Memories require a mind to wield them and you now understand what makes a mind. You are now able to imbue an object with a mind in order to allow it to become a living tool. The more accurate the memories are to the tool being used the more powerful the tool will become. Some memories may result in new abilities such as the memories of the Cerberus allowing your tool to think like multiple minds at one allowing it to strike from multiple angles at the same time.

### Monument Maker - [300 CP]

There are many Places of remembrance scattered throughout the land each erected to commemorate a notable person or event. However each place of beauty, each place of importance to you has a pillar of remembrance. A simple white pillar similar to the souls of light but surrounded by the emerald green of your memories. Its duty is to record your memories until another takes its responsibilities or until you die. By resting here you will regain all the memories of you the pillar holds, it will also restore your body and tools to the prime state that it holds, restoring your health and removing any curses. But where do these monuments come from? They come from you of course whenever you feel Topophilia or a sense of attachment to a location your soul and memories will be able to form a new pillar of remembrance.

### The action remembers - [300 CP]

A bad workman blames his tools and though you may be an inexperienced workman you are able to learn. Few are better teachers than experience and through the use of a tool you will learn how to use the tool as your muscle memory adapts. For those who may misunderstand Your skill with a tool improves every time you use it and may even allow you to gain new knowledge and abilities through their use which could apply to other tools.

### Learned power - [300 CP]

When learning from rare and unique memories you are now able to learn the rare and unique abilities that the memories contain. From this you can learn spells and techniques that would otherwise be unavailable.

### Dread's Harmony - [400 CP]

The bonds of an army are often controlled by duty or fear but even then a way is needed to sustain the will and commitment of the soul to one another and to the course. One such tool is music and it is one that you can now wield like the Eridian madam does. Any music your produce can be infused with discord causing all those who hear it to feel contempt and distance for one another. Those with a stronger will would be able to resist but the larger the group the more likely it is for them to turn on one another or flee.

### Shifting forest - [400 CP]

Not all of the old gods have been vanquished, one such survivor, the mother of the land, once set up a refuge a place that men and monsters alike would be free of the new gods demands. This refuge is protected by an ever changing maze of trees that even the new gods can not get through but any who seek freedom can pass without perils. Sadly even Gaia was not prepared for the parasites of the land. You are now able to wield a fragment of here power allowing you to set up an area of shifting land that will keep those who mean you or the land harm to be constantly moved away from the center like a spatial conveyor belt so no matter how fast the run the world will prevent them from advancing.

### To steal what is Lost - [400 CP]

Though this world is trapped in a cycle of an unending moment that does not mean that things have not been lost to time. Forgotten heroes and long dead kings whose actions and accomplishments have passed down from myth into forgotten lore. You now have the capacity to find these stories plus the power behind them in order to learn their secrets and how to make their power your own.

### Before The beginning - [400 CP]

There are those who know of the old gods, the titans, gods who were formed by the world and shaped into aspects of nature but what came before them? At the beginning there was the cold and the heat, the absence of all things and the chaotic forces that facilitated creation. You can now wield the magic of these primal chaotic forces allowing you to manipulate the thread that underlies the very fabric of the universe.
From this magic you could mold, shape, and wield the aspects of existence around you, breaking them and reforming them the very power of genesis and annihilation but without a mind as vast as the flow of the universe you will have little control over what it could do only hoping to wield it like a hammer.

### one beyond time - [600 CP] - (Capstone Booster)

You are free, Free in a way that not even the gods are, you are the beginning and the end you can see all versions of yourself and gain all that they are.

Each time you reawaken within the dungeon of ladystill you will no longer need to reach a pillar of remembrance to regain your memories and skills instead you will awaken whole without losing any of the memories or improvements you have made since you last saved.

Post-Jump You exist as yourself in all alternative timelines after the jump doc seeing all potential presents through different eyes as the same person and you each gain what you all gain.

Whenever one of you learns something so do you all, whenever one of you gains power so do you all, whenever one of you trains and grows stronger so do you all.

### Seeker Perks:

Discounts for Origin are 50% off, with the [100 CP] perk being free.

### Fair weather Friends - [100 CP]

Friendship is a true treasure and while there are those who will follow you through any hardships there are those who will turn on you the second it benefits them. Knowing this difference may save your life and you can tell at a glance how true their friendship is. From this you can see when someone is willingly your ally and can learn the general level of what it would take for them to betray you, however this by itself will not tell you if they have already betrayed you.

### Cause of Ruin - [200 CP]

There have been many kings and kingdoms that have been lost to time structures but what has caused the loss of these dynasties and how can it be replicated? Through this perk you can learn what events caused the downfall of any form of grouping including kingdoms and army's and mentally compare how effective and easy it is to replicate that method of destruction in the current situation.

### The Path of least effort - [400 CP]

There are always ways to grow in power, strengthening what you have already built up and pushing it further refining the basics until you have mastered them, but then theri are the quick and easy ways to grow and gain power in proportion to the effort put in. Once per day you will gain a semi-prophetic mental list of instructions that explain the quickest and easiest ways to grow more powerful, however this list does not take into account the morality or side effects of gaining that power such as being corrupted mentally and physically or even how stable the new power is.

### What was no longer wanted - [400 CP] - (Discarded exclusive)

You are able to pull things to yourself that others misplace or throw away through a form of teleportation. When willing something to yourself such as money, weapons, armor or stationary the nearest lost item that fulfills that description will be teleported to you.

### Capstone Booster

You are no longer limited to only bringing lost items to yourself and can now send them to any other locations that you are aware of with the lost item being the nearest lost item that fulfills that description being teleported to that location.

### Effigy - [400 CP] - (Demi-Titan exclusive)

You now gain an awareness of any objects that were made in your image or that depict a symbol that is specifically yours. Through these depictions you can perceive everything around these objects as if you were in their place.

### Capstone Booster

You are now able to possess any item that was made in your image or depicts your symbol allowing you to control it's full range of movement if it has articulation or bend it as though it were your own body if it does not.

### Corruption Collector - [600 CP]

There are many types of sickness, curses, chaos and corruption trapped within the frozen world of the gods, those that cannot spread or die but are instead stuck as time forces them to be trapped and you can take advantage of that. You can now choose to copy, remove, steal or trap any form of corruption regardless of if it is magical or mundane and store it in your essence without being infected by it.

### Capstone Booster

You gain a form of immunity to any corruption you absorb which allows you to fully control how that corruption affects you and also allows you to inflict copies of these corruptions on others.

## Redeemer Perks:

Discounts for Origin are 50% off, with the [100 CP] perk being free.

### Into the light - [100 CP]

You are a beacon of hope and honor shining like a star emitting a gentle calming presence. So long as you do not instigate conflict your enemies find it far harder to intentionally harm you and any attacks they do intentionally make lack most of the intent behind it resulting in you taking half the damage the attack otherwise would cause.

### Misplaced presence - [200 CP]

There are those who would strike you face to face in battle and those who would strike hidden from a distance but you no longer have need to fear them. When someone attacks you from a distance they will find you to be a difficult target as any image of you they aim at will be positioned incorrectly. This will be caused by an illusion which refracts light as it moves away from you so that you will appear to be a distance to the left or right of where you are as they are aiming causing them to miss.

### Hopeful Defender - [400 CP]

There are those who seek protection and those who seek to provide it, you are one who can when they choose to protect others . When those who you wish to keep safe are attacked or at risk of harm you can choose to grant them the endurance and durability to comfortably withstand blows that would ordinarily be fatal, you can also toggle any defensive abilities you possess so that in their time of need those you protect would be as durable as you are.

### Redeeming Light - [400 CP] - (Angel exclusive)

You now possess a halo that can produce a purifying light that gently burns away the sins and crimes of those who bask in its light. When the sin and crime are removed from the target it is also stripped from their mind and past removing that evil from their soul and mindset resulting in them eventually becoming pure of heart.

### Capstone Booster

You no longer need to be gentle with your light and can now burn away their evil ripping out any form of possession or mind control or wounding anyone with evil in their heart. By burning the native evil of a target you will cause them a great deal of pain and suffering often knocking them out or potentially destroying their soul.

### Shepherd of the night - [400 CP] - (Fallen Lord exclusive)

Like Athos the redeemed you have reached enlightenment and can share this state of being with others allowing you to lead others into spiritual enlightenment so that even the darkest and most evil of beings can reach a state of love, peace and enlightenment.

### Capstone Booster

Your enlightenment is now no longer limited to only the mindset of others but can now be used on any form of darkness and evil. Through this any Dark or Evil perks, powers and abilities can be toggled to make them into a light and good variant. This does not prevent them from corrupting the user, it only inverts the corruption so that instead of being pulled to the dark you are pulled to the light.

### Hidden Strengths - [600 CP]

Those who seek to do you harm will often search for your weakest point but you have now mastered the art of finding your power and can not only hide how capable or powerful you are within a certain form of strength including magical and martial arts but you can at a moments notice pull all the potential you have in a strength turning your greatest weakness into a strength to be unleashed.

### Capstone Booster

Why stick to only your own strengths and weaknesses when you can touch the hidden strengths of others. You can now restrict or unleash the strengths of others and even tie their strengths to their mindset or their moralities so that for example a kind and morally upstanding individual will reach the maximum of their potential whereas a cruel and violent person would find themself weak and harmless.

## Cultist Perks:

Discounts for Origin are 50% off, with the [100 CP] perk being free.

### Demonology - [100 CP]

Though tempered by the will of selfish gods there are those who seek opportunities in this sealed off land and they see you as an asset for these desires. You can now draw power from the realm of demons in order to warp aspects of this static world to to match that realm. Your knowledge of this new art of demonic magic is simple which is not surprising considering the tortured one created it but you can cast spells of darkness which worsen wounds, summon clouds of suffocating ash and launch pillars of stone to strike at your foes from afar.

### Twisted Tongue - [200 CP]

Those who wish to cause you harm would normally reject your words for who would believe what a snake or a monster says, now when you persuade others any negative preconception they have towards you will be ignored when listening to your words and making agreements that they would otherwise refuse to entertain from someone like you.

### The Darkest Pits - [400 CP]

There are places where light never reaches and why should you suffer this darkness alone you can now wreath yourself in a true darkness as an extension of yourself and wield in order to engulf others. This darkness not only strips those it engulfs of their sight and hearing but also makes their movements sluggish as though they were moving through treacle.

### Flesh of the Beast - [400 CP] - (Fallen Beast exclusive)

What is a beast when compared to a monster you are no longer a broke. Mixture of animal and man but instead hat of man and monsters. You may select any monster from Greek mythology and gain its features such as the wings of a dragon, the horns of a demon or even the fangs of a hydra.

### Capstone Booster

Why stick with one when you can feed on many? When you consume the meat or flesh of an animal or monster you will gain an Alt-form that is a composite of one of your basic human Alt-Forms and that of the consumed creature gaining their capabilities. If you eat enough of a creature after gaining your alt-form you will even be able to combine it with other creatures to get a hybrid of them instead of a hybrid of man.

### Cleaning the poison - [400 CP] - (Fallen Lord exclusive)

Most must be weary when delving into demonic magic as Not all magic comes without cost. You however are able to remove impurities and side effects from any magic you use so that any mutations or spiritual wounds you would take to pay for wielding the magic of others will slowly be cleansed and healed.

### Capstone Booster

You no longer suffer from any form of corruption or poison making it so that any kind foreign substance will be cleansed as it enters your body. This means that any status effects, potions or eldritch Truths will have no negative effects on you despite you still gaining the benefits of medicine, buffs and forbidden knowledge.

### Fiend - [600 CP]

Your connection to the demonic realm is now superfluous as you take in the aspect of a lesser demon. This allows you to cast demonic magic like chaos heart, ash lung and burning shell without needing to use a Demonic Totem as well as allowing you to breathe hellfire to the same level as a lesser demon.

### Capstone Booster

You are no longer a mere lesser demon but now a combination of a daemon, demon and devil empowering your hellfire and giving you the powers to infuse any aspect of your body with demonic magic in order to cast spells without them affecting you. You could use this to cast any Disease or poison spells on your nails to create toxic weapons or cast deathly wounds on your saliva to create a crippling fluid. you also radiate an evil aura which you can alter to change it between chaotic evil, lawful evil or pure evil with each affecting others in different ways.

## Cryomancer Perks:

Discounts for Origin are 50% off, with the [100 CP] perk being free.

### Cryomancy - [100 CP]

In this repeating time tapping into the power the gods wield is a simple action which allows you to the stillness of this land. Thanks to this you have formulated your own cyromancer's Crystal and know how to cast several spells such as slow or frozen ground.

### Time Undone- [200 CP]

Contrary to what the name suggests, the sacred art of cryomancy is not the manipulation of ice but instead time. Through practicing the more esoteric aspects of cryomancy practitioners can learn to halt and reverse wounds and even death. You can instinctively access some of these practices allowing you to reverse a target backwards upto 10 minutes and restore any changes that have occurred over that time.

### Cryomantic Order - [400 CP]

Like the fates whose duties were unfairly stolen you have learned how to adapt to this trap of time you now possess. The gift of foresight and the Crystal Butterfly. You can now passively and instantly bypass the present, allowing you to be within a moment as the world around you is frozen. While frozen you can see the immediate future and what will happen within the next few seconds. You can make decisions of what you would do other than that time and see the effects of your intended actions however putting those actions into practice would be your responsibility.

### Boreas - [400 CP] - (Demi-God exclusive)

That which is truly stopped is beyond the physical world and as a god connected to the divine domain of time why would you not take advantage of that. You can now stop cubic sections of air starting from where you touch in order to make them solid barriers of frozen time thus allowing you to make invisible stairways or impenetrable shields all made of a moment in time. Though be aware these spaces will accelerate when time has stopped in order to catch up to the time they have missed.

### Capstone Booster

You are no longer limited to only affecting air and can now freeze cubic space of any type of non-living material allowing you to keep them isolated from time, these selections can be set so that when time resumes they either accelerate in time to reach their accurate age or are simply preserved so that they return to the present unblemished by the time that has passed.

### Cronos - [400 CP] - (Demi-Titan exclusive)

Like the titan whose divinity was sacrificed to forge the Souls of Light, you now have a connection to the aspect of time allowing you to create an aura of light that freezes all attacks directed towards you for five seconds, this halts anyone who attempts to strike you as they are a short distance away or causes ranged attacks to stop midair.

### Capstone Booster

Your armor of time is no longer limited to five seconds and you are able to extend your aura of time even further so that you can freeze not only attacks but also the attackers keeping them frozen in a moment until you release them.

### Nothing changes - [600 CP]

You are a master of the state of time allowing you to set objects and location to always revert back to a designated state. Should a building or blade be damaged it's broken pieces will return to it and revert back to how you chose it to be. In the event that a part of it is trapped it will teleport back to its true location should the part be subject to true destruction then the object will cause true creation to replace the missing pieces.

### Capstone Booster

You no longer need to restrict this to only objects and can now designate people, objects and locations, including yourself causing it to repair and return to the selected state over time, however unlike the souls of light this is not a true time loop causing all those with memories to remember what has changed.

## Warlock Perks:

Discounts for Origin are 50% off, with the [100 CP] perk being free.

### Occultism - [100 CP]

You may be a small cog but those on the outside can see you're the only one that's moving and they want to see how far you can go. The outer gods are willing to lend you their power so by pulling a little part of them into this world you can force a tiny change that they long to see. You have learned the basics of manifesting parts of these outer gods into the world such as conjuring sprays of their stomach acid, parasites from their body who attack your foes and even layers of veins, flesh and meat to act as walls that prevent your enemies from reaching you in battle.

### Wider workings - [200 CP]

Not all the outer gods are alike in fact most of the outer gods are so distinct from one another to seem unrelated so why stick to only one form of outer god magic. Whenever you learn a form of magic you can quickly learn the wider domains of spells that it contains such as using druidic magic to shoot thorn projectiles or control your targets, using healing magic to transform teeth into mighty warriors or even a blood mists that corrodes anything it touches.

### Unnatural Talent - [400 CP]

There are many arts of magic and many arts of combat yet to be known. You have an innate connection to unknown knowledge and the arts of magic. Thanks to this whenever you attempt to learn anything without assistance you will progress as though you were being taught by an expert. When attempting to create new magic or combat arts you will make progress as though you were being overseen by experts on each of the underlying subjects.

### Patron - [400 CP] - (Outer One exclusive)

By thy will you can brand those who are willing with your mark whatever it may be and lend them your power. Anyone who you brand with your mark will become far more loyal to you and gain the **Occultism** perk with its power coming from you and whenever they are in need of magic you are able to lend them some of yours.

### Capstone Booster

You are no longer limited to only granting others the **Occultism** perk and can now grant others any perk you possess, this also allows you to grant them access to your other capabilities such as lending them your strength or speed so that their own is heightened.

### The World parts for me - [400 CP] - (World Eater exclusive)

You are an emissary of the end but not just of this world's end and nothing will stay your way when walking. You can activate this perk to part any semi-solid, liquid or gas that stands in your way. Thanks to this you can walk through water, lava, sand, poisonous gas and even rivers of acid without any of it touching you.

### Capstone Booster

The end comes for all and no walls or barriers can keep it out, you too are the end and can pass through any form of defense designed to prevent others from entering an area. When you activate this perk you can move through both physical and supernatural walls as though they were not there either leaving them unharmed without setting off any kind of alarms or leaving a circular hole the same size diameter as your height.

### Outer Form - [600 CP]

Casting the spells of the outer gods requires awareness of the parts you are conjuring with the greater your awareness and understanding of the parts the more potent the spells become. With this perk you gain a full awareness of the physiology of the outer god Sereptis the Outer God who originally contacted the Tortured one, you also gain the awareness and understanding of any outer god who is referenced within Occult spells you have learned. Thanks to this knowledge you can also create any of the materials that the Outer Gods were made from including bones, flesh and acid however this replicated material will not be alive.

### Capstone Booster

You can now manifest the body parts of any outer god whose body you understand in order to gain a portion of their power. These parts can take on the appearance of various species and will each contain abilities that can wildly range, some of which organically replicating the spells of outer gods. An example of this would be replicating the outer gods Luminescent thorax in order to replicate the spell Hypnotic light or their Exoskeleton to replicate shell barrier.

## Coward Perks:

Discounts for Origin are 50% off, with the [100 CP] perk being free.

### When to flee - [100 CP]

You now have an innate understanding of when you are in danger and although you may not be a fighter you instinctively understand when you should run and in what direction. Though this will not be perfect you will get a general awareness of when and where you need to change direction and speed to avoid unseen attacks.

### Tight Fit - [200 CP]

Like the mouse of Tegyra You are a master of flexibility beyond what is naturally possible being able to bend and twist your body far beyond the natural limits of human physiology though still only from the joints. This extreme hypermobility allows you to move your body parts in ways that are normally impossible, and bend in ways they were not meant to and Fit through gaps normally too small for you to pass through though your movements might be restricted by what you're wearing.

### Festering Wounds - [400 CP]

Though a coward may not be very capable of striking their enemies they are able to make the most of the wounds they inflict. Now whenever you inflict a wound on an opponent you can choose to make those wounds worsen. While this may not guarantee victory in battle it does give you a powerful advantage. When a wound is inflicted you can force the wound to become infected and resist healing causing those who have been wounded to have their stamina stedally lower and can slow or even prevent a healing factor from functioning correctly.

### Carrion Feast - [400 CP] - (Parasite of the Land exclusive)

That which is rotten can be returned, why feast on the food that has been ruined by time and decay when you can choose to revert it to its edible state. Though what is food if not just organic materials any through this perk you can revert any organic material to a fresh state although this does not return them to life it will return them to the state they would be in after death.

### Capstone Booster

Why restrain yourself to only organic materials when you can now choose to restore any object to its optimal state, what an optimal state is would be subjective. Whenever you select to revert something you have a subconscious awareness of every state of being it has been in and can choose what state to return it to even if you don't remember what you chose.

### Stolen Strength - [400 CP] - (World Eater exclusive)

It is your right to take that which belongs to others. You can now target someone and either gain ownership of something they possess or take the right to use or own something that they meet the requirements to own or use. From this you can take the equipment your target possesses either through stealing the ownership with it teleporting to an appropriate location for your ownership or if it has a magical restriction the right or requirements to own or use it making the equipment function for you but cease to function for your target.

### Capstone Booster

Who cares if it is physical or conceptual you want it therefore it shall be yours. With this perk you can now take not only the possessions but also the powers and abilities of others, weakening them while gaining the stolen strength, speed or power. Be warned that if you take powers or abilities that your body can't use there may be negative side effects.

### A Stream - [600 CP]

You are swift and nimble but you are more than that, you are as easy to strike as a stream with your body being able to bend and move in erratic ways without altering your posture or strength. This allows you to actively avoid the strikes of your opponents without them being able to predict your movements.

### Capstone Booster

You are more than simply nimble now you are no longer completely solid. You are now able to partially transform your body so that it can now turn into a gelatinous liquid. This allows you a limited level of body structure changes allowing you to rearrange, reposition and reshape parts of your body in order to change your appearance, give you additional features or alter your body to be better able to better use your abilities. This perk can also be set to auto activate so that when you are struck the area liquifies so that the attacks pass through you doing virtually no damage before your body restores the gap.

## Unburden Perks:

Discounts for Origin are 50% off.

### The Tortured One - [600 CP] - (Mortal exclusive)

It seems that you are more than merely a plaything of fate, you are THE plaything of fate. You have the fortune or misfortune of being the crux of the souls of light. As such you have walked other paths and seen other life's. Thanks to this, in each jump you purchase one listed **race** or **origin** for its listed price to become a **pseudo-origin** or **pseudo-race** giving you any purchases that would be free and allowing you to purchase exclusive options for that **race** or **Origin**. In this jump only, you may purchase additional **pseudo-origins** and or **pseudo-races** for **-100 CP** plus their listed price.

### Capstone Booster

You are not just a tortured one but the tortured one, this means that you have not just walked one path but you have walked many roads, for an additional **-300 CP** each you may upgrade any **pseudo-origin** or **pseudo-race** into a full **race** or **origin** selection. If you purchase a full race you will gain 3 alt-forms, one of the original race, one of the race selected with this perk and a Hybrid of both races.

## Mortal

The Perks in this section are exclusive to the Mortal race option.

### That not shared is forgotten - [Free]

It is said that no one is truly dead so long as you remember them with the songs and stories of friends, family and hero's keeping them from the true valley of death but in this world where nothing truly changes how can these memories be shared? How can these heroes be remembered when memories are constantly being wiped away? With this perk you can sift through and copy the memories of anyone you make contact with or grant them any of your own.

### Capstone Booster

This perk allows you not only to gain memory but also emotions and knowledge while extending your scope so that you can take them from within the setting. This also allows you to turn any emotions, memories and knowledge into perks, powers or drawbacks which you can keep to fiatback them or grant them to others..

## Discarded .

The Perks in this section are exclusive to the Discarded race option.

### Spirit Energy - [Free]

You like most those who were Discarded are without divine purpose and thereby have access to your spiritual energy. Though occasionally mistakenly for magic this is distinctly different as unlike magic this power comes solely from you. With this perk you have access to your own spiritual energy which can be used to enhance your physical capabilities or used as an extension of your form to form weapons or armor. This is one of the few forms of attacks that can both affect ghosts and be used by ghosts.

### Many become one - [100 CP]

There are many forms of power that oppose or contrast one another by why should that hinder one abandoned by fate. Through this you can infuse any power you control with your spirit energy in order to merge it into your mind, body and or soul allowing you to strengthen yourself and any power you possess. By doing this your powers are altered to highlight that you have enhanced them with spirit energy and can be further combined with other powers by binding the spirit energies of the two powers together.

### Capstone Booster

You can now wield this perk to infuse other perks with spirit energy allowing them to be merged into yourself and one another in order to combine their abilities, multiplying where they overlap.

## Angel

The Perks in this section are exclusive to the Angel race option.

### Wings of an Angel - [Free]

You, like all divine messengers, have your own divine wings which you can use for flight and to produce noise. Using these wings you can fly as fast as you can sprint while producing no sound or should you wish you can produce sounds of your choice that rises or recedes at your will. Though these sounds can resemble talking, singing, shouting or roaring they can not normally be understandable as actual words.

### Blinded by the light - [100 CP]

You can now emit a powerful burst of light which would temporarily blind everything that is looking at you, giving you a period of time to gain the upper hand, or make a hasty retreat.

### Capstone Booster

You can now inbew your light with the essence of purification, this will result in harming any spiritual impurities within the target causing them to be paralyzed as they are spiritually forced to face these internal conflicts. Someone pure of heart would not be paralyzed at all even if they are pure evil whereas a person who is conflicted by the decisions they make could be paralyzed for hours depending on the level of internal conflict.

## Fallen Beast

The Perks in this section are exclusive to the Fallen Beast race option.

### Body of a beast - [Free]

You have been cursed by the gods to take on the features of an Animal though perhaps this is a blessing in disguise. While your appearance changes to gain features of a selected animal your body and senses are improved to make you more than human. Your skin becomes thicker and far more durable while your strength increases to match your monstrous state. You also gain strong senses beyond those of man with their distribution depending on the beast you were cursed to look like.

### Stone of ages - [100 CP]

You are now more in line with Medusa, another victim of the gods and now are able to petrify those who you meet your gaze allowing you to turn them to stone.

### Capstone Booster

Why stick to stone when you can now choose to turn them into other materials such as gold, steel and ice. You can also now remove the petrification returning the target to their previous state without them suffering the riggers of time despite how long had passed since they were petrified.

## Demi-God

The Perks in this section are exclusive to the Demi-God race option.

### Divine domain - [Free]

Though not a true god you have a connection to a Divine domain of your choice ranging from elements, energies, universal forces, or aspects of sentient life. Through the selected divine domain you are able to command the concept to induce and manipulate it while also gaining power when others send you worship.

### Divine Weapon - [100 CP]

You are able to infuse your weapons with your divinity allowing you to do harm to anything that opposes your domain. A divine weapon of life would easily destroy the undead but the weapon would not be any stronger against the living.

### Capstone Booster

You no longer need a pre-existing weapon to use your Divine weapon and can now forge your divine domain into as many weapons as you desire. These weapons will be controllable through your Divine connection allowing you to throw them at enemies, with the swords reappearing within your orbit shortly after striking.

## Outer One

The Perks in this section are exclusive to the Outer One race option.

### Esoteric Form - [Free]

Your body is no longer merely flesh, blood and bone, it is now a concept intertwined with time, space, alternative dimensions and other such forces. You no longer need to consume as much food, water or air as you otherwise would need to survive but you are able to consume as much as you want without ever being truly full. Your body is deeper and wider than would externally be expected as external wounds seem far shallower than they should be. Even someone running you through with a blade visibly twice your size down to the hilt would not cause the blade to come out the other side though it would feel similar to being stabbed by a knife.

### Unknowable Mind - [100 CP]

You understand the concept of infinity what it means to comprehend concepts beyond any creatures of limited dimensions. Your mental speed will increase dramatically and you will be able to absorb any knowledge that would corrupt others without any side effects though you can choose to Toggle these effects if you believe the side effects are beneficial.

### Capstone Booster

With so much space why stick to a single mind when you can create your own ecosystem with each entity within being an aspect of your mind and knowledge that can grow and expand improving your already empressible mind while allowing you a greater level of parallel processing. You can also create mind parasites in order to attack others either covertly to retrieve new knowledge, offensively to do as much damage as possible or perhaps you will do both.

## Parasite of the Land

The Perks in this section are exclusive to the Parasite of the Land race option.

### Feast and grow - [Free]

As a true parasite you consume and you consume efficiently with your body and abilities gaining everything you consume with you being able to toggle the physical features of your meal in order to manifest in order to replicate any powers or abilities it possessed.

### Bloom within the world - [100 CP]

Though you are without your predictor you have found a new way to incubate allowing you to progress beyond your laval form and bloom into your true state. you are now more lively and powerful allowing you to drink up the nourishment of the land to consume any planted life forms such as mushrooms and flowers. For each thing you consume you gain a toggleable option to gain any property's they had without suffering any side effects such as by drinking a radioactive medical berry tree you would perfectly absorb the energy and be able to sprout the medicinal berries from your body and control how much radiation the berries contain.

### Capstone Booster

You can now also drink the nourishment of the environment allowing you to consume and gain attributes of the land such as drinking the dark magic in a cursed forest or drinking the cold of an icy tundra gaining their various magical properties and resistances. Should you find yourself in the sun you could even consume it so long as you can survive long enough to adapt.

## Fallen Lord

The Perks in this section are exclusive to the Fallen Lord race option.

### The balance of shadows - [Free]

You who were once an emissary of the light saw through the hypocrisy of the gods and lost your wings falling into darkness, though this does not make you evil as so many who fall. You are now able to wield the dark light of a fallen lord either as an energy attack or an energy shield without being affected by its corrupting effects.

### The Dark side of the Light - [100 CP]

As one who has fallen from grace you too are able to cause your light to fall as you can now invert any form of light and good into darkness and evil. Through this any Light or Good perks, powers and abilities can be toggled to make them into a Dark and Evil variant.

### False Paradise - [200 CP]

As one who has lived in a lie of elysium you know how to replicate this lie to others. You are now able to force any unconscious entity to enter into a dream of a perfect life specifically tailored for them. While in this dream their body is in a comatose state which they would only normally be able to escape from due outside interference though there are those who would be able to realize or reject the nature of the charade and eventually escape.

### Capstone Booster

Why stick to a dream when you can create a reality, with this boosted perk you can create a pocket dimension that is semi-customisable but takes on elements interpreted from the perspective of the target such as their interpretation of the style of architecture. Anyone you trap within this dimension becomes an anchor point with the dimension collapsing upon their removal. all beings within the dimension are an extension of the target's subconscious however the target will have no direct control over their actions. As far as any form of measurement from the origin universe is concerned The target will be dead however no form of resurrection will be able to retrieve them.

## Demi-Titan

The Perks in this section are exclusive to the Demi-Titan race option.

### Aspect of the world - [Free]

You are able to select an aspect of nature to be connected to, allowing you to bend and shape these aspects as though you were breathing. You could be connected to the storms allowing you to form and disperse them at your leisure, you could be connected to the aspects of the plains allowing you to raise or flatten the lands at your discretion.

### Mountain of a man - [100 CP]

You are now able to take on an Alt-Form built out of the aspect you have selected such as a storm titan taking on the form of cloud and lightning or a forest titan being made up of multiple branches, trees and twigs. By default this form will only be in your size however you will be able to pull together many other components of your aspect in order to build yourself a larger body which will be easier for some times than others such as a mountain titan finding it easier to get a mountain than a lava titan would.

### Tartarus - [100 CP]

Like the hidden window that imprisons the true titans you can forge cages that can trap any man or god. You can craft a two dimensional hole that can only be entered from the one side that you create and will be sealed by bars of natural energy. Anyone within the hole will be unable to access any powers or abilities beyond a human level they normally possess and will find themselves lethargic, desiring a long restful sleep.

### Capstone Booster

You are no longer limited to only a cage and can now create chains and shackles of natural energy should anyone other than yourself come into contact with these chains they will lose all powers or abilities beyond a human level and take on a humanoid appearance.

## World Eater

The Perks in this section are exclusive to the World Eater race option.

### Perfect meal - [Free]

Why should you consume when you can absorb? Using this perk you can perfectly absorb anything you target allowing you to gain all of its minerals, elements, energy and more. You can either absorb the target directly through physical contact as though you were a sponge absorbing water or you could touch a target and drain it leaving only a husk behind.

### World serpent - [100 CP]

Like the true world serpent your  size is now conceptual allowing you to tower over the largest of giants while still being able to rest within a small room. This form of size control allows you to stretch yourself across a conceptual layer reaching around worlds and galaxies viewing reality through your giant eyes however you actual size and strength will not change so should you decide to strike someone within your scope of vision it would be as though you were there and you would suffer the result of the collision.

### Severed Threads of fate - [200 CP]

The threads of fate are the domain of the sisters however in this world they no longer have the power to weave and from that absence you have learned to read each tread and how to snip them. Thanks to this you can choose to see the intended or natural fate of any one or anything you have direct vision of. Should you dislike the fate you see you can cut these threads changing some events in the future to prevent it and allow a new thread to form. It will take some time for a new fate to form for you to see and if you wish to cut them again.

### Capstone Booster

Why stick to severing the threads of fate when you can weave them. You now have the power to weave a tapestry of fate allowing you to change the luck and fortune of others while also setting up the destiny's and prophecies of many people. Be warned though there are those who have the power to change their own fate should it be left unattended.

## Hybrid

The Perks in this section are exclusive to the Hybrid race option.

### Form of meny - [Free]

With this perk you gain an alt-Form for each race you purchased in this document, additionally for any Alt-Form that you possess which is a hybrid of descendant of multiple species you will gain a full Alt-Form for every race that they are descended from.

### Apex - [300 CP]

Not all beasts are at the height of their species but with this perk you will be. For every Alt-Form that you possess you will gain an Apex form that has the natural or depending on the species the unnatural limits of their capabilities.

### Capstone Booster

Why stick to only the limits of a species when you can go beyond them, with this perk you can hybridize as many different Alt-Forms as you have in order to gain a number of Alt-Forms for include a generic optimisation of all Alt-Forms and meny min-max Alt-Forms that each outperform the most extreme examples of any Alt-Forms capabilities.