Version 2.0
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Nexus

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

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

Age & Gender

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

Locations

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

1) **The Fire District:** The tundra regions where fire elementals make their homes, it is a blisteringly cold environ, but also a fairly dry one with only a relatively short wet season that is quite intense. You can choose to start in the wilderness or in one of the actual cities within this region.

2) **The Water District:** A truly massive salt-water lake which is only not a sea because it does not connect to the ocean. Water elementals make their homes in the floating cities and lagoons of this region, you may start in either such location, or out in the waters if you are brave enough to weather the elements.

3) **The Earth District:** While looking like a massive desert crossed with craglands on the surface, this is the home of the earth elementals. Residing mostly underground, rather than braving the blazing sun above. You may begin on the surface, in one of the underground cities, or in the tunnels below.

4) **The Air District:** Rolling hills and tranquil forests make up the home of air elementals, with many interconnected towns rather than large cities to call their own. It is often considered the most hospitable elemental district. You may begin in one of the *many* towns within the district or in the wilds.

5) **The Shadow District:** A network of maze-like corridors and passage ways, both secret and not, have become the home of the shadow elementals, the only district that is completely artificial, it is known to be near impossible to navigate. You start just outside the entrance to this maze-like locale.

6) **The Border Ring:** The wall that surrounds Nexus as a whole, protection from the badlands beyond. The walls are partially hollowed for living space, where demons, goblins, and humans commonly reside in between hunts of what lies beyond.

7) **The Inner Ring:** A peaceful place known for being where retired hunters go to rest, it is highly advanced, technologically and magically, compared to the rest of Nexus, with only the capital being greater. It is largely free from conflict.

8) **The Capital:** The centerpoint of Nexus itself, it rests over a wellspring of magical strength that allows the entire nation to exist so close to the edge of reality. The power flowing here promotes the longevity of various magics, making arcane machinery much easier to construct and maintain.

9) **Badlands:** What lies beyond Nexus's protective walls. The badlands are, while not a wasteland, highly inhospitable to normal life, it is closer to the edge of reality than even Nexus itself and thus pulls some of what lies beyond reality itself into it, some of which are truly dangerous, but also an opportunity.

10) **Free Pick:** Pick from any of the above options, free of charge!

Origins

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

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

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

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

Nobody (0cp): You don't want to be noticed. To remain unseen and unheard, to be an unknown entity, that is where you shine, in your own subtle way. You possess all the skills necessary to live as a ghost, to go about with no one the wiser to your existence, and using that to your advantage. Assassins and spies fall into this category.

Hunter (100cp): You are one of the hunters of Nexus, working to combat the threat of criminal elements and, more recently, the hackers. More than a simple warrior, you are an investigator, a truthseeker, and an authority figure among the people of Nexus.

General Perks

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

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

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

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

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

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

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

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

Additionally, it’s possible to feed the energy from one Seed into another, though doing so too quickly may risk it Cracking on its own. This can, and often is, used to build up Seeds faster and is a well known method used by Blood Goblins in particular.

Post Jump, if you possess The Light of My Soul, you may form Lenses within someone's Light at the same time you awaken Light in the person.

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

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

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

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

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

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

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

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

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

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

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

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

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

Filtered Light (200cp, Discount Elemental): Lenses are capable of tinting Light, however, normally this tinting fades quickly when outside of a Seed and does nothing. You've found a way to mitigate this and align your Light with a Lens. This has the benefit of adding the Lens as a trait that can be emphasized with your Light to achieve effects normally only available to Seed Sorcery. Such effects are minor and limited to being primarily internal, such as a Heat Lens allowing you to warm yourself if applied generally or concentrated to cause actual burning heat in your limbs. However, as you must focus your Light to achieve these effects, it reduces the Light available to augment your physical abilities the more you focus on the Lens. This technique still has its limitations; it takes time, several minutes at least, to align your Light fully and you can only be aligned with a single Lens at a time.

An additional benefit of this alignment makes it so all Seeds build up the same tinting as the Lens you are aligned to, adding the Lens' effect to all Seeds while so aligned.

Seed Weaving (400cp): The technique known as Seed Weaving is an advanced form of Seed Sorcery, specifically in the creation of the Seed itself. You cycle Seeds around and through each other, effectively linking them into a sort of braid, which has the effect of growing each Seed slightly faster. However, the main benefit of this technique lies in the increased flexibility, as each Seed may be Cracked to fuel each other rather than simply their own effect, even combining their effects if multiple Seeds are Cracked at once.

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

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

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

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

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

If you possess the capacity for it, gaining a second Mistlight Manifestation grants a second reserve of Mistlight that must be manifest separately, the two Manifestations are not combined (barring perk interactions).

Racial Perks

Common Goblins (0cp): Green skinned and shorter than most other races in Nexus, common goblins have superior senses, outmatched only by an elemental's favored sense, and are often considered the most intelligent of the goblins. This is a well earned title indeed. This does come with a downside, a common goblin's reserves of Light are quite small compared to other races.

- **Mathematically Inclined (100cp, Free Common Goblin):** A common goblin's greatest trait is their intelligence. The average common goblin can mentally calculate even the most difficult, complicated, or advanced maths, as long as they understand it in the first place, often doing so in less than a second. This even lends to multitasking, allowing them to calculate multiple problems at once without losing any individual equation or mixing up variables across them.
- **Big Ears and Strong Noses (100cp, Free Common Goblin):** A common goblins senses are impressive, able to see with amazing detail that allows them to work on the smallest of scales or snipe someone almost a kilometer away without a scope, hear frequencies normally hidden to other races and pick out individual pieces of noise to analyze, and possess a nose capable of distinguishing when an alchemical reaction is reaching its finish even when they can't see the reaction. However, where they shine is in their sense of timing, able to count the microseconds to get optimal results.
- **Light-Tech (200cp, Free Common Goblin):** The primary advantage common goblins make use of is technology, crossing several fields of study from alchemy to metalworking and engineering to medical sciences. However, their greatest technologies are their Light-Tech, technology that interfaces directly with their Light and other supernatural powers, such as Mist once they unlock it. By default, this allows them to focus their Light through any tech they make to enhance its function, but with practice, they can extend this to other sources of power they may possess. This can also be used on objects they didn't craft, but is instead familiar with, however it will have some loss in effectiveness the less familiar with the object they are.

Blood Goblin (0cp): The toughest of the goblins due to their large reserves of Light, blood goblins are so named for their red skin and penchant for combat. While most know them for their brute strength and endurance, blood goblins are actually quite agile and quick on their feet, which they claim as their main path to victory. However, their large reserves of Light come with a downside, they only possess a single lens.

- **Deep Reserves (100cp, Free Blood Goblin):** Blood goblins possess the most Light of any race on Nexus, almost double the norm, and can focus greater amounts into each part of their body as a result.
- **Pain Tolerance (100cp, Free Blood Goblins):** A blood goblin is known primarily for their endurance and ability to take hits. This comes largely from their frankly ridiculous pain tolerance that borders on an inability to feel it and their Light being aligned more closely towards promoting healing than for other races. While anyone can focus Light on a wound to speed its healing, a blood goblin nearly doubles their healing speed with the same amount of Light, and they can push almost twice as much into it as any other race.
- **Master of War (200cp, Free Blood Goblin):** While many view blood goblins as brutes, that is not truly the case. All blood goblins possess potent kinesthetic senses and a situational awareness that keeps them alert when in battle. Along with training on positioning and movement, a blood goblin is able to use their own movements to enhance their offensive potential, roll with attacks to mitigate damage, and ward off multiple enemies at once, all while making it so effortless that their opponents don't even notice they are doing it.

Sapphire Goblins (0cp): Sometimes called blues, sapphire goblins are the thinkers of goblinkind. While common goblins are the most intelligent, sapphire goblins are the most cunning and the wisest, thinking long on less concrete topics, such as philosophy. Physically the weakest of the goblins, sapphires make up for this by possessing far more lenses than any other race and more control over their Light, reaching up to 7 for a single individual.

- **Control (100cp, Free Sapphire Goblin):** Light is not difficult to move, per se, but keeping it precise and limited is often a matter of focus beyond what many can achieve. Sapphire goblins do not run into this issue, able to fluidly control their Light with but a whim. This extends to that which comes from using a Seed, allowing for exceptional control over the power held within, even extending how long the Light from the Seed remains after it's used.
- **Lens Mastery (100cp, Free Sapphire Goblin):** Lenses tint Light towards their own alignment, and using them together is a matter of experimentation to get the desired results. Sapphire goblins find this far more intuitive, able to carefully manage their Seeds with ease, as if each seed had their full attention, easily sliding lenses between Seeds to create a desired result.
- **Quick Seed (200cp, Free Sapphire Goblin):** Seeds are normally slow to grow, with more Light potentially cracking it open and wasting the effort. Sapphire goblins, however, have taken what many would consider a hazard and turned it into an art. Any Seed formed by a sapphire goblin is more stable, able to be pushed farther before it breaks open, allowing them to build them up faster. Additionally, in moments of need, a sapphire goblin can overload a Seed, holding it together just long enough to overpower it, before they let it break to use the Seed at a much higher power than normal.

Pale Goblin (0cp): The jack of all trades among goblins, they possess some of the traits of other goblin species, though to a lesser degree and subtly shifted in focus. The only nomadic race, every trait is shifted towards aiding them in their travels. Stamina and speed rather than toughness and healing, dynamic vision and reaction speed rather than detail and calculations, and rapid shifts in their Light rather than precise control of it. Pale Goblins typically have five lenses.

- **Breath Control (100cp, Free Pale Goblin):** An unusual trait of pale goblins, but one all possess, is an innate ability to control their breathing, giving them an impressive amount of stamina and reducing the strain of constant exercises. More than that, this makes such exercises more rewarding and includes an already fairly well sculpted form that is suited for athletic and acrobatic pursuits.
- **Reaction Time (100cp, Free Pale Goblin):** Your average pale goblin thinks fast and reacts to their senses much more efficiently than other races. Their reaction time and thought speed are generally three times faster than normal. Additionally, their senses are finely tuned to pick out dangers in their environment, giving a minor form of danger sense when combined with their reaction speed. They can still be taken by surprise or be overwhelmed, but it is much more difficult than it would be against any other race.
- **Light Speed (200cp, Free Pale Goblin):** Pale goblins are not ones for fine control, but are able to shift their Light from one task to another at a moment's notice, shifting from making themselves faster to being more flexible at the drop of a hat. Something that usually takes a considerable amount of practice to accomplish, and pale goblins just do it.

Royal Goblins (0cp, Requires Royal Return): An extinct subrace of goblin wiped out by Hackers quite some time in the past, the only presence left behind being humans with a diffuse heritage linked to these goblins, though some believe there are pockets of them still alive, but hidden. Royal goblins have a grey skin tone, often patterned in different shades of grey to black, and dark, purple irises. While not actually royalty, they were the only type of goblin to possess a unique magical ability all their own, one that not even Aethermentals possessed. (Humans may select Royal Goblin for their Nexian Heritage)

- **Insightful (100cp, Free Royal Goblin):** Royal goblins were an unusual sort, able to pick up the emotions and motivations of others with an ease that made it seem like breathing to them. This talent made it easy for a royal goblin to gain allies and friends, as well as keep those friends together, even when they don't often see eye to eye. It also made them skilled manipulators, if they knew how to be subtle. More than this, it allows a royal goblin to read their foes and know how to pick them apart, turning their insights towards breaking their opponents down.
- **Connection (100cp, Free Royal Goblin):** There was a unique property to a royal goblin's Light that made it have an affinity for affecting others beyond the goblin's own body, increasing the effects of Seed Sorcery that affected others directly. While this didn't make conjured fire burn hotter when it struck someone else, it made things such as healing and augmentations more effective when applied onto someone other than the goblin themselves, as well as making draining effects more potent. Other applications of Light, and magic in general, that directly affect others are similarly enhanced.
- **Radiance (200cp, Free Royal Goblin):** The Light of a royal goblin had one other property, the very one that made them a target for the hackers, they could share it with others. It was never clear how, but a royal goblin could extend their Light beyond their own body and into another where they could direct it in much the same way they could in themselves, augmenting their allies directly with Light and not needing to rely on Seed Sorcery. Most used this to heal their allies or give a short term boost, or even to aid in the creation of a Seed. But the use that made them a target was the fact it could be used to stop a human from becoming a hacker, halting the process entirely, and potentially reversing it.

  Post jump, this can be used to similarly halt, and potentially reverse, other corruptive influences, as well as making the user resistant to such influences themselves. It can also affect similarly soul-based powers and magics.

Fire Elementals (50cp): Fire elementals reside, ironically, within the coldest parts of Nexus, their internal flames keeping them warm easily and allowing them to carve out a place for themselves in these normally desolate regions. These regions, due to the work of fire elementals, have become a bit of a pleasure destination. Fine food, hot springs, and beauty parlors abound where fire elementals make their home. So to do blacksmiths and alchemists, a fact that brings trade from common goblins, as well as both water and earth elementals. A fire elemental will always possess a lens focused on Heat, Fire, Smoke, or Explosions in addition to their normal lenses.

- **Hospitality (100cp, Free Fire Elemental):** Fire elementals are known to be entertainers, but unlike water elementals, they specialize in hospitality. Fine food, comfortable rooms, and extraordinary service. They possess a patience that, combined with their vitality and energy, makes them quite sociable and pleasant to be around, able to keep even the iciest days warm and pleasant for those they serve.
- **The Nose Knows (100cp, Free Fire Elemental):** Elementals are known to have senses superior to even common goblins, and fire elementals are known for their olfactory senses. A fire elemental can navigate based on their sense of smell alone, tracking individual scents better than any bloodhound. However, this is more commonly used in their cooking and alchemy, allowing them to pick out individual ingredients and roughly how or when they were prepared simply by how it smells.
- **Heart of Fire (200cp, Free Fire Elemental):** Fire Elementals possess a form of magic called the Ember. This magic grants incredible resistance, bordering on immunity, to heat and flames, though it does nothing for the pain that heat can cause. However, that is merely a side effect. The true use of Ember is as a form of refinement, materials exposed to ember infused flame have their traits enhanced. Food becomes tastier and more nutritious, metals become more resilient, and potions last longer or have an increased effect. This does, however, require the material to be exposed to flame, so this will not work on certain materials.

Water Elementals (50cp): Water elementals live primarily on floating cities in a lagoon-like region of Nexus, built upon a type of coral that is naturally buoyant and resilient enough to support structures. Water elementals greatly favor sports and competitions of all sorts and are the only elementals that practice combat as part of their social gatherings. This, along with the plentiful seafood and penchant for fine wines, is a natural attraction that brings people from across Nexus. A water elemental will always possess a lens focused on Water, Ice, Cloud, or Cold in addition to their normal lenses.

- **Competition (100cp, Free Water Elemental):** Water elementals are known to be entertainers, but unlike fire elementals, they specialize in showmanship and competition. A water elemental are naturally respectful, but can also play to the crowd and excite the audience to accentuate their skills in competition while maintaining that respectful nature, ensuring no, or at least few, hard feelings. Win or lose.
- **Taste of Victory (100cp, Free Water Elemental):** Elementals are known to have senses superior to even common goblins, and water elementals are known for their kinesthetic senses, aided by an unusual ability to 'taste' with their skin. A water elemental is completely aware of their own movements, as well as an only slightly lesser awareness of their surroundings through this odd combination of senses, enhanced further when they are underwater.
- **The Depth of the Soul (200cp, Free Water Elemental):** Water elementals possess a racial magic called the Depths. This magic is, by most, considered the most dangerous form of magic in Nexus as it, supposedly, allows the user to change themselves. In reality, it allows the user to amplify aspects of themselves, making some things clearer and more defined, while leaving others murky. Such amplifications can be disorienting, both for the user and those around them, but are a great boon in many situations as it actually amplifies the skills associated with the chosen aspect.

Earth Elementals (50cp): Making their home beneath the ground, earth elementals primarily reside within the desert and mountainous regions of Nexus. Earth elementals are contemplative, preferring relatively quiet conditions to think even as they perform their jobs as miners and laborers, though they also tend to enjoy a soft tune to help calm their thoughts. Your average earth elemental will favor debate and philosophy over socializing. An earth elemental will always possess a lens focused on Stone, Earth, Wood, or Metal in addition to their normal lenses.

- **Contemplation (100cp, Free Earth Elemental):** Earth is an element of patience and wisdom, contemplation and reflection. For earth elementals, this permeates them as much as their element. When allowed to simply think, problems just seem to unravel in the mind of an earth elemental, becoming more manageable far more quickly than they would for other races.
- **Sound of Silence (100cp, Free Earth Elemental):** Elementals are known to have senses superior to even common goblins, and earth elementals are known for their sense of hearing. With hearing superior to even that of bats, a blind earth elemental is largely unhindered by their lack of sight. On top of this, their minds are able to pick apart individual sounds and identify where they come from even when they'd normally jumble together.
- **Hall of the Mountain King (200cp, Free Earth Elemental):** The Tremor, as it is often called, is a magic unique to earth elementals and their descendants. This magic relies on creating vibrations that, applied correctly, can weaken the structure of objects to destabilize them and make them easier to break, mold, or otherwise alter. It can also be used to vibrate the air, creating sound.

Air Elementals (50cp): Favoring the rolling hills and valleys of Nexus, air elementals are considered one of the most important races within its borders. Air elementals tend to the land on the surface, growing produce and raising livestock that provides for large portions of Nexus, making them quite integral to its stability. Air elementals, despite their hard work, love to relax and share a pint at the end of the day. An air elemental will always possess a lens focused on Wind, Lightning, Pressure, or Air in addition to their normal lenses.

- **Relaxation (100cp, Free Air Elemental):** It's really the little things in life that please an air elemental most. A good drink and pleasant company can ease the mind, allowing even the greatest of stresses to be eased and quieted. Even trauma from horrific events will slowly mend with little scarring that, in and of itself, will fade in time.
- **Wind's Caress (100cp, Free Air Elemental):** Elementals are known to have senses superior to even common goblins, and air elementals are known for their tactile senses. An air elemental can feel shifts in the air itself, using altered currents to tell what lies around them and how it's moving, as well as being able to tell fine detail with nothing more than a quick pass over with their hands.
- **Eye of the Storm (200cp, Free Air Elemental):** The Echo, despite its name, is a very physical magic possessed by air elementals. It is able to manipulate the metaphysical "weight" of any being or object. This allows an air elemental to float in the air, lift heavy objects as if they were feather light, and unburden their own minds from the stresses of the day.

Shadow Elementals (50cp): Reclusive and mysterious. These two words are most commonly associated with shadow elementals. Outside of the maze-like cities they call home, it is rare to find a shadow elemental, and those that are found are typically quite secretive. It is believed by many that shadow elementals are assassins and that seeing one is a bad omen, but, the truth is far simpler. Shadow elementals are researchers, often working with common or sapphire goblins, to create exquisite works of artifice and magic. A shadow elemental will always possess a lens focused on Light, Darkness, Shadow, or Void in addition to their normal lenses.

- **Researcher (100cp, Free Shadow Elemental):** Shadow elementals are skilled at organizing information within their minds and linking details together, as well as possessing an impressive memory that is next to impossible to interfere with.
- **Mind's Eye (100cp, Free Shadow Elemental):** Elementals are known to have senses superior to even common goblins, and shadow elementals are known for their visual acuity. A shadow elemental can process and react to visual stimuli faster than almost anything on Nexus. Most use this to read faster, but those that learn to fight make good use of this improved reaction time.
- **In Absentia (200cp, Free Shadow Elemental):** The Void is the magic wielded by shadow elementals, a touch of nothingness. The Void has two states. The first is for it to be empty, which gives the shadow elemental a sixth sense that allows them to 'view the Light of others' with ease. The second state, however, is often seen as the more useful, the Void may be filled, gaining traits from what it is filled with. This is not physically filling it, but actually absorbing the metaphysical essence of the object to mimic the mystical qualities of it.

Demons (100cp): Only truly common in the region known as the Outer Ring, demons are a widely varied lot. There are four subtypes of demon, celestials, fey, mythics, and infernals. Celestials are known for being beautiful and charismatic. Fey are known to possess exaggerated features and are tricksters, ranging from playful to malicious. Mythics are like beasts, usually, from the great phoenix to the tiniest ash rat, and this is manifest in their more instinct driven personalities as well. Infernals are awe inspiring and intimidating beings, savage. However, all are honorable in their own ways, manifesting primarily as never breaking a vow that they've made. The main signifier for what a demon is lies with their Light, which is incredibly difficult to manipulate, bordering on impossible without aid. Take the Locked Light Drawback for no CP.

- **Demon Subtype (100cp, Free Demon):** Choose of the four subtypes of demon (celestial, fey, mythic, or infernal). Your form shifts to match your choice and you gain a bit of skill with what your subtype can do. Celestial demons gain a significant boost in appearance and personal charisma. Fey demons have their features made ever so slightly uncanny and become quite clever in the placement of traps, physical, magical, or social. Mythics gain a bestial form and the instincts needed to use that form, or any form, without a misstep. Infernals become more awe inspiring in appearance and gain an aura of intimidation potent enough to stop lesser warriors.

- **Open Seeds (100cp, Free Demon):** The primary reason that demons are unable to use their Light properly is the presence of Open Seeds within it. An Open Seed is, in effect, a powerful Seed that is Cracked, but never quite seems to run out of energy. This allows a demon to constantly use a form of Seed Sorcery, however, as their Light is immobile, their use of this power is restricted to only a few small, predetermined set of abilities based on their Lenses. You may choose a number of abilities up to your number of Lenses to manifest, but must assign each Lens to only one of these Open Seeds, and each Open Seed must have at least one Lens linked to it. The Lenses are not directly tied to these Open Seeds and may be used normally.
- **Pactmaker (200cp, Free Demon):** Demons are known for their ability to create pacts. A Pact is a contract of sorts, usually a simple deal sealed with a handshake, though some go farther to add additional rules to the Pact, in doing so, the Demon provides a bit of power they possess, usually a bit of power from one of their Open Seeds, or a service of some kind for something else in return. This can be nearly anything but is usually a bit of flexibility for their Light, the end result being that the demon is able to alter their physical capabilities at least a little bit before the contract ends and it is locked once more. A normal demon can support several Pacts at once for each Open Seed they possess. As a Jumper, you can use this to provide the benefits of your perks and other powers.

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

- **Time is Precious (100cp, Free Spirit):** Something every successful spirit will say; Time is Precious, Never Waste It. And from this, most spirits draw their strength; efficiency and time management. Spirits are masters of maximizing their efficiency through careful planning and time management, something that can allow them to live far longer than their meager lifespan at birth would say.
- **Wispform (100cp, Free Spirit):** Spirits are made up of hundreds of stray bits of souls from those that have passed on Nexus, bits of wisps pruned away or left behind that have coalesced into a semi-tangible form. As such, a spirit is normally an incorporeal creature. However, wisps can act as a physical presence under certain circumstances. You are able to shift between an intangible and tangible form at will, though this takes a few moments of concentration to shift. While intangible, you are incredibly hard to hurt with physical blows, though energy based attacks may disrupt your form. While tangible, your aging is slowed, making every month of life you have into a full year, not to mention the natural benefit of having a physical body to actually make use of.

  For the duration of this jump, a spirit is limited to being in their intangible form unless they are in a Manifest Zone. A non-spirit that takes this perk is not bound by this restriction.
- **Borrowed Time (200cp, Free Spirit):** A spirit lives, quite literally, on borrowed time. To stretch this out, and gain more, they must slow their aging. The primary method this is accomplished is with Binding. To Bind, a spirit must find a willing host, who they then extend a portion of their spiritual body into and form a Seed within the host's Light admixed with their own, this forms a link that stops the spirit from aging and allows them to build up time for themself. Every ten seconds bound provides them with one second added to their overall lifespan. A host may even donate time to the spirit in some instances. In return, a bound spirit enhances the host's use of Light and provides the host use of the spirit's lenses as long as they are bound.

Ending a binding is as simple as cracking the Seed, which can be done by either party. Breaking this Seed does not cause a surge of Light or create a Seed Sorcery effect, instead providing all the time built up for the duration of the binding to the spirit, adding it directly to their Lifespan. With this perk, the recipient of the bond does not need to possess Light of their own.

Humans (+100cp): Humanity is a rarity in Nexus, usually from people falling through the cracks and those descended from people that did in the past. However, all humans who enter Nexus either have a heritage linked to Nexus or are changed... Driven insane and slowly mutated into a monstrous being known as a hacker... This is guaranteed not to happen to you.

- **Nexian Heritage (Free, Human Only):** Humans need to have blood from one of the nexian races to survive in Nexus with their sanity intact. As such, humans may choose a single other race, they get a discount on all perks from the chosen race.
- **Mist Affinity (100cp, Free Human):** Humans have little in the way of Light, the smallest amount of Light of any nexian race. However, they possess an unusual affinity for Mist that allows them to more easily tell what a Wisp represents and can do when combined and cultivated, as well as what they provide when used in Seed Sorcery, making it easier for them to create viable Mistlight Manifestations that they desire.
- **Multi-Manifestation (200cp, Free Human):** In nexus, it is known that once you bind a wisp to your Light to gain Mist, you cannot bind another. For humans, this is untrue. Humans are able to bind two wisps to their Light and can gain two Mistlight manifestations as a result.

  At the start of each jump (or once every ten years, whichever comes first), you gain the ability to bind another wisp to your Light to gain a new Mistlight Manifestation.

Origin Perks

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

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

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

Light Mutation (600cp, Discount Drop In): Those that fall through the cracks in reality to Nexus tend to arrive with a bit of disorientation, a fair amount of panic, and a bit of memory loss from, what scholars say, is mental overload. Those that remember what happened as they fell as any more than a blur possess an odd insight into the use of Light that allows them to alter their bodies in much the same way as Hackers do passively.

By focusing light in a specific way for a long period of time, you can induce a permanent change in your body that becomes a permanent part of yourself, down to the genetic and spiritual level, allowing them to be passed onto any children you might have in the future. You do need to have an understanding of how these changes should work, including any magical traits necessary, but this is only to gain specific, efficient mutations you may want. You can use this same method to form temporary mutations that, while not as efficient, do not require the requisite knowledge to maintain. These will slowly become permanent as they are used and can even be improved upon with further applications of this ability, but they will be nowhere near as efficient, more akin to generalized, directed mutations.

Skilled Labor (100cp, Free Worker): You have a job to do and you're good at it. Choose a profession, such as farming, machinist, or carpenter, you now have ten years of experience in the chosen profession. Additionally, you have an incredible amount of patience. This can be purchased multiple times. If this would be free, only the first is free, the rest are discounted.

Common Magic (200cp, Discount Worker): Light is something everyone has, regardless if they are a fighter or not. As such, even the most common laborer will use it to their advantage. You find your abilities are easier to use when turned towards a profession that doesn't involve fighting. Crafting, farming, construction, cooking, and any other profession is able to benefit from your various abilities with great ease.

Built to Last (400cp, Discount Worker): The things you create are much more resilient than they otherwise would be, requiring far less maintenance to keep in good condition and functional. This even applies to larger projects, such as buildings and farms, or more esoteric creations, such as Seeds for Seed Sorcery. On top of this, anything you build is simply built *better*, a sword will hold a sharper edge, armor will resist more damage, a cart will have a smoother ride, and much more.

The Results of Hard Work (600cp, Discount Worker): Being a farmer builds up your endurance and strength, weathers the skin into almost being leather, and a sense of the land. Being a carpenter requires having decent strength, hand eye coordination, and stamina. A chef will be used to the heat, have strong lungs, and have a great deal of situational awareness. Being a laborer of Nexus has its benefits, not the least of which is an odd amount of naturally built strength, durability, and stamina.

You now receive this benefit, along with the ability to use any sort of craft or labor as physical conditioning, with them providing additional benefits based on what they entail (as is the case with being a chef providing heat resistance and situational awareness). This does extend towards training in combat skills to bolster your physical abilities

Resource Management (100cp, Free Thinker): The greatest weakness of any thinker is being unprepared and not knowing what resources you can call upon. To combat this, you are always aware of what resources you may call upon at any given time, which updates automatically as these resources are used up. This includes physical, magical, and social resources, but not intangible ones such as time. You don't even need to think to know these things, they're just always there. Unexpected events may throw this off, but will be quick to compensate for the sudden shift in resources, both positive and negative.

Mental Archives (200cp, Discount Thinker): A scholar that isn't intelligent is a poor scholar indeed, and you are by no means a poor scholar. Your intelligence is in the top percent for the world, allowing you to keep vast, effectively limitless, libraries of information stored in your head without it degrading and no delay when trying to recall information. Additionally, your Light naturally protects your memory and enhances your will and can be focused towards them to enhance these effects further. Finally, you can easily put the knowledge you gain to practical use as quickly as you learn it with only a little practice necessary.

Society Mind (400cp, Discount Thinker): More than having simple intelligence and planning, one needs to be able to gain the support of various organizations, create networks of contacts and favors, or otherwise influence the people of Nexus if you want to leave your mark. You have thus cultivated a social grace and charm to aid in the achievement of your goals through various methods, be they manipulation, intimidation, or simple earnestness. This also makes it easier for you to cultivate your influence, gather allies, and earn the funding necessary to further your cause, though this is especially effective in building up contacts who can gather information for you.

This has the added benefit of enhancing your natural charisma and charm based on how intelligent you are, effectively adding your intelligence to your charisma for the purpose of social interaction and influence. This does not affect your appearance.

Master & Student (600cp, Discount Thinker): You are a student, one that has learned how to be the best of students, to learn and absorb every lesson you encounter, regardless of its source and spread what you have learned. As a result, you learn significantly faster. At first, you learn only five times faster than normal, however, learning things related to what you already know speeds this up even further, and the more you know about a subject, the faster related subjects come to you. Learning herbalism, biology, and anatomy will see your learning of medical knowledge go several times faster than your already accelerated learning speed.

Additionally, you are able to spread your knowledge more effectively. Your teachings are more easily retained and understood by your students, adding roughly half your own learning speed to their own as long as you're the one teaching them. This is even more effective the better you know your student.

Traveler's Cloak (100cp, Free Explorer): As a traveler, it is difficult to be prepared for every environment you may find yourself in. To that end, your Light has naturally taken on an unusual property, protecting you from moderate environmental dangers, such as the heat of a desert or the cold of a tundra, without the need to focus it. This also naturally enhances any clothing you wear as your Light seems to extend slightly into them, making your clothing more protective against the elements. This will not let you survive in a volcanic wasteland or similarly dangerous environment on its own.

Wilderness Survival (200cp, Discount Explorer): While many a traveler and explorer will prepare for any journey they make, packing up food ahead of time, sometimes it's necessary to live off the land to extend whatever supplies you brought with you. As such, you are adept at finding, not just food and water, but supplies for anything you may need, as well as the skills necessary to use what you find out there. Herbs to treat injuries, vines to make rope, wood suitable for making a bow and arrow, all of it is oddly easy for you to find. Even shelter is not too hard to come by if you just look.

A Road Less Traveled (400cp, Discount Explorer): You have an uncanny knack for finding places that are isolated and unexplored, secret places where few have gone since they were lost or were never found to begin with. Such places will be likely to carry treasures long lost, whether that's gold and jewels or lore and knowledge that could be deemed useful or even rare and exotic creatures or plants. Only in the most well explored worlds will you find any difficulty in finding such places, but they will always exist, and you will always be able to gain at least some rumor that they do, indeed, exist and where you might start your search, but only if you go looking for them. This may also provide some minor benefits passively, such as being able to find a simple lock pick hidden in a prison cell from the previous prisoner or a still viable healing poultice after stumbling into a long abandoned camp, minor bits of luck to aid in your travels.

Spiritual Enrichment (600cp, Discount Explorer): Traveling across Nexus, one can see and experience a great many things, some of which will resonate within the soul more strongly than others. While, for most, this will just be a fond memory to look back on, for you, it is a way to grow in power. As you experience the world and see more of what it has to offer, you will slowly develop additional Lenses based on your experiences, the places that well and truly call to you, friends made in a roadside inn, and great foes triumphed over will provide the greatest benefit, often instantly providing a Lens that calls to the experience. This can create Lenses you already possess.

Tempered Emotions (100cp, Free Nobody): You possess the ability to temper your emotions with intellect and rationality, letting you keep your emotions in check while still being able to feel them. This allows you to turn a blind rage into a cold and calculating one, make normally debilitating fear into an alert unease, or even turning overwhelming joy into a serene contentedness. You may choose if this applies or not, as if you had a clear mind at the moment, and can stop doing so at any given time to experience the full effects of the emotions once you are safely able to do so.

Who Are You? (200cp, Discount Nobody): Whoever you want to be. You are an incredible actor and quite adept at making up disguises with a minimal amount of supplies that would normally go into such. You never mix up your aliases and can spend weeks or months playing a role without slipping up even once and the stress that would normally build up from doing so is reduced significantly. This also makes your lies more believable, your feints more effective, and other methods of deceit overall better than they otherwise would have been.

Subtlety (400cp, Discount Nobody): Sometimes, knowing when to keep hidden and remaining passive is the biggest advantage you can possess. You are able to mute your presence and allow yourself to seemingly fade away. This makes any attempt to hide or conceal yourself much more effective and can even allow you to hide in plain sight, though this is not invisibility. This also applies to your Light, Seed Sorcery, and other Magics, making them incredibly difficult to detect or even undetectable given the right circumstances.

Unfettered (600cp, Discount Nobody): It is an unusual thing, someone so adeptly hidden that they simply stop existing for most people, it is an absurd concept, but one you can achieve, given time and training. And not just for staying hidden. You have the ability to keep on improving, passed what anyone would say is the peak and keep pushing it. You effectively have no hard cap to how far you can push your skills and abilities, always able to improve them that little bit more. Additionally, while your improvement may slow, it'll never stop, and you will never lose what you have learned through atrophy or disuse, you will be able to use any skill you possess as well as the last time you used it.

Hunter Training (100cp, Free Hunter): You are trained to be a Hunter. You know how to use a variety of weapons, are comfortable in armor, can manage your use of Seeds with ease, and have the instincts necessary for the battlefield. Beyond mere fighting, however, you are suited towards your role as an investigator and law enforcer, with an array of skills useful to the task, such as lockpicking, cold reading, and interrogation.

Light Training (200cp, Discount Hunter): As a hunter, you are required to use every tool at your disposal, and Light is one of the most readily available to use, as such, you've how to maximize your use of Light and Seed Sorcery. However, this extends beyond just the use of Light, this extends to any form of magic you may possess, such as Mistlight or the various racial magics.

Authority (400cp, Discount Hunter): Hunters are the police force of Nexus, given responsibilities that require they take charge and lead. You have the qualities necessary for this role. You command respect with your very presence and your demeanor naturally gets people to listen to you when you speak. Even those normally opposed to authority will give you, at the very least, grudging respect, at least until you prove yourself unworthy of that respect.

Abusing this may result in it becoming darker, turning almost 'slimy' in nature and setting people on edge, making your presence more intimidating and dangerous than anything else, which could lead to people being more tight lipped and afraid than viewing you as a proper authority figure. This can be returned to normal by simply not abusing it for a time and earning that respect back.

Light Refinement (600cp, Discount Hunter): Light is a product of the soul, it stands to reason that a stronger soul will produce more Light, yet that does not seem to be the case. Instead, light seems to simply grow easier to utilize and focus, unable to grow in size or strength but instead becoming more mutable. This is normally the only way the soul grows stronger, through simple experience and time. For you, however, your Light also grows more potent as your soul is refined into a stronger form by your experiences.

The stronger your soul becomes, the greater your Light, both in quantity and quality. The more Light you possess and the more potent that Light is, the more it enhances your physical capabilities and the more Seeds you may form.

Items

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

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

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

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

Traveler's Collection (200cp, Discount Drop In): You have an extensive warehouse connection that contains a number of beautiful locations from Nexus, preserved and duplicated for you to visit any time you wish. While these locations are mainly based on being enjoyable to relax, naturally aiding in relieving stress and ease the mind, they may possess unique properties that are useful, but are never too potent, such as the hot springs the fire elementals are known for, which are known to have healing properties useful in mist alchemy.

Locations that are included are as follows: Various restaurants and resorts; the healing hot springs described above; dream pools from the water elementals, which bolster the creativity and inspiration of those that submerge themselves, though overuse may lead to night terrors; the crystal caves of the earth elementals which possess beautiful crystals that resonate with the elements, giving a small boost to their element; the whispering wood of the air elementals, which always has a song playing which may offer insights into the user's own psyche; and manifestation zones, verdant locations that allow spirits to manifest a physical body, increasing their lifespan for the Nexian variety.

Post jump, similar locations, tourist attractions and those with minor mystical properties, will be added onto this warehouse addition. Such locations are staffed, but the staff are not truly real individuals and cannot leave the warehouse extension or be imported as companions.

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

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

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

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

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

Enchanter's Forge (600cp, Discount Worker): A rare thing in Nexus, the Enchanter's Forges are the result of a magical catastrophe well before recorded history, considered myths by most people to this day. An Enchanter's Forge is actually a chaotic collection of magics and Mist in a small pocket dimension that will bind itself to an individual that claims it. The power held within this collection of magics is potent and may be worked as if it were a material substance, though it must be anchored to a physical medium to be of actual use, effectively tying the resulting magics to an object. This creates an enchantment that can potentially carry a wide variety of effects.

Working the magic within an Enchanter's Forge is exceptionally difficult, requiring a lifetime of work to master the process and gain the potential to create truly powerful enchantments. Until then, you can only really give minor ones such as an enchantment for a blade to drink in blood to repair itself or creating a bow that produces its own arrows. Actually making enchantments with the Enchanter's Forge takes a great deal of time, requiring a heavy investment in time to actually create any powerful enchantments.

Even then, you must experiment and practice with it to garner any results, no two Enchanter's Forges are the same, meaning you cannot rely on the experiences of others to guide your own use.

The power within an Enchanter's Forge never seems to run out, and it is a great source of magical power if you possess some other way to utilize it.

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

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

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

Post jump, this library will update to include all books (or similar; ex: scrolls, discs, and computer files) from each world you visit.

Survival Kit (100cp, Free Explorer): You possess a small, easily portable container that stores a large amount of trail rations. Breads, dried meats, vegetables, and fruits, nuts, and cheeses that never seem to go bad, enough to last a party of eight for a full week. The container replenishes weekly. This container also holds a number of useful items for surviving in the wilds. This includes a fire starter, a spade, a knife and hatchet, a small cooking pot, a canteen, and a roll of cord.

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

A Strange Map (600cp, Discount Explorer): This rather plain looking, but finely made, map bound in leather with a buckle so it can be rolled into a scroll for easy carrying is actually a potent artifact. Its surface is always highly detailed and can be made to zoom onto your current location to give you a better idea of what is around you. It can also show various aspects of what it shows, such as what factions control what area and where political boundaries fall, and even has a setting to show weather in real time. This map will always show exactly what you wish to see, even if you yourself are unsure on what you want to see from it, though it may not be what you hoped to see. Its most interesting feature, however, is its ability to guide you to exotic locals that contain various dangers and treasures that can, potentially, be quite rewarding to possess, which often (almost every time) seem to vanish after you've left, as if they never existed, with only what you've gained from them to tell of their existence. Such locales appropriate to the world in question can be revealed too, and as natural parts of that world will remain.

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

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

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

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

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

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

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

Elixir of Life (600cp, Discount Hunter): The result of generations of work towards a singular goal put in your hands for a few measly cp. This small potion is the highest achievement of mist alchemy, taking hundreds of years of effort to create such a marvel. By drinking this potion, a Seed is formed within your body with no need to be maintained, unable to be cracked by your own volition, but also takes up none of your Light to maintain it. The next time you would be reduced to death, or near death, the Seed formed will automatically crack and flood your body with healing energies, returning you to peak ability and the prime of your life, effectively reverting you to when you were your strongest.

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

Companions

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

Drawbacks

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Scenarios

A Royal Return: Centuries ago, the royal goblins were slain. Centuries ago, your ancestors fled to keep the bloodline going, a small enclave of royal goblins with a small number of other goblin breeds that settled into the badlands, kept safe through a grand work combining several Mistlight Manifestations to achieve. Now, centuries later, on this day, this small enclave will resurface, because of you.

Your race is set to Royal Goblin and you must take the Cabal drawback. You still gain points for the drawback. The hackers are not completely aware of who you are, or even that you exist, but they are likely to come at you with far more force than they otherwise would if you're discovered. Be careful with your identity and who you reveal it to.

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

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

Alternatively, you can instead be someone hunting an aethermental, picking your origin and race normally, but if you do so, you do not gain the racial perks, other than the ones you naturally gain from your chosen race, until you capture and bind the aethermental (which is guaranteed to be mindless unless you choose for it to be intelligent), at which point you gain the following perks; The Nose Knows, Heart of Fire, Taste of Victory, The Depth of the Soul, Sound of Silence, Hall of the Mountain King, Wind's Caress, Eye of the Storm, Mind's Eye, In Absentia, Open Seeds (linked only to the Lenses of the Aethermental), Pactmaker, Wispform, and Borrowed Time, as well as gaining the lenses of the aethermental (one for each elemental and three others at random) on top of their own. However, there is another risk, your jump will not end until you capture the aethermental and bind it, and if you cannot before you pass on, whether through battle or old age, you will fail the chain and be sent home, and remember, if you fail and someone else binds the aethermental, you will need to either wait for them to die to try again or kill them yourself and wait the time it takes for a new aethermental to form, setting off the hunt all over again. Additionally, the normal benefit granted from succeeding in this scenario is different in your case. In addition to the benefits provided by being an aethermental, as the one that bound it, your acquired or developed abilities from sources other than CP bought perks are fiat backed as if you had bought them with CP.

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

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

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

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

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

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

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

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

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

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

- *Eye of the Storm:* The magic of Echo develops the ability to create a true echo, a shade of yourself, or repeat certain events that occurred nearby. The simplest expression of this is to create a physical, but transparent, duplicate of yourself that can act alongside you. This duplicate need not follow your actions directly, but doing so doubles its power for that action, which stacks up with the base use of Echo. The secondary effect of this allows you to, with a moment's focus, repeat an event that you witnessed within the last few minutes, such as an explosion or a warrior swinging a sword. Such echoes occur in roughly the same place they did originally and can impact the surroundings as the originals did, and they environment may affect the echo as well. This magic can even be used to affect other magics, such as Seed Sorcery or Mistlight, though it is certainly more difficult and requires greater focus. As a final benefit, you gain two lenses related to air.
- *In Absentia:* The magic of Void opens up to more than it once was, expanding the Void within into a larger space and allowing for a more dynamic power. Firstly, you gain two additional voids you may fill as the original could, giving you three total objects you can benefit from and synergize, creating stronger effects by combining the abilities of each object. Secondly, you gain a stable void you may use as a storage space. This storage space is roughly the size of a shipping container and you can store and retrieve objects with but a thought, you can also use this space to swap out items from your other Voids, which is both easier to focus on and takes less time. Thirdly, the user is always able to see the Light of those around them, even with their voids filled. Additionally, any item stored within any of these voids may be manifested as a part of yourself. Finally, you gain two lenses related to shadow.

If you possess more than one of these magics, you may perform this process for each of the magics, gaining their primal forms for each completed. This can be accomplished if you have a bound Aethermental or if, for some reason, you possess more than one of such magics through other means.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

It is this pull that shows humanity's true worth. Humans of earth possess a unique magic, a hidden thing, and one that results from the mixing of bloodlines from other edges of reality, melded together and twisted into shape. This results in an equally mixed soul, the magics of other realms leaking into the soul and resonating to create something different, a hodge-podged blending of various bloodlines, souls, and magics. It is little wonder that humans are pulled in so many directions, and why they find a home on their plane of existence, the central point of reality.

This compatibility on Nexus manifests as an affinity for Mist and the change into a hacker, the two are intrinsically opposed, yet linked. You must bridge these two sides, Mist and Hacker. To accomplish this, you cannot possess a Mistlight Manifestation and must obtain a large amount of both Mist and unrefined hacker ichor, then, you must take them into yourself and balance them internally. This will cause intense pain, disrupt your use of Light, and act like poison until you manage to balance the two powers, an internal struggle that will take a strong will and, more importantly, an awareness of the pull of other worlds.

Should you fail (including if you have a Mistlight Manifestation and try to accomplish this), you will not die, but will be placed under the Hacked drawback, along with all prerequisite drawbacks, but without the premade vial of essence for your companions to use. And if you end the jump while still a hacker, you fail the chain. If you already possess the Hacked drawback, you cannot attempt this scenario.

Should you succeed, on the other hand, you gain a refined compatibility that accentuates the positives while reducing, or possibly removing, the negatives. Additionally, this allows you to mix magic systems you have access to. In order to do so, you must study the rules of each magic system and try to fit them together into a cohesive whole, creating a new magic system as a result of the rules fitting together. Of course, you must be able to use the magic to fully study its rules. Paradoxically, the fewer rules in a system, the harder it is to study and integrate into a new magic system, while the more rules, the easier it is to study and integrate. You can teach these constructed magic systems, though the rules you implement may make it difficult to actually accomplish.

As a side benefit, the process to actually achieve success results in a potent Mistlight Manifestation with a large reserve of Mistlight, roughly five times greater than you'd otherwise gain for a similar Manifestation.

Jump End

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

Notes:

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

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

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

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

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

However, this isn't the main power offered by Mistlight, the aura possesses the same traits and strengths as the Mist used to create it, naturally aligning it to the same things the Mist itself was. By infusing this aura with Mistlight and using Light to manipulate the traits to different levels, you are capable of forming several magical effects. Additionally, these effects can be far more esoteric and subtle than what's on offer with standard Seed Sorcery, partially do to the synergies most individuals work in and partially because the user may slant the way each trait is focused in the same way a Light user can enhance their hearing or sense of balance without moving their Light, allowing for more conceptual powers, such as Earth being used to steady the mind or Blade sharpening the user's senses. These effects are thus far more varied and potent than standard Seed Sorcery.

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

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

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

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

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

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

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

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

Racial Magics: Included below are descriptions of the magics utilized by the elementals of Nexus. They are not particularly potent for combat purposes, usually, but are useful nonetheless.

Ember - The magic possessed by fire elementals, the Ember is a complex magic focused on the concepts of purification, refinement, and alteration. Passively it protects the user from harm caused by flames, though touching flame is still just as painful as it would be for anyone else, but this is a side benefit more than anything else. The true benefit of this magic lies in infusing it into objects and substances, which burns away impurities and bolsters the positive traits of the object or material in question. This can be used to purify water, enhance the natural minerals in a hot spring, convert base metals into a stronger form, strengthen the medicinal benefits of herbs, and enhance the taste of foods while also removing any potential contamination.

This is commonly used by chefs, herbalists, and blacksmiths in fire elemental society, and they have created a number of materials based on this magic's effects. The most common example of this is in the production of ceramics, especially the bricks that the elementals use in construction, though the more well known is the metal known as brightsteel, refined iron exposed to ember infused coals that turn it to an alloy of steel that is roughly ten percent stronger and lighter than normal steel. Other well known examples are the teas served in many fire elemental restaurants, which hold minor healing properties and are commonly exported as a result.

However there is a stipulation on what it can affect. The process requires exposure to flame, making it difficult to use on more flammable substances and those that carbonize quickly. Dried herbs, cloth, particularly flammable woods, and various alcohols cannot properly benefit from this magic as a result, though fresh herbs, more resilient woods, and most non-volatile liquids are capable of benefiting from it.

Depths - The magic of water elementals, Depths is a type of Mind Magic that targets the one using it to reinforce aspects of their mind and personality. This magic is often described as filling different containers within the mind with water, pouring it out of one and into another, with each container representing a facet of their own mind. Using this magic changes the user's mind and personality to a degree and can even make them more skilled in areas than they otherwise would be by shifting their mental traits around.

This is not the greatest benefit, however. That lies in how the Depths reflect on Light. When a water elemental shifts their mental traits, it reflects in their Light, giving it an affinity for specific things in much the same way blood goblins have Light with an affinity for healing. Shifting their mind to be decisive and focused would make their Light more adept at enhancing their physical speed and reflexes while making themselves more stubborn and willful would make their Light better at enhancing their durability.

However, there is a danger in using this. Mind Magics have a tendency to permanently shift the mind in subtle, and not so subtle, ways. Overusing this magic may seal one of the mental 'containers' so that it cannot be changed, they cannot pour from it or add more to it and effectively lock part of their mind for a time, with the potential for it to remain sealed indefinitely. As such, most water elementals use this magic sparingly.

Tremor - The magic possessed by earth elementals, it is one of the most straightforward forms of elemental magic as well as the easiest to use. Tremor is a largely physical magic based on the creation of sound, vibrations, and resonances, though it does have some more spiritual applications. By creating proper frequencies and resonances, a user of Tremor can enhance their physical strikes to better break through or greatly soften solid materials like stone or metal. Most earth elementals use this to help them in their mining operations, though warriors often find a great deal of use in this magic. It can also be used to create sound within a fairly large range around the user, which many use to aid in making music, a favored pastime of the earth elementals.

More than just the physical are the more spiritual aspects. A user of Tremor can set up a complimentary resonance with an object, making it like an extension of themselves, or between people to enhance coordination and teamwork. It can also be used to resonate objects together, allowing the user to overlay similar objects into each other, effectively combining them and mixing traits of each, such as overlaying an obsidian dagger and a steel dagger to turn them into a dagger that has an edge as sharp as obsidian, but maintain the strength of steel. This is, however, temporary, requiring the user maintain it, and the more different the objects, the more difficult they are to overlay.

Tremor is one of the least dangerous magics in Nexus, however, its use can destabilize one's control over their light, snapping it to its default orientation within the body, though this can also be imposed on others if the user is good enough.

Echo - The magic of air elementals, Echo is an odd magic dealing with both the physical and metaphysical 'weight' of objects and people. Despite this, it is a fairly straightforward magic. Using Echo, one can reduce or increase the effects of an object or person's weight, including their own. Many an air elemental will use this to make themselves weightless and simply float along or to decrease the weight of normally heavy objects, like a plow or hay bail, to make it easier to transport on their own. Such effects can only go so far, however, with only the user's own body being able to go completely weightless and can go up to five times their own weight on themselves. For anything else, they can merely halve or double the weight.

Echo's more esoteric uses are a little more interesting as it can, as the name suggests, echo an action. A hammer blow will repeat after the first hit, a swing of a scythe will happen a second time, and a step can be similarly echoed, effectively doubling up the effects of whatever the user does. An echoed step will take someone twice as far in half the time, a hammer blow will hit twice as hard, a scythe cut will reap twice as much, and much more. Even more than this is the ability to alter the metaphorical weight of things, such as the burden of grief or the heaviness of their own presence. This is, however, far more tiring than manipulating the physical weight of objects, and can leave the user exhausted, as if they themselves were carrying a great weight (they actually are, to increase the 'weight' or echo an action, they must increase the physical weight placed on themselves as well).

The obvious downside is that overuse can have two opposing, but equally detrimental, effects. The first is the most likely, reducing the weight of objects means they don't suffer as much strain and thus don't build up as much muscle or stamina as others would, leaving them weaker than other races. The other side of this is putting too much strain on themselves and potentially hampering their growth or even causing, potentially permanent, damage to their body.

Void - The magic practiced by shadow elementals, Void is by far the strangest of the magics possessed by any elemental as it is, as the name suggests, a lack of something. Within a shadow elemental is a Void, an empty space seeking to be filled. When left empty, this Void grants an odd ability to see Light in others as well as sense the Light in others across a fair distance. It also gives insights into exactly what using a substance or object to fill the Void might do for the user, which can give more useful insights into the nature of the substance or object in its own right.

Filling the Void, however, has an interesting effect on the user. Firstly, to fill this Void, the user must meditate over a substance or object they have on hand, during this process, the object will slowly fade until it is gone, filling the Void within the mind of the user. Once this is done, the benefits of that object present themselves. These benefits are varied and often quite unique. A few examples include; using copper to gain increased durability and resistance to electricity, using a knife to become more decisive and sharp witted, or an herb that causes the user to grow stronger to be constantly active. Emptying the Void is a similar process to filling it, with the object fading into existence rather than out of it.

The main danger of this is using a dangerous material to fill the void as it may have a negative impact on the user, though this is thankfully a rare occurrence, with the only known case being with an object that was heavily irradiated.

FAQs

1. **If I use my lights in an area to make a seed, are those lights occupied while making the seed?** Yes, you're essentially tying up the pinpoints of light to make a Seed, they won't stop enhancing you physically, but they can't be moved either.
2. **Do the seeds continue to grow completely independently once formed?** Yes, but you can speed up the process manually. It's kinda like wrapping thread around a spool that's slowly spinning. While it'll accumulate thread over time, you can give it an extra push to get the threads going faster.
3. **Are seeds material or ethereal?** Ethereal. They're made within your Light and are thus non-physical in nature.
4. **Can they be traded or removed?** Technically yes but practically no. There are methods of storing Seeds in a medium, which there will be a perk for, but they need to be maintained and are thus quite rarely used.
5. **How many seeds can someone have?** Roughly a dozen with ease, a few dozen if you don't mind having more of your Light tied up.
6. **Does one seed roughly equate to one spell or a plethora of related spells with similar effects?** Answered in the perk! Intent allows you to alter the base spell in some ways making it a few related spells.
7. **Are seeds one-time use, aka is it like a prepared spell?** Once a seed is cracked, the Light is released and goes back to its normal state, but can immediately start creating a new seed. So it is one time use, essentially, but it also can be recharged.
8. **If cracked, do they reform on their own?** No, the process known as "cracking" is actually breaking the cycle of Light within your body to have the energy its collected release, forming a "pool" of power used for casting. The Light may then be used to start again, but it is by no means automatic.
9. **Are seeds multiuse, they crack and then I can cast 5 fireballs?...** Once again, answered in the Perk! A seed will produce a pool of energy that is "used up" to cast spells.
10. **Can you have duplicate seeds, aka two identical seeds at the same time?** Not... quite? A lens can only be used on a single seed at a time (the main limiting factor behind creating Seeds, honestly). You can swap the lenses around and even produce similar enough Seeds to be functionally identical, but there's always going to be one made later than the other.
11. **Would there be any benefit to this?** Actually, yes. By cracking a seed, you can feed its power into another seed to up its overall power. It'll let you refine the seeds into a more focused state by doing this several times over the course of a day.
12. **How quickly does a seed form?** Depends on the skill of the individual. A seed is really just excess energy collected in a loop of Light that's tinted via lenses. This excess energy can be used right away for minor cantrips (creating a short lived lighter flame, for example, takes only a couple of seconds with a fire lens). The longer you have it going, the more power you have available after cracking the Seed.

The Shard of Unreality and Other Realms

So, I didn't originally plan to explain these other realms and just let people fanwank, but someone asked so… there are a total of seven "Realms" in the extended universe for Nexus. Each realm other than earth has a realm opposite it on the edge of reality with Earth at the center. These realms form a diamond around earth. Each of these realms can be accessed with the Shard of Unreality if you get it right.

Now, a brief explanation of each realm…

1. **Earth:** The Center. This isn't *quite* our earth, but one with minor magical phenomena from years of interbreeding with races from the edges of reality. The magic here is... a hodge podge mix of stuff from the other realms and is pretty rare even with it being a thing.
2. **Nexus:** We've got the doc right here so not much to add.
3. **Betwixt:** Opposite Nexus. This place is more about psychic powers and dimensional bullshittery than magic. It is highly tech focused as well, with advanced technologies compared to the other places. It has genetic manipulation, advanced material sciences, etc. It's also the place most likely to fall into war for resources. Not a nice place. Also the reason there are cracks in reality on all the other realms.
4. **Paradise:** Essentially heaven but not. It is a place of color and vibrancy. Even the magic here is based on color. All the locals have wings and their magic is defined by the color and type of wings (butterfly, wasp, feathered, bat-like, skeletal, etc). Biggest punishment they've got here is removing someone's wings, which most are highly reluctant to even consider.
5. **Fortuna:** Essentially hell but not. It's a lot like Paradise, but it's based on emotion rather than color. Ragers call on fire, lightning, and ice. Serenes heal, form barriers, and counter the magic of others. Joyous are enhanced and physically capable, etc. People here cultivate their emotions and are thus highly prone to mood swings unless they focus on a particular emotion. And yes, this is opposite Paradise.
6. **D'void:** Horrible name, but I made it back when I first made the Nexus setting (13 years ago). This place is... undefined. Like Limbo in D&D. But it also has the same "your mind defines it" kind of deal where you think "the ground is stable" and it is. Battles here are based on who has the stronger will to cause environmental change rather than specific powers of the people themselves. Magic itself is rare here, and psionics are disrupted by the nature of the world, so all that's left is actual training and willpower to exploit the plane's own rules. Also takes some inspiration from Bloodborne for Caryll Runes.
7. **The Husk:** Also known as Asherati by the locals, which they are quite insistent on. This place is often referred to as "what was left after the formation of the other planes" in that it has little substance, but is heavily defined. It has the most inherent magic to it, formed into crystals that can then be used for various things. This makes it essentially a magitech realm, though some are able to use the magic directly rather than relying on the crystals themselves. This is the realm opposite of D'void.

These may get turned into jumps or Supplement Jumps to turn this one into a "Nexusverse" style thing, but until (and if) that happens, I'm just gonna leave these here.