For best viewing purposes it is best to use a viewer that can access hyperlinks.

Long ago, the world was nothing but the void and there was tranquility. Or maybe it was stagnation – but either way, everything was the same – just dark. But then the world changed, something willed it to change and from the darkness, the current world emerged. Suddenly it wasn't all dark anymore, and then came the sun. It gave us light, hope, and a whole host of other conflicting feelings that we couldn't reconcile.

It didn't last long. The sun died. Rather, the sun was killed. Or we think the sun was killed, no one knows for sure. What we do know is that it took a couple years for the sun to come back again. The new sun isn't quite as bright as the old one was, but that's alright, life goes on.

Our world is called Town. Many of its inhabitants came from the Outside, but generally speaking, there isn't really any reason to leave Town once you've arrived. You see, the Outside blows in to Town, but trying to go against the current is like swimming up a waterfall...not impossible, but perhaps not really worth the effort? Do you really want to find that "Russia" that gave us Natalia Koutolika that badly?

For now, at least until you get your bearings, it's probably best to stay here and rest. Oh right, take this, you might find some use for it while you're here.

+1000 points

But before you get any further, let's exchange some information. Details about yourself in trade for details about the world. It's better to know the rules after all and even loose rules can make a difference in how things work. That poor boy Seizhi knows that all too well after his run in with the Wish Granting Machine...

The World of Town, A Matter of **Perspective**

Perspective is everything here in Town. The way that you look at the world around you influences how the world will treat you, and as such, the notion of a **Genre** is particularly important. Everyone has a **Genre** that they belong to – you can think of it as their worldview, this is something that intertwines with their lifepath. You don't need to adopt a **Genre**, but if you do, you'll find it easier to fit in here in Town.

There are 8 Genres that sum up the full range of perspectives – you may align with 1.

Genre	Description
Pastoral	The world is tranquil, maybe even a bit dull, but it's dull in a way that reminds one of a lazy summer afternoon – a peaceful moment of stillness that comes off as a dream. A decade spent with this perspective may feel like an eternity, but it's a good environment to make friends and collect pleasant memories. Oh, and festivals tend to be rather common too, if you're into that sort of thing.
Gothic	The world errs on the side of the melodramatic, and the people are intense –

	they have ambitions to satisfy, and obsessions to indulge in. The landscape of the world may not shift dramatically, but the pace will shift into high gear, because there are bound to be people pushing the world forward. If you're the sort that likes to indulge in your passions and realize your dreams, this perspective facilitates...no, empowers those notions.
Immersive Fantasy	The world is inundated with magic, whether you're looking or not, and you don't even need to turn a corner to find something fantastic and wonderful. Compared to Gothic and Pastoral, this is a much more substantial shift in the world landscape. But Town has a way of showing a different side to everyone, so while it'll try to overwhelm you with bizarre magical phenomena, you can rest assured that even if things go too far past the deep end, Town will find a way to correct itself. You just need to hang on.
Techno	Techno and Fantasy are well, pretty much on the same side of the coin. But things in Techno are a bit more grounded in the sense that it isn't just a matter of magic influencing everywhere and everything. Techno is about what's "cool", and either turning what's mundane into something cool or ignoring it altogether. You could say that Techno caters more to the individual – but it's still a perspective that encourages discovery and innovation. Not everything is created cool – but you can make it so.
The Road of Trials	With this perspective, you'll move away from the notion of how Town presents itself to you, and focus more on what your place is here in this world. The Road of Trials is exactly what the name implies, it's a continuous process of overcoming obstacles as they present themselves to you. If you live for challenges above all else, this genre basically will send every opportunity your way.
Fairy Tales	Fairy Tales are intricately tied to the Road of Trials – one complements the other, though Fairy Tales can be seen as being more forgiving in comparison to the Road of Trials. Whereas the Road of Trials is more about surmounting challenges for the sake of a challenge, Fairy Tales focus more on the growth that comes with a challenge. You'll still see a substantial amount of obstacles, but this genre presents you with many more opportunities to change yourself. It's perhaps best suited for those who want to transform themselves into something more.
Epic Fantasy	Heroes and legends are most prevalent here. It isn't necessarily a world flooded with magic, or a world where everything aligns with a certain sense or desire, but rather a world where every situation presents you with an opportunity to become the "leading actor" as it were. You just need to reach out and take hold of it.
Adventure Fantasy	This is effectively the grounded variant of the Epic Fantasy, similar to how Fairy Tales focuses on the "opposite" elements to what the Road of Trials encourages. For those who just want an environment where the opportunity for adventures are common but the stakes and risks are appropriate for your average traveller, this is more suitable.

The People of Town, A Matter of **Arcs**

Where there is a Town, there are people, and naturally you number among them. As far as details like your appearance, gender, and so forth, those details are things you should already know. But as a part of the Town, there are some things you might not be familiar with just yet. The people of Town come from all walks of life, but they do have some things in common – really rough generalizations about who they are and what they can do.

Every individual has a set of **Skills**, **Perks**, and the potential to align themselves with an **Arc**. Skills are exactly what the label suggests – they define your capabilities and proficiencies. Most people start off with a few skills, and as they discover things and develop as individuals, they pick up new Skills or reinforce existing Skills to greater levels. Skills are fairly open ended, anything from Cooking to Making Friends to Optimism can be considered a Skill.

Perks on the other hand, are closely tied to the Arcs. Whereas Skills strictly reflect what you're capable of as an individual, Perks are influenced in part by the Arc that you choose. Just like Skills, most people attain Perks through their experiences, but unlike Skills, the individual's chosen Arc will limit what sort of Perks they may end up attaining.

Both **Perks and Skills have a similar limitation**, you can only have a **maximum of 8**. While you're here in Town anyways. **Of course, this doesn't account for whatever existing capabilities you already have** – Skills and Perks just contribute to who you are as an individual in Town.

With that limitation in mind, you can choose 3 Skills and 3 Perks to begin with – leaving you room to develop yourself and "fill out the profile" so to speak during your stay in Town. This then leaves us with the aforementioned "Arc". An "Arc" is sort of like a guiding principle in life. If the Genre is your perspective, the Skills are your proficiencies, then the Arc can be considered a rough approximation of your personality.

For your average mortal denizen of Town, the Arcs can be seen as a profession of sorts. But this touches on the existence of what we call "Miraculous" individuals – folks that set themselves apart through the very nature of their existence. For these individuals, the Arcs drill down into more specific categories reflecting the path they've chosen as a living miracle.

You'll start off as a normal, well, mortal individual. But there's no reason why you can't cross the divide – that depends largely on what you choose to do with your time in Town. Maybe it'd be a good objective to aim towards, maybe it's not worth considering.

There are **8** general Arcs. You may choose **1** as your primary focus. Each Arc has 3 sub categories, one representing the path of Effort (Frantic), one representing the path of Woe (Sickly), and one representing the path of Immortality.

Picking a general Arc will grant you benefits in all 3 Miraculous Arcs as far as modifications go. However, you may only choose one specific Miraculous Arc to begin with as your focus – If you cross the gap and become a Miraculous Individual, you'll be able to learn the Powers of that Miraculous Arc through time and effort.

Arc	Description
Bindings	The Arc of Binding is intricately tied to restrictions, limitations, and locking down the things that would be best left forgotten. At the same time, following the Binding Arc does mean you'll regularly come across some pretty weird stuff; the kind of thing that people would normally want to forget about are often interesting in their own right. The **Renegade** is the **Frantic** path, representing an individual who believes in securing an advantage through whatever means possible, uncovering the secrets of others and laying down schemes to maintain the upper hand. The **Gatekeeper** is the **Immortality** path, taking the Binding Arc to its logical conclusion – sealing away things that mortals could only dream of facing. Though in many ways the Gatekeeper is just the Binding Arc empowered, the scope of their responsibilities sets them apart from the average mortal. If the Gatekeeper is the logical extension, then the **Wounded Angel** is an example of a "fallen" Binding Arc. But rather than succumbing to affliction, the Wounded Angel utilizes the corruption that they've failed to seal off to further empower themselves.
Knight	The Knight Arc focuses largely around "responsibility", the notion that as an individual, there's a part you need to play. Through taking up this Arc, you effectively don a mantle of responsibility, and with it, create your own place in the world. The exchange is a simple one, for the responsibilities that you assume, you'll be afforded Powers befitting the role. Choosing to shirk the notion of adhering to any single role, the **Become Somebody** Arc is the **Frantic** path, and allows the Knight to become a proverbial wild card of sorts. You still have plenty of room to grow, so you can afford to try out all sorts of roles, by observing others, and seeing how that might benefit you. The **Allegory** of the **Immortality** path again takes things to a logical extreme, and rather than merely embrace a role, the Allegory takes in a single concept, a notion, an ideal, and becomes that. Finally, to complete the triad, those of the **Reality Syndrome** Arc break away from the mould that a role tries to enforce. Rather than fitting in with the world, they try to bend the world to fit them. Their abilities defy the "natural order" of things – as long as it fits their purpose, the world can take a back seat.
Otherworldly	Though "Otherworldly" may seem a bit odd given the nature of Town, this Arc deals primarily with external forces – fundamental factors that one would normally take for granted as being "part of the world". Folks who feel that they don't "belong" in any given world have a strong affinity with

	this Arc, and many of its aspects deal with the notion of "straying away" from the world and society as we know it. The **Spiritual**, belonging to the **Frantic** path, is fairly straightforward in that it ties the individual to a natural element and treats that element with the same respect as a living being. Rightfully so, as a Spiritual can breathe life into that which was only a concept. The **Child of the Ash**, belonging to the **Immortality** path, ties themselves down to a specific realm, often one that is solely focused on an element or a mood. They channel this realm and draw strength from it to influence the "real" world around them. In some ways, the **Called Away** Arc is quite similar to the Child of the Ash. But rather than tying themselves down to some alien realm, the Called Away delves into the world of fantasy and imagination, corrupted by their own perspective and desires.
Storyteller	The Storyteller Arc rings true to its namesake, and deals primarily with the notion of what is real and what is fiction. Of course, there's a sort of...melodramatic flair to this – a bit of drama spices up a story after all. Naturally, minstrels and scribes fit in well with this Arc, but it also lends itself well to those who like to see the world in a more sensational light. The **Frantic Creature of Fable** is effectively the Storyteller Arc that focuses far too much on blurring the lines between fiction and reality. With their own existence wavering between those two lines, the Storyteller slowly approaches the point where their existence should be "impossible" - but hell and high water, they'll make the process as spectacular as possible. The **Immortality's Creature of the Light** is a little bit more grounded – to some extent it can be likened to what would happen if a Divine Muse made their way into the Storyteller and uplifted them. The result is an entity who can truly dazzle others with the brilliance of their work. The **Sickly Self Made** is again, a bit of an anomaly. Their path has been littered with thorns, but it's taught them the value of having a will that does not waver. In their eyes, existence is like a constant tug of war – if the world won't agree with how they see themselves, they'll clash with the world until the world gives in.
Aspect	This Arc is best suited for those who seek growth and self improvement, and aligns well with those who favor introspection and self reflection. Those of this Arc recognize that they already possess a plethora of strengths, and seek to cultivate what they already have to the limits. **The Ace** belongs to the **Frantic** path, though given their strengths, it's hard to see the two aligning well. If a jack of all trades is supposed to be capable

	of many things but master of none, then the Ace is a master of many things and ridiculously proficient at anything else they encounter. It's a bit hard to see how things could ever go wrong for them – until you realize that they do have to survive the first encounter to start picking things up. And then of course...Miraculous Arcs aren't quite as omnipotent as one might expect, especially when one clashes against another. Though the **Magical Hero** belongs to the **Immortality** path, there's probably merit behind the argument that they should fall under **Frantic** instead. The Magical Hero is basically the culmination of so much time and effort that they've become effectively superhuman in a given field, like magic, or martial arts, or some sort of supernatural ability. The Ace might be a master at a lot of things, but they can't compare to the level of expertise that the Magical Hero can reach in his field. Then there's the **Specialist**, the **Sickly** Arc that decides to take the Magical Hero's notion of excessive focus and drill it down further to a single skill. Whereas the Magical Hero might focus on spellcasting or martial arts, the Specialist narrows it down to a specific magic type or technique, and takes that to an even further level. Reality effectively breaks down after a certain point with this level of focus – and by then it's probably safer to call this obsession instead.
Shepherd	To some extent, the Shepherd Arc is the counterpart to the Aspect Arc, as it focuses with one's interactions to others – be it other things or other people. As the name implies, the Shepherd is a guardian of others but also at times a guide, their strength shines through when there's a flock for them to tend to. The Shepherd's **Frantic** path, the **Sentimental**, places the emphasis on the flock of people and objects that are as close to the Shepherd as anyone can ever get. It isn't so much about empowering the Sentimental, as it is empowering that which they hold above all else. On the other hand, the **Immortality** path, **A Keeper of Gardens**, focuses largely around the notion of property – locations that the Keeper claims for their own. Like the lord of their own domain, the Keeper shapes that space, and dictates who and what are allowed to walk the grounds. And then, once again befitting a **Sickly** Arc, **Of a Certain Place** deviates from the standard notion of a Shepherd. Those of this Arc are heralds of another domain – they're like wanderers with an anchor fixed to the domain, unlike the Keeper who binds places to themselves and declares themselves the custodians. Their power is drawn from this domain, also called a Demesne – and everything about this Arc revolves around the individual's give and take relationship with the Demesne.
Emptiness	Even more of an oddity than the Otherworldly Arc, the Emptiness Arc stems

	from the Outside. Many of those who follow this Arc have experienced some form of loss or suffering, which has prompted them to look on the other side for answers. And while the Outside isn't very well understood, it's that unknown factor which lures people in, hoping to find the answers that they can't find in the here and now. The **Frantic** of the Emptiness Miraculous Triad is the **Alchemist**, someone who doesn't see anything wrong with taking a little bit of the world around them and using it for their own ends. It just so happens that what the Alchemist can take stretches into the metaphysical, and the things or people that they take from...well, they aren't all together afterwards... The **Immortality** path, the **Indomitable**, the Arc that decides even if one is cursed, that doesn't mean it has to be a bad thing. Effectively redefining the notion of a curse, the Indomitable turns what should be an affliction into their strength...and they have a tendency to spread that around too. The affliction, not so much the benefits. Then there's the **Accursed**, the "unfortunate" element in the trio that draws a close comparison to the Sickly Arc of the Shepherd. But the "Demesne" equivalent for the Accursed is their Sanctuary – this is their domain, a place where they can recover from the world, which has effectively alienated them in one way or another.
Mystic	For those who seek nothing aside from higher power and believe in the necessity of transcending past one's station, this Arc presents the opportunity to become more than what you are now. Ultimately, there's an element of sacrifice which has to be taken into account – those considering this Arc have to come to terms with this before embarking on this lifepath. The **Knave of Hearts** is the **Frantic** branch of the Mystic Arc, and basically fits someone who is self centered enough to believe that the world exists for them. While that might sound bad to some, the Knave of Hearts is strong enough to enforce this as their will. Other people, other things, if they fall under the Knave's sway, they become part of the Knave's story – they exist to supplement that story. The **Primordial** is the **Immortality** branch of the Mystic Arc, and probably fits the notion of an immortal best out of all the immortality branches. The Primordial's journey is a transformation process that changes their fundamental nature and naturally their capabilities. To simplify things they become something that's simply beyond human comprehension. Because of how irrational the whole process is, it's easier to give an example of a Primordial – namely, the current Sun, who is technically a human of sorts, currently evolving an entity of Hope and well, becoming the Sun. The **Visionary** is the **Sickly** branch of the Mystic Arc, though from their

	perspective, the “sickness” is something everything else is suffering from, namely the fact that they haven't realized something about the world is fundamentally false. Some Visionaries see specific elements of the world as false, others believe the entire world is false – their Arc revolves around exposing these falsehoods for what they are, and spreading that realization to others.

The People of Town, An Aside for **Races**

Maybe you aren't quite human. No need to worry, that won't be considered odd here in Town, after all, humans are native here either. There are races like Vampires, Fox Earred People, Jotun, Somewhat Sapient Animals – really an exhaustive list would take too long. It's safer to say that you can be the race you want to be – remember that Skills serve to describe what you're capable of, they can also be used to describe what your race is capable of.

The **Town**

Town is about as straightforward as a place can get. People tend to arrive at the port town of Fortitude via the Big Lake and much of the land is “wild” terrain. The land used to be populated primarily by Youkai creatures like vampires, Jotun, spirits and the like, but now humans have established hubs of civilization and a delicate balance hangs in the land.

Now, of course, we already mentioned that “Outside” exists, and there are things definitively out there in the expanse like 136199 Eris, the Bleak Academy, and even Earth – but they generally don't interact with Town – thankfully so.

You'll be arriving at Fortitude just like anyone else, but the following locational guide may give you an inkling of where you want to go from there on out.

Location	Details
Big Lake	The Big Lake is generally the first place that everyone sees. Inhabited by fish (as expected), lake elves (not quite as common), kaiju (yes), and maybe even entities from the Outside. But for most folks this isn't much of a problem, recreational boating and naval exploration generally doesn't run into much trouble outside of your occasional storm, and being a freshwater lake, even if you happen to be stranded out here for whatever reason, you can just drift about until you're found. No need to worry about fresh water.
Fortitude	Fortitude is the town closest to the Big Lake, and as such plenty of people have settled down here. Because some of the first “immigrants” from Earth came from Russia and Japan, you can see many elements of their culture ingrained into the foundations of Fortitude, like Shichi-Go-San in Autumn, Flower Viewing Festivals in Spring, and well...just, the Sosunov family. Yeah, the Sosunov family. If you're looking for a relatively calm place to settle down, Fortitude is probably your best bet.
Horizon	Horizon is probably the city with the deepest history, and that's not a figure of speech. After the first attempts at building a society failed, the folks at

	Horizon decided that they should just build on top of what already existed. This repeated several times, and has resulted in a very large undead population that somewhat peacefully coexists with the town's living inhabitants. Somewhat. Because Principal Entropy's school has this as a "home base", a significant portion of the town's population are actually students. Don't ask about the Ghost World, at least not on your first trip into Horizon.
Arcadia	Arcadia is the single largest collection of shops across the entirety of Town. Basically, if you need to trade, buy, sell, or even just find something, you probably want to come here. It also happens to have the largest concentration of robots in Town – which isn't a coincidence, given that Arcadia is modern enough to make every other locale look rustic. Uh...depending on your tastes, you might not want to stick around during Cosplay season though. That's pretty much every weekend. You really can't miss it if you stick around, it's basically an integrated part of their culture.
Old Molder	By the "Old" in the name, you should already have an idea of what you're in for if you venture here. Old Molder used to the industrial heart of Town, until one day it stopped being so. Today, it's mostly ruins, with the crumbling and decrepit infrastructure housing outcasts, vagabonds, and pretty much anyone who wants a place where they can be somewhat forgotten. There are still a fair number of relics to be had here, and there are still folks who try to keep the place up and running (enough to sustain a small population anyways), but for the most part Old Molder is a relic of the past and a testament to old glory days.
Bluebell Park	Finding Bluebell Park is more of a coincidence than something you can just use a map for. It's a special place, one that creates an expectation for "events" to happen. Some people take this as a sign that romantic occurences are best saved for Bluebell Park, others...well, love and war are commonly put side by side – duels are fairly common here too. The main thing about Bluebell Park which makes it so odd is that it actively tries to influence the people inside – people almost become cariacatures of themselves while they're here. Maybe it's because of the Wish Spirits that linger about – maybe it's just the way Town works...
Soma Village	Technically a part of Town, technically not, thanks to the Outside cutting into the path that connects the Village to the rest of Town. There isn't much here, but it's a good place for self reflection, there are plenty of monasteries, and for folks seeking transcendence, the magical influence here is strong enough to facilitate the process. Granted, you probably don't want to venture into the labyrinth beneath the village – there are rumors that strange things lurk there, like ancient seals and really dangerous goats. Better to just err on the side of caution when possible.
Walking Fields	The Walking Fields basically form the border between Town and the Outside, ignoring Big Lake. It's not exactly the most civilized place, but that's only by the human definition of civilization. A wide variety of youkai live here, as do the Riders that decided to settle in Town. In fact, the total

	population that lives in the Walking Fields outnumbers the rest of Town – they have a cordial relationship largely because of Horizon's School and well, some of Town's other attractions. Typically speaking, the Walking Fields is in a perpetual state of Autumn, and so travelling through the Fields is generally pleasant – as long as you're prepared for rain. Just be wary if you hear a hunting horn...

A Momentary Pause for **Reconciliation**

Well, you've gotten a good deal of information, so let's summarize where we're at.

You have **3 Skills**, **3 Perks**, a choice of **Genre**, a rough idea of the locations around you, and a sum of resources to utilize for modifications. Of course, there are also options available if you're looking for companions or items if you want to get some shopping done before you dive into the Shopping District.

Of course...if you do end up running out of resources, there are still some options available for you to procure more. Probably not the most appealing course of action though...

If you're really confused by something, maybe this can help.

WHAT KIND OF WISH LIES WITHIN YOU?

There are three different modification ranges that you can spend resources on in order to augment what you can do. General modifications address basically everything that doesn't fall under the influence of Genres or Arcs, Genre modifications are more relevant for individuals who seek to retain their perspectives, and Arc modifications tie in closely with the Miraculous Arcs and their distinctive qualities – but anyone can choose them as they see fit. It's all about you after all.

While General Options don't have any discounts, Genre and Arc options do. You'll get the specific details when you hit the relevant modifications.

Of General Options, The **Fundamentals**

Genre Mixing 50

Not a fan of sticking to a single Genre, but you still want to be able to experience Town through special lenses? That's what this option exists for. This will allow you to adopt a second Genre – but it's up to you to figure out how the additional Genre will mix with the existing one you already have. For modification purposes, this counts as having another Genre background. You receive the relevant 100 modification for free. You can take this option as many times as you can afford it, but you're probably going to end up with a real mess of a world view.

Skill/Perk Expansion 50

Exactly what's on the label, with this you can attain an extra Skill or Perk. You should note that while you're here in Town, you're limited to having only 8 Skills and 8 Perks normally, but the Skills/Perks you take from this option do not count towards that limit. You could technically take this as many times as you can afford it. Just keep in mind that your Skills and Perks also serve to reflect who you are – if you're the kind that likes to grab as many things as possible, maybe you should consider taking the "I am a Compulsive Hoarder" skill...

Enforced Bond 100

The notion of a Bond hasn't been covered yet, but it's fairly simple in concept. A Bond is sort of akin to a Geas or some sort of Divine Compulsion. When you possess a Bond and it activates, it forces you to do something or prevents you from doing something. Most bonds are relatively natural, in that they're basically a part of your identity. Bonds aren't meant to be problems, rather they're parts of you that external forces normally can't change.

For example, you might have a Bond that states that you can't ever divulge your secret identity. When somebody else of equal or lower strength attempts to force you to do so via the means at their disposal, your Bond will prevent that from occuring.

You may choose a Bond to describe yourself with, and make it true. Naturally, if you're up against entities that are stronger than you, even if it's just slightly so, the Bond can fail.

Force of Will 100

Willpower comes from the heart, and the heart is one of the strongest forces here in Town.

People's hearts don't always lead in the right direction, and sometimes, they clash with one another. Normally in Town, this becomes a contest of Wills, and not just a physical contest. One's willpower, if sufficiently strong, can overcome even physical disparities.

This option effectively allows you to take that concept in and make it an integral part of yourself. Your willpower will contribute to any sort of contest as long as your heart is in it. It isn't always enough to make all the difference, and sometimes the odds truly are against you so even your willpower won't suffice, but generally speaking your willpower can serve to make up for whatever other shortcomings you have.

Fade Away 100

There's always moments of downtime during your stay. After all, even if you don't ever rest, other people do. But maybe you don't really like that, maybe the notion of having to idle around doesn't interest you. Then perhaps, the Art of Fading will come in handy. Fading is rather simple, it's a process that has the consciousness drift away, but the body continues to act and grow. Sure, it's a bit slower than if you were to actually pay attention, but sometimes you just want to set your body to tasks that you can't bother to commit your mind to.

You may choose a task before you commit to Fading, and for a period of time you'll basically act out that task in a consistent fashion. By the time you become "aware" again, time will have passed and you'll see the fruits of your labour. Well, you might feel the growth rather than see it – it depends on what task you chose. Simpler tasks are more effective for this.

Superior Skills 100

Not all Skills are equal to one another, but there's a subset of Skills that are particularly unique, because they have what one could see as "racial limitations" to some extent. Superior Skills represent a branch of Skills that normally cannot be obtained due to the limitations of one's natural form. **You may pick 1 Superior Skill** appropriate for your physical form. **This does not include any ability that can influence the nature of the world. Wishes, Miracles, Auctoritas, Afflictions are all beyond the capabilities of Superior Skills.**

So what is "limitations of one's natural form" supposed to mean then? Well, if you had a perfectly normal human body, then Superior Flight may be a valid choice, since you lack the means to fly with your body properly. To start off with, you still wouldn't be able to fly. For centuries, you won't be able to fly. You might see feathers show up, maybe even some small wings, but it won't be until you master the Skill that you'll actually attain Superior Flight.

The one thing to take away from that is the following:

Superior Skills are practically useless to begin with. The basic Superior Skill is nearly always inferior to what a normal human would be capable of. Superior Skills are a major time investment that most mortals will never see the end of. Skills ultimately extend to 5 tiers – but how long it would take to reach that point is completely up in the air.

The following is an example tied to "Superior Jumping":

Superior Jumping 0:You can likely jump. That is an ability you probably have.

Superior Jumping 1:You've got slightly mad ups. You probably get picked first in most pick-up basketball games.

Superior Jumping 2:You can wall jump, win the Olympic High Jump, and probably make MJ go "Damn". You are, for the most part, a Super Mario Brother.

Uplifted 200

This effectively is a shortcut option for if you're tired of your mortal shackles and would like to immediately become a Miraculous individual immediately. The path to becoming a living Miracle isn't very well explained, so this could potential shorten centuries of hard work and investigation.

The most important aspect of reaching this state is the availability of Miraculous Arcs. Mortal individuals and Miraculous individuals can both attain Skills, Magical Skills, Perks, and Superior Skills, but Mortal Individuals will never possess the capacity to utilize Miraculous Arcs. Effectively, this means they don't get Powers.

For those who fear death above all, perhaps the greatest advantage is the potential for immortality. Some Miraculous Arcs offer such a thing and others generally have the means for reducing the likelihood of death by a dramatic degree.

If immortality really interests you that much, you should probably first consider this.

Arc Synchronization [Miraculous] 300

This option is straightforward – it basically allows you to choose a second Miraculous Arc. You don't have to choose a Miraculous Arc that's within your "Primary Arc", so modification discounts still apply. You can choose a second 100 tier modification for free though. The main advantage that this this alignment option has is that you'll be able to learn the Powers of a given Arc with time and effort.

Of Genres & Perspectives, The **Consequences**

The following modifications revolve around a Genre – that prevailing world perspective which is normally left behind should you leave the world of Town. The general concept of these abilities are similar – an option for "Retention" (100), one for "Reflection" (200), and one for "Corruption" (400). The specifics however, vary between Genre and Genre.

For options that fall under your chosen Genre, modifications are discounted. The option for "Retention" is free. You may pick options outside of your chosen Genre.

PASTORAL

Slow Down the Pace 100

Maybe you'd like things to stay nice and idyllic forever and ever? Well, if that's the case, you can have your eternal summer persist via this. You have to note however, that this only distorts how you see the world and how the world directly influences you. As such, while you might be lazing about eating watermelons and watching cherry blossoms, the rest of the world could still be embroiled in a pre-apocalyptic meltdown.

This does affect your body to some degree. Your natural rate of recovery becomes tied to your activity – that is the less active you are, the quicker your rate of recovery accelerates. While this won't affect you negatively if you decide to pick up the pace, it does mean with a nice mid summer nap, you'll be in peak condition.

As with all Retention perks, you can choose the degree by which this affects you. Maybe you don't want every day to be a lazy day, maybe you only want to see festivals on weekends. It's up to you.

Festivity Fanfare 200

There's nothing like a good festival and by the end of your time here, you'll be an expert on them.

Or well, actually, you're already an expert on them. When it comes to any sort of festival activity such as performing arts, preparing food, or just scooping up goldfish, your talents come together in harmony to ensure that you'll always do your best – your best, as in "everything you do will be marvelously executed when it suits the mood".

Granted, even your presence alone seems to stir the desires for a party in the hearts of those around you, and if you ever wish it to be so, you can make a spontaneous festival come together. Not a really big one, but enough to cheer folks up. As long as everyone is happy right?

Community Benefits 400

When it's a group effort, then the reward should be distributed to the group as well. That's a pretty reasonable statement to make. The essence of a Pastoral perspective is appreciating the shared experiences that you have with others – even if you don't normally like to interact with others, you'll appreciate the moments when you do.

That is to say, whenever you work together with someone else, you'll find that a bit of the experience they gain from the venture will also go to you and vice versa. It's a win win situation. Of course, it's not anything that's groundbreaking – Pastoral is a rather laid back perspective after all, but it'll be noticeable, especially if you take part in festivals and parties where there are plenty of people to interact with.

You might also come to notice that the people you interact with will start to adopt some Pastoral qualities themselves. These tend to fade away fairly quickly once you part ways with them, but the longer you spend with them, the more apparent the traits become.

GOTHIC

Persistent Indulgence 100

There's nothing like a bit of obsession to get the body going and the mind hyped up – or at least, that's a bit of what the Gothic perspective feels like. Maybe you just like the atmosphere, maybe you like the bit of melodrama that infuses itself with the people you meet, but regardless of what aspect you prefer, this will allow you to retain it should you ever leave Town. Naturally, you can choose the intensity of how this affects you.

It also toys with you a little, it encourages you to indulge, to dive in to whatever its is that you set your mind to. If you just indulge a little, your efficiency will improve by a fair bit. The deeper your dive, the more substantial this becomes, to the extent that you can surpass your normal limits via obsesssion alone. After you ease up on the intensity, you might feel rather exhausted , but that's just the way things work when it comes to obsession.

Of course, this also does nothing to help solve problems of tunnel vision – but that's besides the point isn't it?

A Burst of Compulsion 200

A person can't stay obsessed forever, or else it just becomes the norm. Obsession is best served in bursts, in intervals that present themselves as opportunities that linger just long enough for you to decide whether to seize them. And that's what you'll get – whenever an opportunity presents itself to you and you proactively seize it, you'll find that it becomes more rewarding, but in terms of what you gain physically and mentally. However, these opportunities never linger for too long, so don't hem and haw on the decision.

The Spark 400

Sometimes progress demands sacrifice. That's not necessarily a bad thing, but it's important to

know that what's being gained is worth the sacrifice. You can seed that notion into other people, provide them with a vision of what they can achieve and why the sacrifice will be worthwhile. You effectively inspire them to obsess – and as long as that vision lingers inside them, they'll become "Gothic beacons". Their presence will affect their environment and the people around them, urging them to also partake in this period of intense focus. If they see things through to the end, they'll achieve things that they'd otherwise only dream of, and it'll only serve to further the perspective as it spreads from person to person. You'll know if it's spreading...the architectural changes will be pretty clear indication.

IMMERSIVE FANTASY

Magic Catalyst 100

While you can turn this off at will, this effective turns you into the aforementioned magic catalyst. That is, magical things appear in your immediate vicinity, even if they really shouldn't as far as the world is concerned. When they leave your vicinity, it's up in the air whether they still exist or not, but you might still hear rumours of odd activity after your passing. Generally speaking, in a world where magic is nonexistent, the world itself will place a boundary where this effect ceases to have any effect.

But aside from where you draw the border, there's also the notion of severity. Magic can be as subtle as elemental sprites skirting about in the background labouring silently, but it can also be as candid and plain as a giant nebulous serpent with a top hat inviting you for tea. You can tune how severe things are, so there's no harm taking a bit of time to consider just how much magic the world should have before you throw the switch.

Arcane Recognition 200

If there's something magical in the vicinity, you can recognize it, even if everyone else would just overlook it. Being able to see magic also means that you can manipulate it to some degree, but perhaps the more important aspect of this is that just by looking at the magic around you, you'll be able to discern the nature of the magic and its origin if it has any discernable origin. This extends to even enchanted items, so if anything, you could use this to become proficient at appraising artifacts and tools.

Shock, Awe, and Wonder 400

In any world immersed in fantasy, there's always something odd around the corner. But with surprise after surprise, eventually people do become desensitized – and when the novelty wears off, even the most alien encounters could be brushed aside without a thought. Basically things become mundane, and in a world of fantasy, having everything turn mundane sort of breaks the perspective entirely.

Now, perhaps the world that you're entering has never heard of magic, doesn't have a shred of fantasy in it. That's probably the best case scenario, since everything will be new to the locals. It's the worlds where magic and fantasy are already common place that are "troublesome".

But you don't have to worry about it too much. This will allow you to introduce a bit of novelty even in places where magic and fantasy are too deeply entrenched. It allows you to do this by spreading rumours about. If the rumours gain traction, they'll become true – the belief that the people have in the rumour will make it true. So you could put a whole new spin on magic just by spreading some rumours in the right places.

Naturally, for a rumour to gain traction easily, there should be some basis of truth in there. For

example, it would be difficult to spread a rumour that pyromancy creates unicorns, but spreading a rumour that pyromancy could create ice cold flames would be much easier.

TECHNO

Rule of Cool 100

No one can blame you if you want to live your life going from one awesome moment to another, it's awesome for a reason after all. While you're in Town, you shouldn't have any problems with that, every little discovery you make just seems to appeal to your aesthetics. But there's no guarantee that this will hold true once you leave – well, this modification can try to make it so.

Additionally, you can choose a specific thing that you find cool, and the persistent genre will basically make it so that what you've chosen will appear more frequently everywhere you go. Not every encounter you have will make logical sense, sometimes it doesn't even prescribe to the reality around it. But as long as it's cool, does it really matter?

Technological Advancements 200

While it's nice to find new things around the corners, it'd be a whole lot more efficient if you could just produce them en masse. But maybe you don't have a means to make the things that appeal to you, or maybe it's a special aesthetic that isn't commonly used anywhere. This serves to alleviate that problem, by adjusting one of your crafting skills so that everything you make with that skill will fit a theme of your choice – something you really does appeal to you.

If you don't have any sort of crafting skill, this will teach you one.

Scientific Rituals 400

Different people have different notions of what's awesome, but that doesn't mean that there can't be collaborative efforts on introducing the world to the Rule of Cool. In the process of collaboration, maybe you'll be able to refine your tastes even further or maybe others will come to appreciate things the way you do? Either way, this modification works best in groups – that is, when you're working alongside several other people, it takes what each individual finds amazing and merges them together. The result is something that appeals to everyone's aesthetics, a masterwork chimera if you would.

In a world where technology isn't all that abundant, you'll probably notice the other consequence of this "Ritual" - when the collaborations become routine, the overall technological level will advance with each generation. They could be using the same blueprint for what should be the same robot in every generation, but as their notions of "cool" evolve, the finished products will follow suit with evolutions of their own.

Depending on where you started off, it might not even take more than a few generations until the finished products defy scientific reason and law completely. No one ever told the rule of cool that it had to adhere to the laws of physics...

There's always a bit of the original that gets passed down to the newer generations, so you can guide how progress is made to some degree, but even after you've set the trend, if you look away but for a little while, the crowd may have already taken it beyond your wildest dreams.

THE ROAD OF TRIALS

War of Endurance 100

Some people might find this a bit masochistic, particularly since the Road of Trials offers nothing but obstacle after obstacle, but maybe you like the prospect of guaranteed challenges, or maybe

you see some potential that other people can't in this thorny path. Either way, you'll be able to decide just how much of the Road you want to walk.

This will effectively ensure that you'll always have something that works against you, something that you can overcome provided you put enough effort into it, but it'll still be adversity nonetheless. In the process of overcoming these challenges, you should also find that your flexibility in developing new problem solving methods and adapting skills will improve tremendously. After all, you'll have plenty of problems to solve...

Unreality 200

If you've chosen the Road of Trials, sooner or later you're going to experience a detachment from the world around you. Among those who have embarked on the Road, this is generally referred to as a Break from Reality. It's effectively the point where you become very aware of things that shouldn't be happening, but they do develops awareness of things that shouldn't be happening, but happen regardless.

To be clear, this makes it so that things like transformation sequences, long dramatic monologues, over the top summoning rituals, all of those will become common place whenever you encounter an Obstacle. You could be in the middle of a fight and your opponent will decide to transform into a masked avenger for no particular reason, you could be facing an impassable valley and the cliff on the other side will start talking to you. Granted, you can still do whatever you like while they go off on their transformations and tirades, but long story short...

Things are going to get really weird.

Hardship Breeds Character 400

Most people don't like to suffer, whether there's anything in it for them or not. But at the same time, most people aren't fortunate enough to avoid the hardships in life. Whether it's the pain of a major loss or failing at a critical moment, odds are good that everyone has had a taste of the Road of Trials. But you don't need to have them suffer in vain.

This is effectively an Imperial Miracle of sorts, one that promises that for every hardship a person overcomes, there's an upswing waiting for them afterwards so long as they perservere. The "prize" doesn't necessarily outweight the pain, but the promise is there that they'll never suffer for naught. And perhaps that will be enough to give some folks a bit of hope, even if they have to walk the Road of Trials unwillingly.

FAIRY TALES

A Tale, of an Illusion? 100

Fairy Tales are rather bizarre places to be living in. Things don't often make much sense even if they're seemingly mundane, people don't seem to act as they should, and you...well you have a really odd tendency to transform into something odd. It could be a witch changing you into a frog, it could be a gradual metamorphosis into a swan, either way the key is that you end up changing a fair bit. Nice to see things from different perspectives, but probably a tad annoying at times.

So if you still want to have the Fairy Tale perspective persist as you travel...well this option exists, but you should probably tune it accordingly so you know which parts of the Fairy Tale Genre you want to place emphasis on.

To make potential transformations a bit less troublesome, whenever a transformation is forced upon you, you can react by guiding it in specific directions if you react quickly enough. So instead of simply becoming a frog and being forced to wait for some member of royalty to save you, you

can choose which parts transform and slow the process down. Or you can transform into a poison dart frog, so you can defend yourself against predators.

The Catalyst 200

People that live within a Fairy Tale are often quite susceptible to change, and the problem is that most of the time they don't have a clue as to why they're changing, it just happens. If you're experienced the Fairy Tale Genre, you'll know that the process of Transformation generally has a Trigger related to it, something that sparks off the process. It could be something like a witch, it could be something like a poisoned apple.

You have the ability to decide what that Trigger will be and use it on others. Whenever you encounter another living being that's capable of transforming – which is generally everyone, you can activate the Trigger and see if they'll transform. Sometimes you'll just get a partial transformation, sometimes you'll run into entities that resist this altogether, but every so often you will find someone that transforms into a toad.

The Long Dream 400

As odd as they are, Fairy Tales tend to be somewhat idyllic. People don't seem to worry too much even if there's a known witch out in the woods abducting children, the thought of a dragon doesn't seem to bother your average villager, and somehow princesses and princes never seem to have much of a problem hooking up with one another.

For some folks that might be an "ideal" state of life, never having to worry about anything outside their immediate vicinity. If, on your travels, you run into folks like that who just want to isolate themselves off from the world at large, you can help them out. In the same fashion that Town is isolated in a pocket away from the Outside, you can isolate a small community from the world around them. The people inside this pocket may need a little help to be self sufficient during a transition period, but once they stabilize, things will be just like a fairy tale...

EPIC FANTASY

Unending Saga 100

Epic Fantasy can be a rather tricky perspective to handle. The scales are often tipped heavily in one direction, escalation often happens to epic proportions and there are often too many players involved in a single conflict alone. There's still admittedly a certain appeal to it, especially when you get to stand alongside heroes, or be a hero yourself. So it's understandable if you want to carry elements of it over to other worlds. Maybe you want your entire journey to be an epic fantasy, that would be understandable too.

This will allow you to choose the parts of Epic Fantasy that you want to retain, but it does also have an effect on you. Even if you aren't a hero yourself, perhaps being in presence of heroes and villains has rubbed off on you. Because to any normal person, you already seem larger than life. There's practically an aura surrounding you, or if you already happen to have an aura, it's practically tangible at this point. While you can choose whether this effect stays active, as long as it's up, there's basically no one that can impersonate you – and no one is going to mistake you even from afar.

Let's Take It Up a Notch 200

It might be called an Epic Fantasy, but that doesn't mean that everything is always overblown and dramatic. But...sometimes you might need things pushed beyond reasonable limits. Maybe you're looking to prove a point. Maybe you're trying to rally the masses. But whatever your reasons, if

you need the situation to escalate, you can put it on an express space elevator and shoot it out of proportion. Well, you might want to dial it back a little, but that's effectively the idea.

In any given situation, you can utilize this ability to skew how people act and react to the things that happen around them. Even if their normal demeanour would be rather contained, now they won't have any problem expressing themselves to the fullest. As situations unfold, events that occur become more dramatic that what would be reasonable. Explosions can happen for no reason at all, sharp objects can come flying out of nowhere. Granted, the environment won't be actively looking to harm you – but things are definitely going to get a bit crazy.

Or epic...I guess the proper word there was epic.

Champions in Training 400

This is exactly what you'd expect it to be, creating potential heros all across the world. Everyone has the potential, it's just a question of whether they act on it or not. Actually, while this is in effect, pretty much everyone will take up the mantle, even if they're not exactly ready for it. In all likelihood, the people undertaking the hero's journey have probably accepted that they may not succeed, but just the notion of potentially becoming a grand hero seems to be enough to overcome the odds.

You should be wary of something however. Heroes thrive in conflict, so the more people that set off to become heroes, the more common conflict will be across the land. It's not just a matter of heros clashing against one another, it's just the nature of how the world will adapt to the presence of heroes. If time passes and things are left unchecked, most of the conflicts will resolve themselves, but the ones that remain will likely have gotten much worse. Thankfully this only deals with conflicts involving potential heroes. But with that in mind, perhaps the only way to keep things in check would be to limit the number of heroes roaming the land.

ADVENTURE FANTASY

The Wanderer's Lot 100

Truthfully, there are probably plenty of worlds where the Adventure Fantasy atmosphere is fairly common. That being said, maybe you're looking for a specific type of atmosphere, like the sort where Adventurers are constantly testing themselves against countless perils, or the sort where the passion of discovery is always abundant. Well, you can tune the atmosphere to your liking, but with this there'll still be an element of Adventure Fantasy in there.

This does affect you however, in a sort of abstract fashion where you'll unwittingly become the epicenter of attention. When a hunting party brings in a fresh catch, somehow you'll be the first person they tell the news to. When a bank robber escapes from the bank, somehow you'll be the first person that runs into them. When there's an investigation into a nearby dungeon, somehow you're the one who will find the entrance.

Adventure is always waiting for you, you just need to take the first step...

Acknowledging the Mind Killer 200

Some adventurers boast about being fearless, but a lack of fear isn't always a good thing. It could very well be hubris more than anything, or even just a reflection of the adventurer's inexperience. Any well seasoned adventurer knows that fear isn't necessarily a bad thing – it's a warning that you're in too deep and you need to get out before the situation takes a turn for the worst. Your own fear is honed well beyond normal bounds. Effectively, you don't feel the paralysis that is normally associated with fear, it'll warn you and compel you to take action in order to protect

yourself. Attempts made to try and "inflict" fear upon you as if it were some sort of affliction will only make you more alert, allow you to react faster.

A real adventurer learns to use their fear.

Let's Band Together 400

Adventurers aren't always a common sight. In some places, there's nothing left to explore, in other places, there's simply no appeal to venturing out into the unknown. Even here in Town, there are few who would consider venturing into the Outside – it's simply far too dangerous. But that won't stop people from offering up opportunities for new adventures. As you travel, more and more adventurers will pop up responding to these requests. It's up to you if you want to join them of course, but it won't stop the spread.

The real oddity is perhaps the nature of these adventures. No one seems to question why there are people offering quests to go into shopping malls and grocery stores. The ones giving out the requests seem to have adapted perfectly well, and you won't find any of the adventurers complaining either.

Of Arcs & Pathways, The **Ramifications**

The following modifications focus entirely on Miraculous Arcs. Granted, you don't need to have an Arc to dabble in these modifications – but they're intended to supplement an Arc's existing Powers. By choosing one of the 8 Arcs, you receive discounts for all Miraculous Arcs under that category – but only 1 of the 3 first tier modifications is free.

To use a Miraculous Arc's individual powers (the various Imperial Miracles and such), you must actually be synchronized with said Miraculous Arc. Once you are synchronized however, you'll learn the individual powers (not these modifications) as time passes.

The **general approach** for the modifications is relatively consistent, the following may help you understand these Arc modifications a little better. The **100 tier option** generally introduces a **core concept** to the Arc. The **200 tier and 400 tier options** generally tie in to the Arc's **2nd to 4th tier Powers**. The **600 tier option** generally deals with the Arc's major concept and sometimes its **4-5th tier** Powers. **These are not hard and fast rules**, they are **guidelines**.

In this "condensed" version of the document, there's no fluff for the following because just the mechanical text can already be convoluted enough.

BINDINGS, RENEGADE

Perk	General Details
100 Tier – A Mind for a Plan	The core concept of the Renegade revolves around a Technique. Pretty much anything can be a Technique, ranging from magic to science to street smarts, etc. This Technique is what interacts with most of the Renegade's Powers – which take the techniques and "repurpose" them to suit different objectives. This greatly improves your ability to predict the most likely outcome for any given situation. The amount of information you can collect based on observation alone is increased. The amount of relevant information you have on hand directly improves the effectiveness and limits of your abilities (skills, techniques, Powers, etc.) - this is

	held in place by Auctoritas, and effectively cannot be negated unless the Auctoritas is broken.
200 Tier - Springing the Trapless Trap	This stems primarily from [Slippery, Arc 2+, Miraculous], which allows the Renegade to immediately recover from any effects once it isn't sustained anymore, as well as [Scheme, Arc 2+, Miraculous], which is, as expected, making a scheme to solve a problem. For every time this is taken, you'll obtain a "Backup Plan", which can either be offensive or defensive in nature. Each of these don't require preparation to implement, they effectively "just work". The restriction is that the backup plan has to be something that you're actually capable of – you don't need to account for necessary materials or reagents, it just takes the same amount of time. -So if you were to prepare a catapult as a Backup Plan, you'd need to wait the amount of time it would normally take to ready a catapult before the Backup Plan is ready for use. After a Backup Plan is expended, it needs to be prepared again before it can be used.
400 Tier – Entry Hazard	This primarily draws from [Sabotage, Arc 3+, Miraculous], which is effectively the Renegade's equalizer option against all other M.Arcs. It does require physical action, but it can inhibit both individuals and situations. When you pull off a successful plan (be it an ambush, a successful strategy, countermeasure, etc.) which sets a target back, all the affected parties will suffer from decreased performance for all of their capabilities. This is particularly effective against individuals of importance, the more prominent they are, the more notable the performance decrease becomes. The effect lingers for a substantial period of time, both parties have to effectively disengage (effectively the planning and execution process of the Renegade has to come to an end) for recovery to occur at a normal pace. If targets which have already been affected once are struck again, the performance decrease increases in severity. This stacks until their abilities are effectively neutralized.
600 Tier - Lynchpin	Plays off of the Power [Chekov's Clue, Arc 5 Imperial Miracle], which allows you to designate a piece of information and have it been absolutely relevant later on. This instead affects an individual, and makes it so that they'll be absolutely critical to a specific plan or organization or system. The individual doesn't need to have any pre-existing connection to the target, this establishes that relationship. The longer this effect persists, the more important said individual becomes. This probably feels weak in comparison to others, but it reflects the narrow scope of the Renegade (and the Renegade's general dependence on planning and narrative structure) There is no limit as to how many individuals this can mark, provided you keep track of them all.

Perk	General Details
100 Tier – Interdimensional Customs Officer	The Gatekeeper's conceptual basis is straightforward, it serves as an "intermediary betwen humanity and something else" (In practice it's basically like a Guardian from Destiny) - it's the choice of what that something else is (Called the Other), that defines the Gatekeeper. This allows you to establish diplomatic relationships between the Other and any other race present in the current world. It doesn't guarantee that the relationship will be a peaceful one, but it bridges any problems they may have in the initial process such as language, customs, culture and natural animosity. If you have no Other, this allows you to designate another race you've seen before in place of the Other. Races with strictly unique populations do not count towards either of these requirements (they're basically individuals, not species). Also, the stronger elements within a given Race will probably negate your abilities entirely. If for example you decided to utilize True Excrucians as your Other, in all likelihood you would die immediately, given that even the weakest of True Excrucians would be able to negate your existence with the means at their disposal. Choose your Other within your means.
200 Tier - Solitary Doctrine	The other aspect of the Gatekeeper is their Principle, which is generally some sort of concept like Hope or Truth, but rather than simply being a cause to fight for, it also happens to be a power source for the Gatekeeper. This allows you to adhere to more than a single Principle, increasing the count by one for each time this is taken. It also allows you to inspire your chosen Principle in other people, but this is particularly effective against your chosen Other. (again, if you have no Other, this allows you to designate another race you've seen before.) The process of inspiring your chosen Other basically creates an Auctoritas that defines any Other you encounter will act with those Principles in mind – be it a pursuit for Truth, upholding Honor, etc.
400 Tier – Interdimensional Immigration Laws	This largely stems from [Empowerment, Arc 4+, Imperial Miracle, Ritual] and [Arise, Arc 3+, Imperial Miracle]. The formerdeals primarily with establishing supportive relationships with the Other to achieve an ends, and the latter deals with empowering the Other under dire circumstances (The names might seem odd but it is what it is) If you are without an Other, this applies specifically to a designated race. This effectively ensures that no matter what world you go to, there will always be a small population of the Other prepared to penetrate that world. If they are successful in this venture, the world (reality) will treat me as newcomers but otherwise will not question the logic behind their arrival or their means. The individuals in the world however, will likely attempt to eradicate them whenever possible. There are no guarantees that the Other will arrive in a location that is safe for them, nor is there any guarantee that they'll arrive where you are. The highest

	likelihood of establishing contact is for the Other to attack you and other species. There is a full guarantee that of the Others arriving, there will always be one group that is irrevocably hostile. In all likelihood it will be the strongest of the Others. With each world that the Other enters, they'll become more sophisticated, adapting the simplest traits from a race in the world – provided they establish full control over that race. If physical or mental adaptations are required for this, on the next instance they arrive, they'll have made the necessary adaptations.
600 Tier - Cosmic Alignment	Effectively plays off the concept of [Open the Gates, Arc 2+ Imperial Miracle], which normally allows you to bridge pathways that should normally be impossible. This allows you to move dimensions and relocate them so that their "absolute" location relative to one another are defined by you. Naturally, this works best if you actually have multiple dimensions present to be manipulated, but it can also be used on pockets of normal space. (Like relocating stellar bodies, or just making doors join different rooms) The larger the dimensions, the more time it takes, and naturally the farther away they are, the more time it takes. If you inherently lack the strength, then it'll take even more time on top of that. This also allows you to redefine spatial connections that already exist. This process doesn't take very long. In this manner it probably feels pretty similar to Open the Gates. This has absolute no effect on living beings other than affecting their memories, and leading them to believe that the new connections were always in place.

BINDINGS, WOUNDED ANGEL

Perk	General Details
100 Tier – Witness My Suffering	Conceptually, there's a strong focus on failure for the Wounded Angel. They're effectively one of the few Arcs that places emphasis on having failed or are struggling with no relief. This tends to set them at odds with most Arcs, even the Accursed. Things are made worse because it's hard to figure out just what "suffering" means. (Getting a Tattoo is compared to Petrification) Every Wounded Angel has a theme that tends to revolve around a specific Skill. But more core to their concept is something called Blasphemy. Blasphemy generally is their failure given form. It's contained within every Wounded Angel. It's basically a catastrophe waiting to happen. The Wounded Angel chooses what their Blasphemy will be. This stems from both [Recovery, Arc 1+] and [Salvation, Arc 3+] to some degree, with both Powers serving to balance against the rest of Wounded Angel's "suffering" focused Power set. The former (in game) is the only way for the Wounded Angel to heal from Empowered Wounds, the latter is a pseudo Imperial Miracle which serves to save somebody else regardless of the circumstances (and

	the possibilities) This releases every injury that you've accumulated in an explosive burst around you. Most of the energy will be concentrated within your immediate vicinity, with an exponentially large drop off as it gets further away from you. Because part of the point for the Wounded Angel is to accumulate Wounds, this is pretty low on the price scale.
200 Tier - Resonance Pain	Many of the Wounded Angel's Powers deal with the concept of sacrifice, and to some extent, keeping the Blasphemy contained is also related to sacrifice. This allows you to designate a target for which you'll become a Guardian Angel. You can decide to what extent you guard them – whether you take all of the potential injuries they could receive, just a portion, or not at all (and just provide moral support). You can take this multiple times to designate more than one individual at any given time. For each individual that you're actively guarding, you can utilize them as a power source. This takes the form of an ability that the given individual possesses, and does not deprive them of the ability.
400 Tier – My Heart Will Go On	This ability ties in primarily with [Empowered Wounds, Arc 1+], which forces a wound upon the Wounded Angel and gives them a power source for the trouble. Whenever you suffer from an injury, only the physical part of that injury will affect you completely. Any sort of damage that isn't physical in nature will be reduced in terms of significance. Each additional Power Source increases the resistance you possess by a small fraction (2-10%). Effectively, the more Empowered Wounds you take, the more resilient you become. If you have no Empowered Wounds, you may substitute in afflictions and status conditions. Your Blasphemy absorbs an additional portion of all injuries taken if you allow it to, removing its effects on you, and making the Blasphemy grow stronger. Similarly, if you're afflicted with conditions or diseases that persistently hamper you, the Blasphemy will steadily grow stronger. This doesn't threaten you or increase the risk of the Blasphemy breaking out – it just grows stronger. If you have no Blasphemy this has no effect – you probably don't want an affliction getting worse. For instance, if you're hit by a weapon that saps away at your magic pools, the physical impact will still strike as normal, but the impact to your magic pools will be reduced. If your Blasphemy is present, it'll consume the wounds after they appear, effectively causing rapid healing.
600 Tier - Nightmare's Angel	Plays off the general concept of the Wounded Angel's core – [Cage for a Blasphemy, Arc 1+, Imperial Miracle] and partly [An Undesirable Gift, Arc 4+], both of which deal with the Blasphemy which has been sealed inside you. This allows you to manifest an entity, representing both you and your Blasphemy combined. Its strength is relative to the amount of pain/suffering you've endured thus far, and you effectively sustain it as you take any wounds it would normally take. It defends you, basically the same way that a summon would defend its summoner. It is, for all intents and purposes, a summon, with your abilities, except every single

	ability is affected by the nature of the Blasphemy. So normal magic will be tainted by the Blasphemy whatever it is. If you have no Blasphemy for whatever reason, this instead utilizes a standard affliction as its basis.

KNIGHT, BECOME SOMEBODY

Perk	General Details
100 Tier – The Foundation of You	A Truth, A Failing and a Role define the Become Somebody. A Truth is something undeniably true about you. A Failing is an obstacle that makes it a challenge to become your Role. A Role is what you want to be. The more specific you try to make the Role, the less likely it'll have any substantial effect. Becoming "Seventh High Lord of Watership Down" is actually far less effective than "Rabbit King" for instance. At a glance between this and the Allegory, they might seem exactly the same. Officially, the Become Somebody is focused around "Finding a way to fit in", whereas Allegory is centered around "Embodying the Concept". If you're focused on the results and not the process, perhaps the latter is a better fit. That being said, with this option, you'll be able to cement your place wherever you go. On one hand, this means that people will acknowledge you for your aspirations, regardless of how far fetched they are. But more importantly, with this you'll be able to see how others percieve you, as far as relations go. With a glance, you can tell where their station is relative to yours, and how you're connected to them – if you are.
200 Tier - Method Acting	It can be said that the Become Somebody is all about acting out a place in society. The role itself is just a device, being recognizable doesn't demand productivity or excellence, so long as you're recognizable. This allows you to adopt more Roles than the one you currently have. It doesn't actually bring any benefits with it other than recognition and a small bit of experience, but every Role that you decide to obtain is one that will become a "Truth" - it is effectively Auctoritas bound, and others will remain steadfast in their belief that you are of that Role – even if you don't know a single detail about what that Role demands. You have enough experience to fool others into thinking that you're an expert, but it doesn't guarantee that you have the expertise to deliver results.
400 Tier – One Degree of Separation	This is drawn from [Touchstone, Arc 2+], which allows you to manipulate fate, and bind yourself to an object or an individual. To some extent it is an extension of Touchstone. You have a world changing tendency about you and the world seems to favor you in a way that would put social butterflies to shame. When you need to find a person for a task, and you don't have a particular individual in mind, a "mutual acquaintance" will always appear and bridge the gap between the two of you. If you have a specific target in mind, perhaps somebody that's hidden away or disappeared, they still can't avoid you – something will appear to lead you to them,

	even if it isn't necessarily alive. In domains where death isn't a definite conclusion, death itself will be the middle man if need be.
600 Tier - Me, Me, Me...Me Too	Plays off the general concept of [Commanding Aura, Arc 2+, Special] which basically forces other people to be closer to your ideals and fit your perspective. Specifically, this ability allows you to temporarily infect others with the same "Role" as you. This gives them the same motivation, perspective, and basic abilities that they could expect out of the Role. A Knight can expect to at least know how to handle a weapon. Since you happen to be the originator, they can also mimic some of your weakest abilities – granted, it's all fairly random. Most notably, for a short period of time, they can infect others in the same fashion as how you infected them. If for whatever reason you have multiple "Roles", this will copy every single "Role". In the event that you have no "Roles" at all, this instead copies professions and classes randomly Each "generation" of infections is weaker than the last, and lasts for a shorter period of time, but they're all effectively "you" as far as anyone can tell while the effect is active.

KNIGHT, ALLEGORY

Perk	General Details
100 Tier – Official Designation	The defining trait of the Allegory is their Role. A Role is exactly what you'd expect it to be, a position that belongs somewhere – it can be anything from a job like a knight or an engineer, or it can just be a state of being – like being detached, being ordinary, being a traveller. Your Role comes with a Failing and a Truth – the former is effectively something that proves to be a constant obstacle, the latter is something that you've done or seen. It bears repeating that the more specific you try to make the Role, the less effective it becomes. An extremely specific Role that would only account for a few individuals is going to be a title at best. This effectively takes that package, groups it into a single unit, and allows you to apply it to another individual. They now effectively have the same Role as you, the same Failing, and the same Truth. If they previously had some other classification, this is no longer the case, and they acknowledge it as so. You may be a Dragon that can't help but have navigational problems, but you've witnessed the collapse of South America. You can apply that to the local human blacksmith, they will now act as if they were a dragon, suffer from navigational problems, and distinctively remember witnessing the collapse of South America. (Even though they're still human) If you're taking this with no Role, you can assume a Role strictly for this, along with related Failing and Truth.
200 Tier - Merits of	A large number of the Arc's Powers deal with "What sort of things contribute towards round out this Role?"

Initiation	This perk serves to provide you with a bound artifact – that is, an artifact that exist for the sake of your Role. As long as your Role exists, the artifact will as well, they're effectively a part of the same identity. This is conceptually similar to [Imbue, Arc 4+, Imperial Miracle], except it doesn't require a Perk. Each artifact effectively is bound by an Auctoritas such that "X belongs to Y as a part of being a Z" where X is the artifact, Y is you, and Z is the role. The caveat is that the artifact must have a connection to your Role. If you're a Knight, that might be an item like a sword or a shield, but not an astronomy set. If you're a Penguin, you might have an item like a giant fish or maybe even a seal club, but probably not a NASA space shuttle. If your Role is extremely specific, do not expect the artifacts to follow suit. In general, do not expect the artifacts to be specialized at all. The more sophisticated an artifact is, the more likely that it won't work as intended. An item that clashes with your Role will underperform. An item that synergizes with your Role will perform beyond their standard boundaries. You may obtain as many artifacts as you can afford. If you have no Role, you can apply this to any "classes" you may have proficiency as.
400 Tier – Flexible Interpretation	This stems primarily from [Limitless, Arc 3+, Miraculous, Unreal], which is basically a deus ex machina reality breaker, allowing you to take an action that lets you do anything. With that in mind, this allows you to bend the definition of your Role, putting it on a tangential course so that anything Role dependent will be a little bit more flexible. Instead of "Knight", you might be a "Cavalier", instead of "Dragon" you might be "Wyvern". This does not permanently change your Role, but for all modifications and Powers that are dependent on your Role (Powers like Wonder Worker, Tangled History, Awaken), it allows for a bit of flexibility – your core Role remains fixed, as does the Truth and Failing. As long as your center point is still the initial Role you chose, you can move tangentially in any related direction. If you do not have a Role, you may once again apply this to a class or profession that you have proficiency in.
600 Tier – Cascade Destabilization	Effectively a complementary ability to [Burden of Change, Arc 4+, Special], which forces small changes in the world in a fashion that best matches your Failing. It's basically the mass AoE version of Bring to Fruition – which forces your chosen Failing onto a target and transforms them. Every time you destabilize the local reality, the backlash that the local reality should have (the natural correction factor) will instead cause more problems to appear. Eventually these resolve, but effectively, things will always get worse (for the world) before they get better. This affects dimensional entities and entities with a "Role" that has a strong connection to the affected reality. Basically, the more prominent the entity, the more consequences they'll receive due to the destabilization process.

Perk	General Details
100 Tier – Read As Intended	The Reality Syndrome is not intended to work in line with any world. Their core concept, the Cheat/Hack, is a reality breaking power that doesn't adhere to rules, effectively enforcing an "impossibility" onto the world around you. Because of this, it also isn't guaranteed to work, since you're effectively attempting to impose your will upon the world around you. The general explanation for why a Cheat doesn't end up being omnipotent despite generally following no rules is that the Cheat in its raw form is not understood – that is, the success conditions are unknown and generally speaking the Cheat is just "hit and miss" at working out. By putting rules to it and coming to understand it, the Cheat is fleshed out properly and it becomes a System – something that the world can "accept" with less resistance. This is one core concept that really needs to be read straight from the book, because it is simply too nebulous in nature, and even the official explanation behind Reality Syndrome is whimsical. This ability serves to stabilize any skill or technique you possess that works against the world's fundamental order. It doesn't change the function of the skill or technique, but instead aligns it with the world by connecting to a stable source. By drawing on a source that's within the world, the skill/technique can pull greater amounts of power from its surroundings, resulting in a something that displays a higher degree of consistency and power.
200 Tier - EXP. SHARE	The Experience is the other core aspect of the Reality Syndrome. Whereas the Cheat/Hack defines where they and the world around them disagrees, the Experience is basically what it is about the world that they can appreciate. To some extent, the Cheat is the manifestation of the Experience that doesn't align properly with the norm. This pulls primarily from [Shared Experience, Arc 0+, Imperial Miracle], which basically lets you share the Experience you've chosen in its entirety – not just with words, but literally they get to step in to the Experience and tinker with it if you let them. This allows you to designate a Beneficiary, though in reality it's more of a trade. They attain the ability to utilize your Cheat (with a larger odd of failing since they don't have a System), and in return, they create an Experience for you to utilize with all of your Arc abilities. You can designate extra people by taking this multiple times.
400 Tier – Noosphere	This pulls primarily from [True Experience, Arc 1+, Unreal], which effectively allows you to take your Experience (which is really a sensation more than anything) and make it tangible. The canon examples are: "you pull a ladder out of [your daydreams]" and "you use [my phobia of snakes] to have antivenom ready" the [] denoting the chosen experience. **That being said**, this ability takes your current Experience and matches it up to the

	world around you. If your Experience is "Nightmares", you'll be able to pull on the "Nightmares" from across the world. If your Experience is "Hanging Out on the Beach", you can pull from everyone who has had that Experience. The process begins with those close by, and slowly reaches out further across the world as people interact with one another. If you're somewhere isolated and contact between people is impossible, you won't be able to collect all that many Experiences. This coalescences into a single point fusion of Experiences. All of the similar Experiences that are collected is retained within a single entity, a single Experience. Because this Experience belongs to the collective consciousness, you can't bind it to yourself for long. **People forget about the Experience while it's in your possession**, and with the right Powers or skills you can tamper with the Experience, but within the span of days the Experience will begin deconstructing itself and return to their owners. **Naturally, being an Experience, you can utilize your Arc Powers on it** – you can treat it like your own Experience, even though it is not. You cannot stop the collective consciousness from calling their Experience back, unless you kill the individuals that own those Experiences. Once you've collected a group of Experiences (basically if you stop collecting mid-way), you can't draw on more until either all the Experiences have returned to their owners, or all the owners are dead. If you have no Experiences, this draws on a memory of yours. But unless the memory is very general and vague it may be difficult to find many people with similar memories to pull from. ("Memory of being sad, memory of being happy" vs "Memory of the first time I created an explosion spell using a staff")
600 Tier - Rewriting the Script	Effectively complements [Purpose, Arc 5] which takes the Reality Syndrome's Cheat ability and removes a limitation on it – basically making it even more broken than before. You can have it activate with no catalyst, or ignore time limitations, or even reduce the consequences of failure substantially. Directly designed to augment an ability that can be considered out of context, it utilizes the principle that the out of context ability in question is no different from a "Cheat" as far as the Reality Syndrome is concerned – and therefore, it applies [Purpose] to the aforementioned ability. This works even if you don't actually have the Power [Purpose]. However, the effect only lasts for as long as your encounter does, and there's a substantial time before it can be utilized again after it wears off.

OTHERWORLDLY, SPIRITUAL

Perk	General Details
100 Tier – Master & Servant	The Spiritual utilizes the notion of an Estate (Also called Element), but in the capacity that the Spiritual is "serving" the Estate, maybe representing it at best. The Estate is still its core concept, but it handles this somewhat differently from Child of the Ash (Who embodies it), and Called Away (who sort of uses it as they please)

	The Spiritual's choice of Estate is normally related to nature in some way. It is somewhat similar to the Child of the Ash in this regard. While some synthetic things like "bicycles and carts" can also fit, generally examples of Estate include things like "trees", "spring" , "fire", "frost and dew". This ability is effectively an extension of [Elemental Warning], and overlaps with [Spirit-Speaker] – so to some extent this benefits those not of the Spiritual Arc more. It allows you to freely communicate with anything that is your element, even when they shouldn't normally exist. If your Element is the "Spring" for instance, you can basically have conversations with them even when the world you're in doesn't have a concept of Spring or it's currently Autumn. You'll basically have them with you all the time, when you need them there. From time to time, your Element will make requests of you and succeeding in those increases your alignment with them, empowering you further. You're basically being fed scraps of energy. If you do not have an Element, this option allows you to choose one.
200 Tier - Tangential Alignment	This option allows you to adopt a sub-element, one which has some sort of connection to your primary Element, but isn't actually said Element. For example, if you chose "cakes and pancakes" as your initial Element, you can utilize this to choose "Crepes and Swiss Rolls" as a sub element. This extends the coverage of all modifications in this section, but your actual Arc powers are weaker with these sub-elements. You may only add tangents to your primary Element, but you can add as many tangents as you can afford.
400 Tier – Elemental Envoy	This stems primarily from [Spirit-Shaper, Arc 2+, Miraculous], which allows the Spiritual to both invoke and control their Element in the local surroundings, and also from [Summons, Arc 2+, Miraculous], which is pretty much exactly as the label says. With this, you can create bodies for your Element to inhabit, just by converting Element present in the surroundings. The bodies themselves are mundane, but the deeper your connection to the Element, the more complex the bodies will become when an Element inhabits them. The body is like an empty house, and the Element furnishes it. All bodies created this way are considered to be aligned to the same Element as you are, regardless of their appearance. Even if you decide to create a flame salamander but your Element is "Winter", your flame salamander will still be consider a Winter element flame salamander. Your envoys basically ignore elemental affinities in many cases, because it's not all that likely that your Winter element flame salamander will find the Summer element monster that counters them directly – assuming Summer even counters Winter. Because they're effectively an entity of pure Element, they also manifest that Element into their surroundings. This isn't a permanent effect, but with several of them around, you can effectively set up a small "zone" of Element. What that does

	exactly onto others is largely dependent on what your Element is.
600 Tier – There All Along	Plays off the general concept of [Destiny Shaper, Arc 3+, Miraculous] which allows you to manipulate the fundamental nature (lit. Destiny or context) of your chosen element. This allows you to spontaneously manifest your element, channeling it through your own body and infusing it into the world all around you. Depending on what your element is, this can be a harmonious fusion, or it can just be an outright invasion. When magic is involved, or you're in an environment with an abundance of a specific element, this becomes a process of conversion and can be used for neutralization purposes. Anything that is aligned to your chosen Element will be enhanced to the level of a base Spiritual while they're within terrain which has already been infused. You can actively choose to bar some entities from receiving this benefit. If for some reason you don't have an appropriate Element for the Spiritual, this defaults to any magic element affinity you may possess. It must be channeled in a dedicated fashion however.

Perk	General Details
100 Tier – B.F.G.	The Child of the Ash has a substantial Kaiju influence. Actually Kaiju is one of its defining Powers. A large number of this Arc's Powers revolve around this form. Lore wise, it is also the closest to an Aaron's Serpent (Nobilis detail) that any Arc gets to. (Called Away are the closest analogue to a Noble) This option makes it so that no matter how large you become, you don't actually become unwieldy or cumbersome. Even in situations where your form should definitely be creating collateral damage just by moving around, reality bends and it doesn't happen. People still notice your extremely large form (Generally speaking, Child of the Ash is the sort of Arc that would fit Jormungandr, or the World Turtle, or Kujata.), but unless you specifically need them to (this goes into Mood, the other core Concept), they won't treat you with any hostility or fear. You're effectively accepted as a part of the world wherever you go.
200 Tier - Prime Real Estate	Every Child of the Ash has an Element, generally this is something that's a structural component or location within the world – like forests, cities, weather phenomena. This has less to do with Estates in the broader Nobilis definition or the Called Away definition (even though it can sometimes be referred to as Estates). This draws primarily from [Kaiju Form, Arc 0+, Imperial Miracle], which lets you transform into a Kaiju, and [Non-Euclidian, Arc 4+], which basically lets you adjust the Kaiju form without adhering to any physical laws. This ability allows you to take anything that is related to your Estate and stick it your body, regardless of what form you're in. Because your Element is inanimate in nature, the things you take are limited to inanimate objects. You might attach a house to your arm, but the people inside still act on their own. You can choose what you want to pick up, and also rearrange the way structures

	are adhered to you (this reduces the potential of things becoming cumbersome). If the object you're trying to attach is far larger than you, it will be cumbersome, but otherwise, you're only limited by how much surface area there is on your body. Collateral damage is also reduced substantially while you're picking things up. This allows you to extract a unit without the risk of a potential system collapse. (like removing a power plant lets a city stay running) You and the things attached to you share the same durability, based on whichever is higher. Every time this option is taken, you can increase your size (proportionally, so height and width according to whichever body you use as scale) by twofold. This lets your stick more things to yourself. The simplest example of this is Katamari Damacy. You are the ball as it moves around. But you get to choose what you want to keep on the ball's surface.
400 Tier – Read the Atmosphere	Mood is the last aspect of the Child, and it's pretty much exactly what it implies – it's an emotion or sensation that you effectively embody and exude. The default [Set the Mood] allows you to basically inflict your chosen Mood onto people and the general environment around you. Then [Mood-splosion] basically does the same thing but wider in scope. This pulls largely from [Elemental Connection, Arc 2, Unreal], which lets you effectively establish a connection with anyone who has any sort of tangential relation to your Element. However, instead of dealing with the Element, this allows you to "borrow" Mood in from everyone around you, and instantly convert it into energy. It drains the Mood out of the people, but when you utilize it, it'll be expelled back out into the atmosphere. So if your Mood is anger and you're at a mob manhunt, you can utilize this to drain all of anger out of the people and supercharge yourself. In this supercharged state, anything you do will infuse your stored up Mood into a target. Continuing the anger example, if you fire a beam, everything that the beam hits will be infused with anger. This continues until you've drained all the Mood you collected.
600 Tier – Taking Root	This is effectively an extension of the Kaiju's [Attention Control, Arc 4+, Miraculous], which allows the Child of the Ash turned Kaiju to grow offensive options as they see fit. This allows you to effectively fuse with an inanimate entity in the world around you. For the period that this is active, you'll share properties with the obejct that you're fused to. If you possess an Elementand a Mood, those will slowly "corrupt" the fused object. This effect persists even after you disconnect with the fused object. Otherwise, once the connection is established, you can freely utilize the connected mass – at least up to a rather wide range. Beyond a certain range this falls off drastically in effectiveness, so unless your abilities are strong enough to support it, you probably won't be able to fuse with a star.

Perk	General Details
100 Tier – Terminal Connection	The Called Away is the only Arc to explicitly utilize the original Nobilis definition of an Estate, taking an abstract concept and forcing it into a material state. This is the Called Away's core concept, and it is facilitated by a personal Realm. This Realm isn't part of the world normally, it is strictly a well of whatever your Estate is. This is where the "called away" portion moniker refers to. This Arc has very strong similiarities to Of A Certain Place. This option causes you to establish a permanent connection to your Realm. When your Realm isn't developed, all you can really do is use it to facilitate energy exchange. You'll be able to direct convert whatever your Estate is into energy. If your Estate is Humility, you can draw on it from your Realm to channel that double meteor spell. Thought your Realm naturally accumulates energy, if you ever drain it, you'll have to wait for it to recharge itself. The only way to accelerate this is if you have a means to obtain more aspects of your Estate and deliver it to the Realm. As your realm develops and becomes a locale on its right, you can utilize your body to move from your current location to your Realm at any given time. The only way to get in and out of your Realm is via your body (Ignoring [Into the Mittelmarch] because only you would have that Power as a Called Away), but it makes it convenient to grab Treasures from there. If you have a Realm (i.e. You are a Called Away), your Realm will develop properties over time. These basically define the Realm and its atmosphere. They also apply to you as well. If you do not have a Realm, this can be applied to any location you own. Naturally if the location you own has no form of energy, you can't do much.
200 Tier - Stockpiling Souvenirs	A large part of the Realm's interactions with the Called Away is through [Strange, Foreign Treasures, Arc 2+, Imperial Miracle]. Treasures are basically miraculous artifacts which reflects your Realm and your Estate. Normally, using these outside the Estate weakens them, but Strange, Foreign Treasures removes the Obstacles related. This ability allows you to tackle the same problem two different ways – the issue of creating a Treasure. While you may have other means to create Treasures, they're generally not in the same sense as a Called Away's Treasures, since those are generally tied to the Realm. Even if you lose them, you'll find them in the Realm again. The first half of this option is sending an item from the "real world" into your Realm. Your Realm will slowly corrupt the item, transforming it into an item that appropriately reflects a treasure. You can send a schoolbag through to your Realm of Anxiety, and when you go to pick up the schoolbag, it'll be a schoolbag capable of amplifying terror of examinations in anyone that picks it up, even the people who don't know what education is. The second half of this option is on the spot where you stand. Instead of sending

	an item back, the Realm will send an "anchor" to you. This "anchor" item will slowly secure a foundation for itself, basically establishing a small part of your Realm in the real world (a permanent Into the Mittelmarch as it were). When the zone is secured, you can offer items to the anchor, and it'll slowly convert them. Both the former and the latter are extremely slow processes. You can try to speed it up by taking this option multiple times to secure more anchors, but really the merit to this Treasure synthesis process is that it's automated.
400 Tier – Yin & Yang	The Shadow is the last primary concept of the Called Away. The existence of the Shadow presents a constant threat to your Realm, but generally not by their own volition. Their existence contradicts your "vision" for your Realm, so the actions they take may change your Realm in ways that weaken your Estate. Generally speaking, this is someone you know, and not someone who is necessarily antagonistic towards you. It could be a companion, it could be a friend, it could just be an acquaintance, but something always fills this role. If a Shadow dies, another will slip in to fill their place. This option allows you to "lock" the role of the Shadow into a single individual. Their negative influence on your Realm remains unchanged, and this effectively ties their existence to yours. They remain alive only because you are alive. If you die, they die without fail. This effectively makes that individual a Called Away, at the same Arc strength as you. The individual fulfilling this role gains an Estate that is the opposite to yours or conflicts with yours. They similarly gain their own Realm, which you are anathema to (even if you don't want to be). If the Shadow ever gains full control over your realm, you'll automatically seize control over the Shadow's realm. Your Arc powers will shift to reflect the change in Estate, but any other changes that has occured will effectively "synchronize". The stronger your Connection to the Shadow, the stronger both of you will become. If your existence comes under risk, your Shadow will come to aid you. The reverse doesn't necessarily hold true, but if your Shadow dies, their Estate and Realm will collapse onto yours, potentially weakening it until you can establish a new Shadow.
600 Tier – Around the World	Plays off the general concept of [Arrive in Force, Arc 4+, Imperial Miracle] which normally allows you to forcibly conjure your Chancel/Realm and invade the real world with it. This is used to basically empower all the artifacts that the Called Away would have originating from said Realm. But normally the process forces a wound on the Called Away. This ability allows you to synchronize an existing realm and transform other locations into said realm. This ability doesn't facilitate artifacts as the normal Arrive in Force would, but it allows you to manifest parts of multiple realms as you see fit (Without the wounding element), and benefits the more domains/realms/locales that you have. Locations in the real world are effectively replaced through this place – individuals

	are displaced, but the original realm that the "chunk" was taken from will be untouched – it's like a copy/paste operation. It's somewhat the antithesis of a Called Away – since you're calling parts of realms to you. But it also admittedly felt neat to consider both sides of the coin.

STORYTELLER, CREATURE OF FABLE

Perk	General Details
100 Tier – Genre Fiction	The Creature of Fable's concept is that they're an entity with both fictional and nonfictional aspects – there's a part of them that just isn't real, and therefore expecting it to real like a real entity would is unreasonable. This ability allows you to dictate a Genre that affects your techniques, traits, and how you and the world interact. You can turn this on and off, but only a single Genre will be in effect at any time. When active, the aesthetics and performance of your techniques shift, adapting to the chosen Genre. Similarly, your traits will adapt to best suit the Genre as well. The world shift is effectively similar to how actual Genre modifications work, but it is largely personalized for you, and focuses primarily on the main stereotypes that the Genres bring. You also aren't limited to the 8 available Genres.
200 Tier - Static Separation	This stems from [Awaken Self, Arc 3+], which effectively removes the inhibitions of another individual, whether those are addictions, compulsions, morals, fears, supernatural forces, etc. The entity that acts as a result is nothing but pure intention. This option allows you to take a specific motivation or desire from another individual, and create a "1st Dimension Denizen" from that. They don't have any of the individual's memories, only an extremely specific impetus that is their raison d'etre, and whatever skills the parent individual decides they should have (out of what the parent individual knows). This is effectively a minor character in your story. They exist to aid you indirectly, but they're not going to grow on their own accord. They simply act on their impetus. The parent individual can choose whether they want to retain a part of that impetus in them or simply donate it away. That impetus can effectively be anything from "I want to marry the Queen" to "I need to get my next drug high". From each parent individual, you can only create a single minor character. If you take this option multiple times, you can create more, but each one will likely have different motivations (unless the parent individual retained a part of the impetus) If this is done against the parent's will, the parent can choose to "reintegrate" that minor character back into themselves.
400 Tier – Editor's Notes	This stems primarily from [Revelation, Arc 4+, Unreal], which allows the Creature of Fable to change the nature of the world around them, specifically in any event that's currently unfolding (which the Creature of Fable is involved in). It effectively warps reality. This allows you to retain a Revelation, or if you don't have the ability, it allows you

	to take a snapshot of a moment and retain it. You can change details regarding the moment (who was involved, what happened, the outcome), and apply it long after that moment has passed. Reality doesn't change to accommodate this – what does change is the memory of the people involved. It introduces a disconnect between the reality of what happened and what people believe to have occurred. Even people who heard the information second hand and things like records will believe that your changed moment is the "correct" history (inanimate records will be deemed false). So if for example you went into a cooking battle that decided the fate of the largest whale shark in the world, then you won and the whale shark lived – but retroactively you decided to change this: you instead lost and the whale shark died. Everybody will now believe that the whale shark is dead, including the whale shark, even though the whale shark is actually alive. He'll be in a bit of a mental limbo state hovering between being alive (in the body) and dead (as the mind thinks it should be)
600 Tier - Falling Action	This falls somewhere in between Arc 4 and Arc 5, at the point where the Creature of Fable is technically capable of affecting the world around them, but not quite at the point where they're pulling from the Ending of Stories just yet. This ability serves to enforce a "downwards trend" on everything in your effective area of control (wherever your direct influence reaches in the world around you). This "downward trend" basically means everything winds down. From people, to skills, to magic, to attitudes – everything instinctively moves as though things have already come to a resolution and there's no need for further conflict. The closer to the event epicenter, i.e. You, the more compelling and more significant this effect becomes. Attempting to resist this effect will generally weaken the individuals which attempt to do so.

STORYTELLER, CREATURE OF THE LIGHT

Perk	General Details
100 Tier – Dramatic Lighting	One of the Creature of the Light's most distinctive traits is that they shine. Almost excessively for a normal person, and the intensity increases as the Arc develops. This option allows you to manipulate the fundamental nature of auras and general light related traits that you possess. You can combine them together as you see fit, and you can change how they appear to others, the intensity, and other general aesthetic traits. Every such trait and aura that you possess contributes towards the strength of any light based technique you possess. As long as your lighting from Creature of the Light is in effect [Well Lit, Arc 0+, Miraculous], you can utilize light based techniques at reduced cost.
200 Tier - Divine Muse	This stems primarily from [The Auctoritas Magister, Arc 1+], and draws from [Inspire, Arc 5, Imperial Miracle] – the former allows the Creature of the Light to utilize Auctoritas to shield their actions from other influence, the latter is pretty much as the name implies – it's there to inspire other people regardless of

	circumstance. This ability allows you to bestow a variant Auctoritas onto allies around you. Each Auctoritas ensures that actions taken by the ally will succeed – when an attempt to made to stop the action, the Auctoritas breaks. So your ally can be attempting to cast a spell, and if the Auctoritas is active, it'll "jam" an enemy's attempt to silence your ally. Even if the silence attempt is a side effect of another action, that action and the silence attempt will both be blocked. Each individual can have one Auctoritas shielding them at a time. If additional Auctoritas are necessary, this can be taken multiple times. Each Auctoritas does the same thing, it effectively states "X will not be stopped from doing Y" where X is your ally, and Y is the action they're undertaking.
400 Tier – Exit Stage [WHERE?]	This primarily stems from [Fade, Arc 3+], which affords the Creature of the Light a tactical retreat option, allowing them to simply "be elsewhere". This option allows you to excise individuals who are not critical to currently unfolding events. As long as they aren't a critical element, even if they have the potential of becoming a critical element, you can take them and place them within any location that you have some form of control over – whether that's direct or indirect control. If this fails due to some sort of miraculous intervention, the individual simply disappears, before reappearing in the same place after a short period of time. Any contributions that they could have made to the situation at hand will be attributed to someone else that is still present. If nothing of importance is going on, effectively a situation where no one is important, everyone is susceptible to this option. They can attempt to prevent it with magic, but whether they'll be aware of the transition before it happens is questionable.
600 Tier – Transcendence Period	This falls somewhere close to Arc 5, at the point where the Creature of the Light would normally be considered an "experience" rather than an entity, and be completely capable of changing individuals with their presence alone. This affects anything that you uplift, enhance, or empower. For a period of time after you've exerted your influence on the individual, they'll retain a fragment of power which effectively equates to them temporarily acting like a Creature of the Light themselves. Effectively they're at Arc 1 for a short period of time, which means not only are they grossly incandescent, but they also shirk off their biological demands for that brief period of time. As expected from a Creature of the Light, for that brief period of time, they benefit from the same Powers at Arc 1. [Transfix] and [Appear] work as expected, and a first tier (Level 1) Auctoritas effectively serves as their shield, until it encounters something that would hurt or force a change upon the individual at which point it automatically negates the effect and dissipates. It can also just fade away when the temporary Creature of the Light period runs out.

Perk	General Details
100 Tier – Dr. Frankenstein	The Self-Made revolves around the concept of willing metamorphosis, they deviate away from standard classifications and evolve into what can only be considered a monstrosity. This option is heavily tied to [Let's Talk, Act 0, Miraculous], which allows for communication without language issues. It effectively makes it so that regardless of your current appearance and demeanour, creatures will generally assume that you can be considered an ally. As part of this, the creatures will allow you to study them, and you can learn about the traits that each individual creature possesses. You have a natural affinity with "one of a kind" creatures. By default, unless they're stronger than you, these creatures have no problems with being your Followers when you need them to be. The ones that are stronger than you will simply ignore you.
200 Tier - Fellow Monsters	[Minions, Arc 1+, Special] is one of the core Powers of the Self Made M. Arc. Many of the Arc's Powers involve Minions in one way or another, and as the name implies, it basically lets you minions with some skills (Generally these can be Superior Skills). For all creatures either enthralled to you or in your employ, you can have them recruit more of their species over to your side. Effectively, when your Minion encounters another of its kind, there's a chance that you'll instantly gain a temporary Minion, even if they would normally be aggressive. Your Arc Powers work on these Minions, it's just that they'll leave eventually – they aren't your permanent group of Minions. Normally, a Self-Made can't coerce individuals (basically main characters) into becoming Minions – but with this you can at least have them act as short term allies. In the event that there's no one which can be coerced to join you, this allows your Minions to call on their own kin to appear and provide aid. For each time this is taken, the number of extra Minions which can be called for like this increases by one. All Minions called forth this way mimic the Minion that called them.
400 Tier – Birthday Networking	This draws heavily from [Let's Be BFFs, Arc 2+, Miraculous, Ritual], which allows you to establish a Connection (relationship) with someone you know, regardless of where they actually are. The concept of a Connection is used in several of the Self-Made's Powers. This allows you to effectively bridge Connections with every living being in the immediate vicinity. If this is completely successful, it effectively means that upon entering a full meeting room, every single person will treat you as someone they know well. You can decide if that Connection is a positive or negative one, but it's a Connection regardless. This can be resisted, especially if the individual has no clue who you are and they're relatively strong in will. But this can also be used to "reset" or "modify" an existing Connection. While this is always in effect if you need it to be, if it fails for an individual that has

	no Connection, it can't be used again. The sweep coverage range increases as your area of direct influence increases. The powers that normally work on Minions will work on anyone you've established a Connection with.
600 Tier - 5th Column	This complements the principle of Self-Made relying on Connections, and the concept of [Here's Who You Are, Arc 5, Imperial Miracle], which is basically a "reality correction" attempt targetted at individuals. This affects any individual that you've established a relationship with. The stronger the relationship, the more likely this is to succeed. For every valid individual, you can choose to "nest" a fragment of yourself inside them. This injures you slightly, but you can recover with them. The nested element will slowly grow within said individual, and if necessary, you can trip it off and "convert" that individual into a being that is positively aligned with you. [Basically like a mix of Slipping In, and Here's Where This is Going, but more concrete and with a wider range] This does not destroy the target's mind or memories, it merely restructures their perspective towards you, so that "they were always your friend". Once complete, the relationships that they held with others will count as weak Connections to you as well, whether you had pre-existing relationships with those individuals or not. Each of them will also believe that you were an acquaintance of theirs.

ASPECT, THE ACE

Perk	General Details
100 Tier – Mythic State	• The Core Concept of the Ace is that they're mythically good at anything they try. They're effectively the embodiment of someone who can't lose under normal circumstances, because they're destined to win. They're absolutely useless at anything where victory isn't involved, but if it can be framed in a competition, they can take advantage of it. • This makes it so that whenever you act, your actions are so overblown that you effectively create cinematic cutscenes in reality – an Auctoritas ensures that every witness will watch through the entire ordeal. You can decide when this is active.
200 Tier - Woe of Perfection	• Allows you to inflict yourself with a permanent affliction – this affliction can be something mental or physical, like a poison status. However, the affliction does not affect you, and instead will work in your favor as a new set of Mundane Skills. ex. If you're poisoned, you'll become capable of adapting poison in all your techniques, or creating poisons and antidotes. This stems from [Anime Moment, Arc 3+, Miraculous], which allows the Ace to do anything impossible as long as the effects are "local and short term". Anime Moment is boosted by every other Ace Power in addition to Quest Miracles (so in a game a munchkin Ace is only stopped because everybody else gave up and left)
400 Tier – Trump Card	• This allows you to repurpose a Mundane Skill that you know so that it can be adapted on the fly to solve whatever problems you encounter. It

	reduces the ceiling cap of the skill – so instead of ripping stars out of the sky you might be reduced to tearing holes in the atmosphere instead • The flexibility of this means that the process doesn't have to make sense. If your mundane skill is planting vegetables, you can utilize it to solve problems like flying a jet plane, digging a tunnel, planning to defeat a cockroach invasion, etc.
600 Tier – Ace of Spades	• This continually scales your skills to the highest potential possible, such that if an individual shows up with a level of skill higher than what you're currently capable of, the proficiency of your skill will immediately increase to match that individual. The Ace is one of the Arcs with fewer Powers because it doesn't need those Powers – it's effectively an Arc that can take Skills and dial them up to 11 – this option allows you to remove the cap of 11. If you have the time and you're willing to expend the effort, you don't need to worry about a cap for anything you learn. The Ace is not a very good element for the narrative when it's standalone. You just end up winning everything when there isn't a comparable or worthwhile conflict.

ASPECT, MAGICAL HERO

Perk	General Details
100 Tier – Designated Antagonist	The Magical Hero is pretty much what you'd expect given the name, focusing around a set of Supernatural Skills which is effectively the magic. Aesthetically this covers everything from psychics, sages, to magical girls. It does however, have a core concept in the Enemy. The Enemy is what many of your skills are geared against. It can range from something "specific" like races to something conceptual like ideologies and principles. Your Enemy is more of a concept than a specific individual. If you picked "Robotics" as your Enemy, even a scientist known for making robots can be valid. This allows you to take the core concept of your chosen Enemy, and apply it onto an individual as a weak Auctoritas. They'll exhibit properties appropriate for the Enemy (So a human can suddenly have Robotic features), and your abilities as a Magical Hero will work against them. This can be resisted, especially if there's a severe disparity between the target and the Enemy. If you do not have an Enemy for some reason, you're limited to pushing your own traits onto the target. Similarly, the likelihood of success is low if there is a clear dispartiy between your traits and your target.
200 Tier - Endurance Limit	This serves to complement [Shield, Arc 1+, Miraculous], which acts as a shield against your chosen Enemy on all fronts. This ability takes a portion of strength from each of your defensive techniques, and combines them to create a passive shield that persists around you at all times. This weakens your defensive techniques by a little, but the shield is fully autonomous and will automatically reconstruct itself after some time if it is overcome. Taking this multiple times allows for multiple shields, each of the same strength.

	The passive shields are particularly effective against your Enemy, effectively acting like a weaker variant of [Shield]. There's no benefit to not having an Enemy.
400 Tier – Antithesis Magecraft	A large number of the Magical Hero's Powers deal with different magic skills. This is effectively a branch variation on that. This allows you to create magic skills that specifically target your Enemy's weaknesses, or if they don't happen to have weaknesses, skills that neutralize their advantages. The skills are basically designed to be Anti-Enemy. The skills within this tree have a particular trait in that they grow in strength relative to the amount of Enemies you've subdued. As such, all skills created this way have a natural form of growth available. As this effectively becomes a school of magic on its own, you can teach this to others, using a fixed Auctoritas to ensure that they're capable of casting it regardless of the circumstances. • If you do not have an Enemy, you can choose a specific type of creature or object, effectively "standard races".
600 Tier – The World Could Always Use More Heroes	This further augments the concept of [Possession, Arc 4+, Miraculous], which basically allows the Magical Hero to interact with others in a more "direct" manner. This can be literally possession, mental interfacing, assuming their identity but still possessing your powers, etc. It also touches back on the notion of a Magical Hero's Enemy a little. Any time you possess or control an individual through the means you have available, you can offer them a choice to take up the fight against the same Enemy as you. If they accept, a seed of Power is planted within them – they'll become a "Hero". Not quite a Magical Hero, but this alters the world's view of them so that they are recognized for what they can accomplish. Their existing skills are compiled together into a single Skill set like the Magical Hero. Initially, they can develop a form of [Wild Magic, Arc 0+, Miraculous], this makes them compatible with magic, and allows them to build a magic skill set that aligns with their compiled Skill. If someone chooses to use Baking as their compiled Skill, they'll develop spells themed around baking such as summoning bread walls or conjuring a storm of flour. As their proficiency increases, the scale and scope of their [Wild Magic] increases, but they can never surpass you in terms of what they can do. The catch is that if they want to develop themselves at an appreciable pace, they have to fight the Enemy that you've chosen for yourself. If the Enemy doesn't exist, they'll have to take the slow route of practicing by themselves. Basically, in places where your Enemy isn't copious, it'll take far longer for your Heroes to grow.

ASPECT, SPECIALIST

Perk	General Details
100 Tier – All for One	At a glance the Specialist may seem like one of the more mundane M.Arcs. It concentrates everything into a single Specialty – this Specialty can be anything

	as specific as a single technique (Superior Puzzle Solving), or slightly broader as a specific Theme (Fire Magic). Everything about the Specialist revolves around this, so if you pick a mundane Specialty, it probably will feel mundane. This allows you to concentrate all of your existing skills, techniques, and expertise into your Specialty. Effectively, it consolidates all of your experience into the Specialty to make you the absolute master at it – it also effectively removes any limitations you may have on that specific Specialty as each existing element that contributes pushes inherent limitations up further. If you don't have a Specialty (i.e. You aren't a Specialist), this allows you to do the same with a skill you already possess, but it's a bit weaker. A Specialist normally sticks with their Specialty all the way through, but if the situation demands it, you can disperse the collected experience back into their individual fields. For a time all of your capabilities will be slightly weakened as a result.
200 Tier - Class Progression	As the Specialist attains experience, the majority of their Powers deal with building up their Specialty, like assembling parts around a foundation. By the end they effectively have a system put together for their Specialty. This option draws on that concept with a bit of overlap. This skill allows you to take your Specialty and transform it into a specific class. By doing this, you can group techniques which may be tangentially related to your Specialty (Like Fire Summoning for Fire Magic) under the same Class. All techniques integrated into the class will multiply in strength when you concentrate experience into your Specialty (All For One). In addition to this, using a skill/technique within the class will improve every other skill/technique within the same class. If, for some reason, you want to have multiple classes, you can take this option multiple times. You may choose different skills/specialties to form the class around, but that sort of goes against the Specialists's ideals.
400 Tier – Temporary Overspecialization	This stems primarily from [Mind Over Body, Arc 1+, Miraculous] and draws a little from [Plot Devices, Arc 2+, Miraculous]. The Specialist's second core concept is the use of Plot Devices, tools specifically designed to help your Specialty solve problems. Mind Over Body essentially allows the Specialist to change themselves to fit the situation. This modification allows you to use your Specialty to temporarily change your body, in order to address a problem, this is effectively Mind Over Body, but in this case, you can divert strength from the rest of your body to enhance the changed portion. While changed, your body ignores normal physiology limitations. These two factors combined effectively allows the Specialty to surpass normal limitations. If, for example, your Specialty is fire magic, you can transform your head into a flaming axe, and channel enough energy to cleave apart large bodies of water, at no detriment (despite your head being a flaming axe). This only lasts for short bursts and drains you after the effect fades.

600 Tier – Everything Including the Whole Kitchen Sink	The example character for this Arc was basically the Wish Granting Machine's "Core". That should tell you a little about this. That aside, this augments the existing concept of [Plot Devices, Arc 2+, Miraculous], which effectively allows you to craft skills, items, or individuals that are specifically designed to make your Specialty better at handling problems. The example was a Fire Magic Specialist who could create a Plot Device to turn water into steam so water couldn't overwhelm fire, then create another Plot Device to conjure Fire Animals to perform necessary tasks. This ability allows you to keep sets of Plot Devices in "cold storage". (Normally there's a cap on the number of Plot Devices you can maintain = your Arc level) If you don't have any Plot Devices, this allows you to store away anything that's strongly related to your chosen Specialty. If you have no Specialty (i.e. You aren't a Specialist), this allows you to choose one of your Skills and have it become equivalent to a Specialty. Any valid Plot Device is considered an item, regardless of their natural form. You may do with them as you would any other item, such that you can forge them, enhance them, recraft them, so on and so forth. When they are in use, they will revert back to whatever form they were supposed to be (Spell, individual, skills, etc.), but while in storage, they're an item. If absolutely necessary, you can throw open your cold storage and utilize every single Plot Device simultaneously. However, this results in your Plot Devices scattering, and you'll have to find them again or lose them until you leave.

SHEPHERD, SENTIMENTAL

Perk	General Details
100 Tier – Unbreakable Chains	The Sentimental's core mechanic revolves around sets of people, places, and objects that they deem of utmost importance to them. These are the Sentimental's "Treasures". There's a little bit of overlap between the Sentimental and the other 2 Shepherd Arcs due to this, but the Sentimental is nowhere near as specialized in a specific aspect as the other two Arcs. This ability serves to protect your prized possessions, and allows you to freely implement an Auctoritas which states [X will never be separated from me]. Unless broken, the Auctoritas will always act to prevent any action that removes X from you, X being the possession that you've deemed worthy of this. The more this Auctoritas is used, the easier it becomes to break, especially if you aren't all that strong to begin with.
200 Tier - Always On My Mind	This extends [Haunt, Act 0+, Miraculous] which allows the Sentimental to project themselves to any of their Treasures and basically shadow them and interact with them (and only them) This ability creates a doppelganger of yourself which constantly accompanies your Treasures, and anything that you've marked with the appropriate Auctoritas. Normally immaterial, if the situation demands it you can make one of these doppelgangers materialize into reality at any given time. They can then take action

	appropriately. The doppelgangers are a portion of you, they possess your abilities at a fraction of their power, relatively to how many Treasures and Auctoritas you have active. However, while materialized, whatever harm they take is absorbed by them – it doesn't affect you or the Treasure that they're guarding. With enough damage, they dematerialize for a short period of time. The stronger your connection to the Treasure, the stronger the doppelganger is (after accounting for the fact that they're just a portion of you) Taking this multiple times increases the number of doppelgangers you can have materialized at once. Increasing the number of materialize doppelgangers increases the strength of each individual doppelganger.
400 Tier – Rage Awakened	This stems primarily from [The Treasure's Gift, Arc 2+, Miraculous] and [A Fearsome Blessing, Arc 3+, Miraculous]. Both of these tie in to the process of bestowing strength onto a Treasure and utilizing it in a moment of need. The former sets the foundation, the latter enhances its strength. This allows you to define one of your abilities as an Auctoritas, and bestows it upon your Treasures, allowing them to utilize said ability regardless of limiting circumstance unless the Auctoritas is broken. (Effectively "X can use Y" where X is your Treasure and Y is the ability. It does not matter whether the Treasure meets the requirements for utilizing the skill, and potential backlash from utilizing the skill is split between you and the Treasure to reduce the impact. The longer the Auctoritas remains active, the more ingrained into the Treasure the skill becomes – allowing them to increase its strength via tuning of the skill to fit their own skill set, or increasing the skill via other means. The Auctoritas will continue to protect the skill from external tampering.
600 Tier – Hand In Hand	This ties back to the core concept of the Sentimental wanting to protect that which is dear to them. It also draws from [Combo Move, Arc 3+, Ritual] and [The Treasure's Gift, Arc 2+, Miraculous], both of which serve to enhance what the Treasure can do in specific situations (The first is basically a life for power exchange, with you providing the life and them getting the power. The latter specifically enhances strength whenever they're helping you) This allows you to designate things from among your Treasures as "Guards" or "Sheepdogs" for your Treasures. If you have no Treasures (and no appropriate Auctoritas), you may choose up to 3 items or individuals to designate as Treasures. This makes them inextricably tied to you, even if you aren't a Sentimental, you'll still benefit from the effect of [Haunt, Arc 0+, Miraculous] (which allows you to shadow said Treasure) and [Lend Spirit, Arc 1+, Special] (which lets you give said Treasure an ability of yours or simply information temporarily] Those who are designated will be given the necessary power to protect your Treasures. (as you see fit, and they can't surpass you) For all intents and purposes they are constantly under the effect of [Combo Move]. Items may be uplifted to become sapient and be capable of communicating if it's necessary. Individuals will

	be empowered without regard for their natural limits. Your Guards can empower one another [The Shepherd's Blessing, Arc 2+, Special], which is pretty much what it sounds like, as long as it's channelled, a power can be transferred from one Treasure to another. For things such as items, powers are basically traits that define them (like elemental affinity) You may designate Guards as you wish, but every Guard you designate saps a bit of your strength (To reflect weakening your "Role"/"responsibility" as a Sentimental)

SHEPHERD, A KEEPER OF GARDENS

Perk	General Details
100 Tier – Keeper & Gardener	The Keeper's core mechanic revolves around Gardens. To establish a Garden, they burn a Perk. (They get a free Perk in games to account for the first Garden) Everything they can do revolves around the Garden, making creatures to live in it, shape it to suit their preferences, turning the Garden from "just another location" to something significant (narrative wise). This ability improves your general crafting skills, and makes it so that while you're within your Garden, you can freely shape and create individuals and items without needing materials or tools – it only drains energy and time. If you don't have a Garden, you can pick a property that you already own to apply this effect to.
200 Tier - Periodic Overhaul	This draws from [The Great Magic, Arc 1+] which is used to restructure the Garden and have it better fit the Keeper's vision. Normally, it requires the Keeper to wound themselves, and the wound persists while the change ingrains itself into the Garden's fundamental nature. This allows you to modify the nature of a location and give it a form of limited sentience. This location does not have to be your Garden, but will help your Garden. (Naturally if you're using other locations, those locations should be things you already own) This sentience allows the location to "heal", "repair", and "improve" itself, by utilizing the resources it already has available, and whatever resources you provide to it. It'll clean up after itself and convert waste where possible. You may assign this effect to extra locations by taking this option multiple times.
400 Tier – Marginal Line	This draws primarily from the [Guardian, Arc 2+, Imperial Miracle], [Guide, Arc 1+, Imperial Miracle], and [Symbiote, Arc 3+, Imperial Miracle], all of which serve to add the entities which act in various roles across your Gardens. The Guardian and Guide are rather self explanatory, but the Symbiote effectively serves as a "multi purpose tool" that spawns from the Garden. Its purpose is flexible, depending on the individual it is granted to. This ability allows you to create an entity in the Garden, the "Envoy". The "Envoy" bears traits reflecting the Garden that it comes from, and it serves to establish connections to other locations (ones that don't belong to you). As long as the "Envoy" exists, the Garden can draw resources from those locations, and in turn the Garden can provide the connected location with whatever the Garden sees as fitting – be it individuals or resources at the Garden's disposal.

	Since the Garden could potentially be too far away to make transport feasible, the "Envoy" can establish a connection to push and pull things through. There's no limit to how many "Envoy"s you can make, but they can be evicted or destroyed if they come into conflict with the other party – the "Envoy" must first obtain agreement from the other party before a connection can be made, otherwise eviction/destruction risk increases substantially. Naturally if you have no Garden you can pick another location you possess.
600 Tier – A Keeper's Love is For His Garden	This serves to complement the Keeper of Gardens at around the Arc 3+ range, which is normally the point when the Garden reaches "critical plot location" status. The intention is primarily to place further emphasis on the Keeper's focus, that is, the Garden. This effectively allows you to turn your Garden into a companion when it suits the Garden's needs. They can benefit from whatever a companion can receive (so primarily imports) The individuals which reside within the Garden are effectively part of the Garden while this is active. It is up to you how this actually works in practice. (Extensions of their body? Part of their mind? Disappeared inside?) The Keeper of Gardens' own abilities still work on the Garden while they are an "individual". (i.e. It's possible to create "new life" within the Garden, it's possible to "restructure them) There's one peculiarity unique to the Garden, stemming from [Symbiotes, Arc 3+, Imperial Miracle]. Instead of you digging up the Symbiotes, the Garden can produce them like a crafting skill. All Symbiotes generally fit the theme of your Garden (i.e. The child can't deviate too much from the parent). Symbiotes created this way, unlike the individuals residing within the Garden, are their own individuals. If you don't have a Garden, you can pick a property you own. As a base character, your Garden is considered to have the same Arc and Arc level as you.

SHEPHERD, OF A CERTAIN PLACE

Perk	General Details
100 Tier – Life Commitment	This Arc's core concept revolves around Demesne. The Demesne is generally speaking, the section of a domain which is intricately tied to the Arc. Unlike a Garden, the Demesne is something that enforces an "exchange" on the Arc. The individual manages the development of the Demesne, and the Demesne in turn "feeds" the individual with energy, a special energy force referred to as Un-element. Generally speaking, Of a Certain Place decides on what their Un-element will be (it can be any normal element, but it doesn't have to be. "Mystery" itself is part of the Un-element). They also decide what their Demesne will be like. This ability allows you to bind yourself to a location. This is generally the Demesne, but it doesn't have to be. While bound to this location, you can create a channel to

	it at any time, and move things from your location to that location. The reverse holds true. A portion of your life force is bound to that location. You can drain this portion of life force to improve that location (like making it more vibrant, increasing the Un-element there for a Demesne, other general improvements). Spent life force will recover like an ordinary wound. If its necessary, you can pull on the location to draw life force back, filling that portion.
200 Tier - My Precious...	The Arc possesses the ability to determine "Treasures" - these can either be artifacts, but more often they are individuals. A Treasure becomes tied to the Arc, and many of the Arc's Powers involve controlling or enhancing these Treasures. Normally, the amount of Treasures you have is dictated by your Arc Level+1. This allows you to have one additional Treasure per purchase. If you aren't of this Arc, you can establish an existing individual or object as a Treasure – if both parties agree to it. This binds them to your existence, allowing you to materialize them even if they're elsewhere. Every Treasure acts as a conduit to your linked location. They effectively have the effect as (Life Commitment), tied to the same location as what you've chosen. If you possess a Demesne, they call draw on the chosen Un-element to a limited degree
400 Tier – Unelemental Heart	This draws from the Un-Elemental aspect of this Arc. It pulls strongly from [Flame of Wonder, Arc 2+, Miraculous], which basically facilitates using your Un-element directly as a tool, and also [Deepen the Mystery, Arc 2+, Imperial Miracle], which allows you to "snatch" parts of the world and use it to bolster your Demesne. This ability allows you to actively channel your Un-Element and slowly corrupt the environment around you. If your Un-Element has a "counter element" (if for some reason you chose fire as your Un-Element, then water is the counter element), this corruption process drives away said counter element. If your Un-Element has no counter element, it will convert the environment and fuse with it. If you run out of Un-Element, you will pull directly from your Demesne. If that runs out as well, you'll have to wait for your Demesne to heal. This is effectively like pulling things out of a storehouse and throwing it around outside to claim territory. In already corrupted areas, your Un-Element will slowly creep forward and attempt to assert itself over the surroundings. You begin the corruption process, and the Un-element continues the process. Living entities that become corrupted by your Un-Element can be controlled by you to a limited degree, and are naturally friendly towards you. If you have no Un-Element, this uses an existing elemental affinity you possess. Similarly, it drains on whatever pool of energy that elemental affinity uses.
600 Tier - Living Demesne	Actually the core concept of this is similar to the Keeper of the Garden's capstone, except where the Keeper has a Garden, this Arc has a Demesne. While the primary effect is the same, the specifics are different. Your Demesne can serve as a Companion. (You can import them as you see fit). As

	a base character, your Demesne is considered to have the same Arc and Arc level as you. Your Demesne Companion has two inherent traits – first, they can create a split body formed out of the Un-element that's inside them. This body can be active even while the Demesne isn't a Companion (but the split body isn't a Companion, just a Follower at best). Second, they are effectively made entirely out of whatever Un-element you chose. They have the properties that fit according to that (so, weaknesses, resistances, and whatnot) The Treasures that you'd normally pull from your Demesne can be freely used by your Demesne Companion at no detriment, and similarly, while your Demesne companion is around, you can utilize those Treasures at full strength. It doesn't matter if your Treasures are objects or individuals. Similarly, if you don't have a Demesne, you can pick a property that you own, and tie in an elemental affinity to them (that you possess) to define what should be its un-element. Normally I wouldn't have two options as similar as this, but in this case with them being polar opposites of the Shepherd Arc is sort of made sense to juxtapose them via a similar option.

EMPTINESS, ALCHEMIST

Perk	General Details
100 Tier – Surgical Precision	The Alchemist's core concept revolves around Weymarks, the "Experience" which is extracted out of anything in the world. Every Alchemist chooses an Experience, this can range from things like a concept (the ability to reason) to a trait (regrets) to even just objects (software updates). The extracted Experience becomes the Weymark. By extracting something's Weymark, the Alchemist binds them and controls them. This option improves your finesse in the art of penetrating into others. You can pull things out of people or insert things into them without any additional consequence to their bodies. Your targets, even when something critical is removed from them, will be able to act as normal as long as that object isn't destroyed. The extracted object, if it isn't your chosen Experience, does not function as a Weymark. So if your Experience is "Misery" and you go ahead and pull out someone's eyes, they can still see (unless you destroy their eyes) but you can't use the eyes as a Weymark.
200 Tier - Something From Something	This stems from [Catharsis, Arc 1+, Special], which pretty does exactly what the name suggests for an individual. It "releases" an emotion within them, generally a burden of some sort, but can also be used for positive emotions ("releasing" joy). This ability allows you to render an Experience "permanent" by copying an existing Weymark. The copied Weymark is not bound to any individual, but you can utilize it to "transplant" the Experience into any other individual.

	For example, if you extract "Grief over Loss" out of an individual and copy it, you can insert "Grief over Loss" into others around you. The "Grief over Loss" that they experience will have no explainable cause and no traceable source – it just appears and ingrains itself into their life. Taking this multiple times allows the Alchemist to adopt more than one Experience – however, the Weymarks created from these "sub-Experience" can only be used for transplanting, they have no control function or tie in to other Arc Powers. Effectively they're "pseudo Weymarks"
400 Tier - Homunculus	This stems primarily from [Wield+, Arc 4+, Imperial Miracle] and [Shape Fate, Arc 3+, Imperial Miracle]. The former allows the Alchemist to use a Weymark in a way that is effectively similar to a Wish – the latter allows the Alchemist to manipulate the "fate"/"future" of an individual that they possess the Weymark for. This ability allows you to manifest a Weymark you possess into a living being. For all intents and purposes, this living being is a follower, and has abilities reflecting a portion of the individual who the Weymark was taken from. (Since the Weymark is only a portion of the individual) By default the Homunculus resembles the originator, but this is subject to change – and your whims. Manifested, the Homunculus can grow via artificial means. While they have some of the "fundamentals" that the Weymark originator would have, to learn new abilities they need to have Experiences inserted into them. By taking Experiences from other individuals and feeding them to the Homunculus, the Homunculus can learn new abilities (based on the originators of the other Experiences). The limit of Homunculi you can have is effectively the same as the number of Weystone you have. You can utilize pseudo-Weystones as a base for this. Increasing the strength of a pseudo-Weystone Homunculus amplifies the effect of the Experience when inserted.
600 Tier – The Alchemist's Armory	This draws primarily from [Conquest, Arc 4+, Imperial Miracle] (This basically lets you control an individual without pulling out their weymark) and the core concept of the Weystone, and how the Alchemist uses it like a control rod and power catalyst of sorts. This ability allows you to convert your existing Weymarks into weapons, the properties of these weapons are influenced by the individual that you extracted the Weymark from but it always contains your chosen Experience. The rarity and strength of the Weymark's origin defines the strength and complexity of the weapon. A dragon's Weymark will lead to better results than a slug's Weymark. Naturally, being objects, you can further improve these weapons. When converted back to Weymarks, this results in having a stronger control over the bound individual If you do not have Weymarks, you may utilize this on contractual bindings and agreements that subject another person or thing to you (like slave contracts, or geas), or on entities that are bound to you like contracted summons or demons. The weapon crafted this way is weaker than if you were to use a Weymark, since the control isn't "absolute". But this addresses the issue of a non-Alchemist taking

	this option.

EMPTINESS, INDOMITABLE

Perk	General Details
100 Tier – Lightning Rod	The Indomitable revolves around a Curse – something that's supposed to be negative, but actually ends up fueling the Indomitable's powers. They're effectively a Harbinger of sorts. This ability allows you to manually redirect specific Curses and afflictions towards you before they can affect someone else. Taking in curses and afflictions this way decreases their impact, so any existing resistances you have are amplified in strength. Naturally if you're immune to certain afflictions, those will have no effect on you.
200 Tier - Curse Corruptor	This is a tangent from [Purification, Arc 3+, Miraculous], which allows the Indomitable to cleanse and mend others. It also pulls from [Tribulation, Arc 2+, Miraculous], which allows you to inflict something negative on another target via your "Curse". This ability allows you to manipulate the nature of a Curse or Affliction within another individual. The complexity of the complication affects the likelihood of success (simpler conditions are effortless to manipulate, complex conditions may not have much room for tweaking). You may manipulate elements such as what the complication actually does,, the intensity of its effect, what causes it to activate – so long as it still remains a negative condition. For each time this is taken, you can imprint a set of three modified conditions, and inflict these upon other individuals as you see fit. An Auctoritas protects these like your existing Curse, so situations which may normally strip you of your powers does not strip you of this.
400 Tier – Curse Forging	This is effectively an extension of [Forge, Arc 5, Imperial Miracle], a Power that lets the Indomitable take an existing object and reshape it with a new "purpose". It creates items with destinies so to speak. For an Indomitable, this extracts the same Curse you're "suffering" from out of another individual if it is present. This cures them and gives you material to forge with. The nature of the Curse comes from the Outside – a sort of "nothingness" like space. The only definite properties of this are the properties of your Curse [If your curse is that you attract thunderstorms or you get sick easily, the material will retain that property] – and that forged items can nibble away at the fabric of reality. The strength of the item that you create is largely dependent on how severe the Curse affecting the individual was. You can further reinforce items using extracted Curse material. For non Indomitables, this is restricted to extracting afflictions out of others, and is generally weaker than the Curse variant. An Indomitable is also capable of this, and if necessary, can convert collected afflictions into their own Curse material, but the exchange efficiency decreases the more obscure your Curse is.

600 Tier – Patient Zero	This pulls from the core concept of the Indomitable being basically a (Disease/Curse/Affliction) Carrier with Benefits, and pulls heavily from [Tribulation, Arc 2+, Miraculous], which allows you to inflict something negative on another target via your "Curse". If you're suffering from some sort of affliction or curse (or even just a status of some sort), you may utilize this to convert that affliction. A converted affliction no longer affects you, but it can be spread to anyone within the vicinity as you see fit. This will bypass any inherent immunity they have to said affliction (those with immunity basically recover faster), and they'll in turn spread the affliction upon whoever they see fit, barring anyone who has already been afflicted once. The only exception to this is your personal Curse – you may inflict that on another individual as many times as you see fit. However, each time this is done, the afflicted individual will develop a bit of resistance towards your Curse, this is permanent. You may control the effects of the affliction/Curse as they appear in your targets (basically damage control).

EMPTINESS, ACCURSED

Perk	General Details
100 Tier - Creep	The Accursed's core concept revolves around a Curse, a Trigger and the Sanctuary. The Trigger is something in the world that prompts the Curse, some sort of negative event, to activate. This drains on the Accursed, sometimes physically, sometimes mentally, but eventually they have to pull back to their Sanctuary, where they can recover. The cycle starts anew when they come back out. This ability decelerates the rate at which Curses and general status conditions affect you. It doesn't increase your resistance to any of these things, but rather takes the effect and stretches it out over a longer period of time. This has a significant effect on any condition which normally takes effect in a single instance, as it divides it up into portions and delivers it over a period of time. A death spell in isolation would effectively be divided into several portions of substantial damage. For permanent conditions (like diseases that last until you die, the Accursed's Curse, permanent poisons, etc.), the way in which the stretching works will mean that these conditions will all become less severe.
200 Tier - Designated Safe Zone	This draws from the core concept of the Sanctuary, the "personal realm" where the Accursed can shut out the world around them. This ability allows you to select an object and designate that as a Sanctuary. It doesn't replace your existing Sanctuary, and instead doubles the size of your Sanctuary when it is used. Effectively, it acts as creating a second entrance to your Sanctuary. If the object you're designating already has an internal space, this is untouched – your actual Sanctuary grows, and the internal space remains intact. Both spaces act the same way a Sanctuary should, they just aren't connected to one another. If you aren't an Accursed, the Safe Zone acts as a Sanctuary regardless, removing itself from the outside world's perception when you're in it, and allows you to recover at an accelerated rate from all wounds.

	The process of establishing a Sanctuary requires some manner of ownership, though the means you take to obtain that ownership does not matter. This doesn't bring the claimed object along with you. Should you leave the world for elsewhere, the "slot" frees up and you can designate a new safe zone when you get to "elsewhere". Your Sanctuary's size remains unchanged (basically each slot you get doubles your Sanctuary's size once) Taking this option multiple times increases the amount of Safe Zones you can designate.
400 Tier – Mandragora's Scream	This draws from [Despairing Wail, Arc 4+, Miraculous], which is effectively the Accursed's last resort Power. It can be manually activated, but can also be used as a measure that activates on thresholds (In context, if the Accursed "dies" this can automatically activate while the Accursed slips to their Sanctuary). It basically conjures a disaster, generally related to your Curse, to befall the world. This can be triggered whenever you're in peril (It lets you embrace your Curse basically). Your Curse will lash out and attempt to force itself onto everything around you, repeating if necessary to remove the threat. This does not take into consideration whether the targets are animate or inanimate. Naturally, this can be resisted and your Curse may have no effect on some things (If your Curse is a really annoying television commercial that plays in your head, it'll have no effect on a bunch of trees that can't hear or see anything) As your injuries worsen, the effective range increases, the Curse intensifies, and the interval between "Screams" shortens. If you're on the verge of death, this extends well beyond your direct sphere of influence and is near continuous. This doesn't remove your existing wounds. A target that's already been "exposed" is rendered immune to further exposure ("deafened") unless your wounds become more severe. If you have no Curse, this proceeds ahead with any afflictions or diseases you possess instead.
600 Tier – Chthonic Descent	Your curse transforms your nature into something more akin to an Excrucian. You aren't truly an Excrucian since your origin point was too different, but you can exhibit one of the four following traits. **Warmain** – When you defeat an element, you may take a part of them that has some association to your Curse (If your curse is a burning sensation, you can take away people's memories of being burnt, or their ability to sense temperature) and use it to strengthen yourself. This strengthens an aspect of your Curse, but it doesn't harm you. Mundane things are easy to take, but don't give you much. Unique memories and traits are difficult to take, but contribute a bit more to your Curse. When your Curse is active, you can draw on the strength that it has collected. **Deceiver** – You can extract an aspect of your Curse out from a given target. Again, mundane things are easy to extract, unique and complex things are difficult. The manifested Curse is a purely malevolent entity that destroys whatever it can

	reach other than you. Once manifested, it can be destroyed just like any living being – its strength is tied to its uniqueness/complexity. **Strategist** – This lets you seed your Curse into another individual, setting them up so you can use them later. It doesn't remove your own Curse, and it has no effect on them until the Curse activates. The stronger the connection you have with the individual, the more Curse you can accumulate in them, which allows you to control them to a greater degree when you finally activate the Curse. **Mimic** – This seals your abilities and allows you to impersonate another M.Arc. This M.Arc is always slightly weaker than your strength as an Accursed (effectively it can only ever get to Arc 3), but while you're disguised, you aren't affected by any Triggers. You have no other abilities while disguised, and your disguised M. Arc form cannot grow.

MYSTIC, KNAVE OF HEARTS

Perk	General Details
100 Tier – This is My Story	Conceptually, the Knave of Hearts is very similar to a the Nobilis concept of Persona. It revolves around the concept of a Plot Line, for which the Knave is the main character, and everyone else is adjusted to fit around that. Every Knave has a "Mythos", this is basically their equivalent of an Estate from Nobilis, except it isn't a concept, it's a statement that defines you, your story, or the world that you want to immerse in (That last one comes the closest to an Estate) This ability serves to protect you from unwanted mental changes. If someone or something attempts to change parts of you such as your perspective or your personality, as long as there's somebody else around, the change will be deflected onto them instead.
200 Tier - Open for Reinterpretation	This draws from [Idealize], one of the core Powers of the Knave, which allows them to tune the world in small increments to become better aligned with their Mythos. It also pulls slightly from [The Dream that Dreams Do Dream Of, 2+, Special], which is a "self definition" type of Power, allowing them to dictate something that is true specifically about them. This ability gives you a flexible Auctoritas. When you need something to anchor a part of your Mythos into the world around you, this is that tool. Using the Auctoritas is simple, as long as it is related to your Mythos, you can make a statement and the world around you will enforce that statement as true. The more specific the Auctoritas is, the less likely it is to be broken. The longer the Auctoritas remains in place, the more ingrained into the world it becomes. For example, if your Mythos is the World of Pudding, you can utilize the Auctoritas to enforce that "Mango Pudding will always come to life whenever no one is watching" or "Pudding left alone for too long will grow in size" Each time this is taken you'll attain another flexible Auctoritas. If you don't have a Mythos, you can instead use a core concept that would define you. If you don't have any focal points in your life, the Auctoritas can be used for

	anything, but the odds of success are dramatically lowered.
400 Tier – The Anthology	This branches off of [Mythos Complementation, 3+, Miraculous], one of the Powers that has a deeper tie in to the concept of an ongoing story, and allows the Knave to plot out the path of someone else tied to that story. In practice this ability isn't actually about control, but rather demonstration. It allows you to "freeze" moments of your past chapters and when necessary, replay them so that the same consequences repeat themselves. As long as the situation is roughly comparable in terms of the actors and direct circumstances, the final result will be roughly similar. If the situation in the present has a clear disparity with the moment in the past, applying the snapshot will fail. Living actors are harder to influence, and attempting to apply Anthology on them is hit and miss if they're naturally stronger than you. For example, you can freeze a snapshot of cooking a Pudding sculpture. Applying the snapshot while you're cooking a tomato will result in the creation of a Tomato flavored Pudding sculpture. Or you can take a snapshot of winning a fencing match – if the current sword fight you're in has a comparable opponent, you can enforce that victory. But if you took a snapshot of herding sheep into a cage, you can't use that snapshot to contain a dimensional entity in space. The actors are too different, the circumstances are too different. You're limited to three "snapshots", but you can change them, as long as you remember your past in detail.
600 Tier – This Is Your Role	Knave of Hearts is about as broken as the Ace. It runs on narrative superiority. Nobilis Personas are whack. This primarily pulls from the Knave of Heart's core concept as "The World is Focused around 1 Person: Me", but draws heavily from [Mythos Complementation, Arc 3+, Miraculous], which basically lets you rewrite people into your story wholesale, you dictate what they do, why they do it. This Power is absolutely broken out of context. It is Deus Ex Machina personified. The modification is less freeform even though it runs on a very similar concept. This allows you to create a set of "Characters". By default the set will include categories like "Support Character", "Main Love Interest", "Main Antagonist", "Mid Boss", "Comic Relief". It's up to you how elaborate you want to make this, but the more specific of a role you create, the less likely this will work. With a set, you can "implement" that onto individuals. One individual, one label. However, instead of acting the way that you would "write" them to (i.e Perfect Control), they act in a manner that they would think best fits the role. If you attempt to assert Perfect Control it's more likely that they'll attempt to resist this (Just like another player character would in a campaign). The less aggressive and controlling you make these "Characters", the more likely this will actually work. I honestly have no clue whether [Mary Sue, the Arc] is better than [IT'S MY LIFE, the Arc], but normally in practice, when Miraculous characters clash, there's a bit more leeway as to how "perfect" everything works out, so it's really the out of

	context case that is problematic.

MYSTIC, PRIMORDIAL

Perk	General Details
100 Tier – Guiding Principle	All Primordials are associated with a specific Element and a Mood. The Element is basically any element you'd find in nature. The Mood (also called Principle) is effectively a theme that represents you – this could be anything from Passion to Mercy – but it is generally something that's positive. When serving a specific ideal, you can choose to align the skills and techniques at your disposal to that given ideal. For example, if you choose to have Mercy as your Principle, all of your techniques can refrain from dealing fatal blows. If you choose to have Freedom as your Principle, your techniques may become capable of breaking restraints. As long as your techniques are aligned to the ideal, their strength increases relative to your relation with that ideal.
200 Tier - Avatar	This is primarily tied to the core concept of a Primordial slowly transforming into something else, but also ties in to [Bindings, Arc 1+], which takes the experience of others that are related to the Primordial's Principle and uses that to help the Primordial grow. For this modification to function properly, there needs to be a relationship between you and the target, at the very minimum a mutual connection over some sort of ideal. Ideally speaking this should be your Principle. When both parties agree, this forms a Geas onto the target. This manifests as a specific Auctoritas, which states "The Individual is infused with this Principle". As long as the Auctoritas is not broken, the target is now effectively an elemental, representing the element of whatever Principle or Ideal you made a connection over. They also attain the ability to mimic your Primordial transformation to a lesser degree. Each individual that agrees to undergo this process will decide on how much of their strength they want to contribute towards reinforcing the connection with the mutual Ideal. This becomes a pool of "belief" in the Principle that can be utilized as energy, and restores itself slowly as devote faith would. If for whatever reason a single Ideal does not suffice, you may take this more than once and align yourself with more than one Principle. However, a Primordial is best served by sticking to their core Principle so they don't end up with too many shallow pools. An individual can tie themselves to multiple Principles (the Auctoritas don't clash), but it cuts down how much strength they can contribute (since they have to choose between 2 pools)
400 Tier – Kindred Spirit	This primarily extends [Transform & Devour, Arc 2+], which allows the Primordial to undergo an emergency transformation in a time of need. The transformation leads to the Primordial attaining the means to overcome both the situation and the "opposing Mood" - the Principle that runs counter to they stand for. When a situation becomes desperate, you can manifest the Principle within you

	and it will attempt to suppress the effects of opposing Principles within the vicinity. For example if your Principle happens to be hope, this manifestation will suppress notions of despair within you and your allies. The allies that are exposed to this Principle Manifestation develop a shared experience with you, something that will immediately prepare them for (Avatar) if you wish. They'll establish their relationship with the Principle regardless. If neither of you reinforce this connection, it'll eventually fade with them. As long as they're exposed to you, they'll become stronger, relative to the strength of their connection. If you're already undergoing a transformation process, the released Principle is greater in concentration, which further increases the effect on all allies.
600 Tier – The Great Will	Primordial is probably a "tamer" counterpart to the Knave of Hearts. You're still ridiculous, but not in the narrative superiority sense. The physical transformation that you possess is normally changed via Bindings – every individual contributes something to your form based on your shared experience with them. This allows you to shift your form according to the collective will from the individuals that are connected to your Principle. Those individuals relay their notion of the form that best portrays your Principle and you can choose what to include into your form. Your transformation becomes anathema to those who aren't connected to your Principle. You can make exceptions, but generally speaking, the people exposed to your transformation will be mentally assaulted by your Principle – it'll corrode away at their mind. If an individual is successfully corrupted, they become a Servant. This establishes a connection between them, your Principle, and you. They retain the skills they had in life, but their mental and physical strength is entirely derived from their connection to the Principle and you. While the connections are active, Servants can freely ignore the limitations of their body and mind, but going beyond their standard limitations will tax the connection. If both of those connections are broken, they will vanish.

MYSTIC, VISIONARY

Perk	General Details
100 Tier – Revelation Trigger	The Visionary's primary concept is that they discern something that's true, and something that's false. Generally, what's false is the world around them, and that's why they can "tweak" the world to make it true again. This ability allows you to designate an event which will always occur when something false is occuring. The simplest example of this would be if you were caught in an illusion, that event will immediately occur, and if you recognize it, you can break out of the illusion. You don't need to know whether you're in something that's false – as long as it is false, the event will occur. For this to be effective, the event should be quick, simple, and personal. The more complex the event is, the more likely that it's only going to cause more confusion.

	You can imprint this event onto another individual provided that they're willing. However, this is affected by what they believe is true or false. For instance, if they don't believe that the world is true, the event will trigger. If the world is actually true, the event triggering won't change anything. If they believed the world is true, the event wouldn't trigger to begin with.
200 Tier - Falsehood Synthesis	This is slightly related to [Incantations, Arc 2+, Miraculous]. Which basically allows the Visionary to develop techniques related to their Visionary Skill (A magic that basically clashes with what they consider a falsehood). It is more closely tied to [Blessings, Arc 1+, Imperial Miracle] which basically allows them to create Miraculous items. This ability lets you take things that are false and materialize them into tools. The strength of these tools is tied to the lie's "strength" - that is, if more people believe in the lie, the tool inherently becomes stronger. A sword crafted off the lie "Aliens are real" when no one believes in aliens is inherently weaker than a sword crafted off another lie "You look nice in that dress" where nearly everyone believes in the lie. A lie believed in by many materializes quicker. The durability of the item is inherently dependent on how many people believe in the lie. If your fundamental "falsehood" is that the world is fake but everyone still believes that the world is real, then odds are anything you create from that lie will never break. Each lie can be used to create one item, +1 item/falsehood for every time this is taken.
400 Tier – Apostle of Truth	This primarily extends [Devour, Arc 2+, Miraculous], which normally allows the Visionary to convert an individual to his "Truth",and effectively allows you to seize control of them. To do this, it uses a variation on [Established History, Arc 3+, Imperial Miracle] In any circumstance where you've converted someone over to your side, you can establish a single Auctoritas over that individual – a compulsion that defines something "true" about them. This Auctoritas is extremely specific, and boils down to one of three conclusions [Sense Falsehood]: Individual is an illusion breaker [Magic]: Individual has always been a student of X – where X refers to the magic you would learn as a Visionary. If this is inapplicable, you can substitude X for any magic you know. [Illusion of Emptiness]: Individual believes in X. X is a specific lie, but under no circumstance will the individual ever acknowledge it as a lie. Because of how specific it is, even an entity stronger than you won't be able to dispel the Auctoritas unless they can point out specifically why it should be false. As long as the Auctoritas cannot be dispelled, the individual will not lose any of those abilities.
600 Tier – Samsara Loop	This primarily extends [A Former Life, Arc 2+, Miraculous], which normally allows the Visionary to pull on a former self and grab an Edge (an absolute advantage – basically "here's a skill that my former life could do so I can too").

	This ability allows you to “reincarnate” yourself once per world. You'll start off as a blank slate again and have the potential to grow whichever way you wish, but you'll also be able to retain all the abilities you had as a “past” profile. When you feel like it, you can take parts of that past and add it to your current self, or just take the whole thing and add it in. However, the more you add, the quicker your potential drops. You may also pull from previous lives if you had any (this is open to definition, i.e. Your past worlds could be considered past lives). However, the strength of what you pull out from these previous lives depend on how well you remember them. Your immediate past self is always perfectly clear as far as memory goes. However, once a part of that past has been taken, you can't put it back. It becomes meshed within you again. The more you reincarnate, the more past selves you accumulate, and the older past selves become harder to remember. As far as what a “blank slate” is, you'll have to set a default state for yourself, this becomes your blank slate. Your default slate can be chosen from whatever form you can feasibly become as you are currently.

A BEST FRIEND OR A DOZEN?

If you're not the sort to travel alone, you can make arrangements for companions here – maybe you're looking for new friends, or maybe you're just looking to help out existing allies.

Pre-existing Allies 50/300/500 points

Import a companion for 50 points; they gain 700 points to spend on skills. They gain the same choices that you would for free. (Genre, Arc, etc.)
You may import in a batch of 8/20 for 300/500 points, with the same benefits.
This option can be taken as many times as you can afford it.

Locals from Town 100/200 – 300/400 points

If you're looking for help from the locals, this is the option you're looking for, however, there are caveats to take into consideration. The base cost exists strictly for companions that you'll personally convince to join you – if you succeed in doing so, they can follow you along should you ever leave Town for good. The increased cost exists if you don't want to deal with the hassle of convincing another person to join you. However, the 100/200 range specifically deals with mortal individuals. Mortal individuals gain the same benefits that your companions would.

The upper range of costs deals specifically with miraculous individuals, though the same premise remains. Because miraculous individuals tend to already possess a specialized Arc, they don't receive the same benefits that your companions or mortal individuals would. They still get a net 500 points for use however.

SOME THINGS MIRACULOUS, SOME THINGS MUNDANE

Sometimes, having the right tool for a task can render a problem effortless and inconsequential. And then on top that, it's nice to be able to hoard a stash of trinkets and treasures. Well, maybe not for you – but if you are interested in material possessions, there's a small selection of things here that might interest you.

General consumables purchased here will replenish within a week. There's an error margin of roughly several days, but a week is a safe estimate. It's safe to assume that unless otherwise specified, every item can be purchased as many times as you can afford it. If you're exclusively interested in standard items, the selection is available here. But there is something else...something a bit...peculiar that you can consider aside from that.

From a Wish Chang'd World, The **Blueprints**

It all started with a blank scrap of parchment.

It could have been just another scrap of parchment and that would have been the end of that.

But this was the foundation of something else.



This is a blueprint – a blank slate for you to define, to manipulate, to mold.

To see this through, you're given a set of **letters**, **15 by default**.

If you need more, you can trade for points for letters – 50 points per letter.

Only one person per group may utilize this blueprint – while you can collaborate with your companions on the design process, there can only be a single final product for your entire group. In the same fashion, the finished product is considered the "property" of a single individual – in most cases, you'll probably be the owner.

Of course, this is entirely optional, if the hassle of designing a blueprint isn't your cup of tea, there's no reason to partake in it.

Starting the Foundation, A Question of **Type**

To build the foundation, first you need to have an idea of what it is that the blueprint is supposed to become. Really, you want to have an idea of what it is that the end product is supposed to be.

So ask yourself this, do you want the final product to be...



A **Tool**, to serve as the means to an end?

o) Well suited for general **Functions**.

o) Works well with general "crafting" modifications i.e. Blacksmithing.

o) Easy to manipulate and adapt to a wide variety of situations, basically the most freeform option.

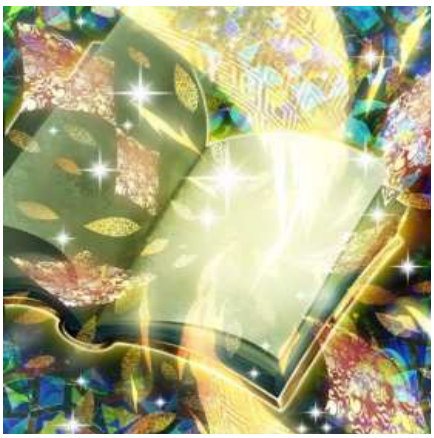


A **Location**, be it a domain or just an architectural expression?

o) Aligns well with **Individuals**

o) Modifications for the **Domain** can be used to customize this, without actually implementing the Domain.

o) Can be modified with whatever means you have that affect locales.



A **Magic**, to give form to the supernatural?

o) Increased effectiveness with **Affinities**, and magic related modifications.

o) Open to any modifications that can be used with spells and magic.

o) Can serve effectively as a magic source in places with no magic.

The choice of the **Type** will define how the final product is viewed, even if in the process of designing and detailing the blueprint, you end up outlining something that doesn't quite resemble what the **Type** would be associated with.

If you find the prospect of deciding the definition a little premature, you can always leave it until later. On the other hand, if you're looking for the most convenient option, then it's probably best to opt for building a **Tool**. **Tools** are effectively the generic option, and fittingly, it doesn't have any particular stipulations. In contrast to this, a **Location** may be somewhat bothersome to manage, and **Magic** generally has some expectations of its user.

You can see the **Type** as giving a rough form to the blueprint.

If for whatever reason you don't feel content having the final product be seen as a single **Type**, you may add an additional definition at the cost of **3 letters**.

A Matter of Desire & **Function**

To complete the foundations, you need both form and function. If the Type gave you a rough idea of the form, then here is where you'll be deciding the general **Function** of your finished product. Similar to **Type**, this gives you an approximation of what it is that the finished product will be intended to do and narrows down what it will specialize in. **An additional specialization, like additional Types, costs 3 letters.**



Storage

As implied by the name, good for keeping things safe. Has similarities to the Protection Function, but is passive in nature and emphasizes on utility. A good Function for those who favour a Blueprint that doesn't need much management.



Creation

Useful for creating deployment platforms, more effective if you intend for this to create something specific.

Works well to supplement other facilities and systems. The most effective Function for support purposes.



Transportation

Serves to move things from one location to another, the means with which it does this will change based on specific modifications.

Primarily focused on utility, it can serve other roles with enough work, but the effectiveness isn't all there.



Protection

The aggressive counterpart to Storage. It sacrifices the notion of holding on to things in favour of more strength to repel potential threats.

Has a larger "coverage" range than Storage due to the sacrifice of utility.



Control

A Function designed for containment, limitation, and binding. Works particularly well with the **Magic Type**. As one of the two "offensive" Functions, this is the less aggressive of the pairing, like a middle ground between Destruction and Protection.



Destruction

The most aggressive option, realistically intended to serve as a weapon whether against general or specific targets. Puts an offensive spin onto the modifications that are implemented into the blueprint after this is taken.

Closing the Shell, Shape & **Size**

To round off the foundations before you move on to specifics, there's the matter of **Size.** Size is pretty much as straightforward as it can be – it gives you an approximation of how much room the final product will take up. But between the **Type**, the **Function**, and **Size**, you should also have a pretty good idea of what it is that you're going to be getting – even before you start working on the specific customizations.

The choice of size doesn't have much room for compromise, you can only choose it once, and unlike the **Type** and **Function**, there's a cost associated with larger **Sizes**.



Tool Sized (Default)

+) The smallest size, but also the most inconspicuous and easy to manage. As the default size it has no cost. Tools can become extremely small.

+) Retains changes much better than any other Size, and requires the least amount of effort to change regardless of complexity.

+) The finished product is easy to deploy, and deployment time is always the shortest in comparison to larger size classes.

-) The small size makes the impact of other modifications not as impactful as they may be for a larger size.

?) Optionally, modifications can scale down in size where appropriate, to suit the size of this object. This mostly pertains to the Domain.



Room sized (**1 Letter**)

?) The "middle ground" between a Tool and a Building, this option supports all functions and modifications moderately well without any particular disadvantages.

+) Works well with Individuals, this size class establishes a good balance between comfort and conspicuousness.

+) Making changes to Blueprints of this size class is still feasible with more effort, at the same time this size class is more resistant to external factors than the Tool size class.

-) Unfortunately, even at this size class, it may already become somewhat unwieldy for your average human.



Building sized (**3 Letters**)

+) The largest size class and possesses the most space. As buildings can be outrageously large, this size class covers a large range.

+) The increased size amplifies the effects of some modifications, and also works well with the Domain in general.

-) Without external aid, this is most conspicuous option available, and requires the most attention to keep orderly.

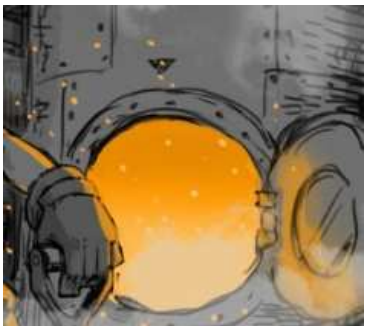
-) The larger the size, the more strain is placed on defensive modifications intended to protect the final product (and the less effective they become)

-) Naturally, Tools of this size may not be all that easy to handle.

Flesh on the Body, **Writing on a Canvas**

This is the main portion of modifications which you can apply to the blueprint. Costs are indicated alongside each option. More specific modifications exist however...

Forge (2 Letters)



Effectively an option that allows the Blueprint to be used as a means of decomposition and synthesis, the Forge modification effectively operates autonomously. As both a Tool or Magic, this modification effectively translates into the process for breaking things down and creating things. But if your blueprint happens to be a location, this could just as well be implemented as an actual forge that becomes part of the blueprint's foundation.

The effectiveness of this is amplified if your blueprint is aligned with the Creation Function, increasing the speed at which it functions and also the quality of products created. It also makes it so that the Forge works on its own accord, without needing external influence. It also aligns well with both Protection and Destruction Functions – affecting the Forge's finished products.

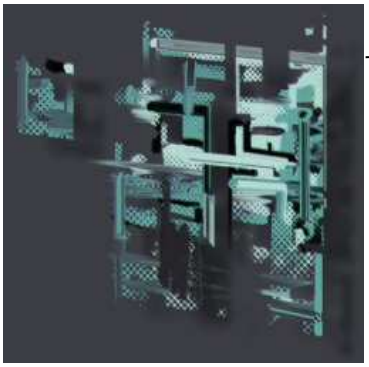
Generator (3 Letters)



This modification effectively creates a self sustaining energy core – for Tools and Locations this will likely have a physical presence for the core itself. If your Blueprint manifests into Magic however, the core could be entirely composed of magic without any physical footprint.

The Generator aligns with any Affinity that you may choose to implement for the Blueprint, though ideally you'll restrict the Generator's output to a single Affinity. Mixing together too many Affinities may end up diluting the Generator's output and overall effectiveness.

Synchronize (3 Letters)



This modification works to tie the Blueprint's completed form to the owner and another individual. Normally, only the owner of the Blueprint is capable of deploying the finished product, but Synchronization effectively allows another person to do so as well.

In addition to this, the Synchronization process allows the completed Blueprint to update itself periodically and better align itself to its owner and the other individual. It isn't a 1:1 rate of growth, but whenever one of the synchronized individuals grows, the completed Blueprint will grow as well. By the same token, whenever the completed Blueprint is improved, the synchronized individuals will improve a little as well.

Miraculous (2 Letters)



A modification that adds to the foundation of the Blueprint, this weaves the essence of a miracle into the framework. Tools become capable of feats that don't necessarily make sense, Locations manifest qualities that seem to clash with the natural order of the world they're in, and Magic effectively creates supernatural phenomenon with absolute ease.

This can be seen as a modification to amplify both the Type and the Function of the completed Blueprint, but as the notion of a "miracle" implies, it isn't something that you can pull on time and time again. If a miracle is forced out too often and too consistently, it stops being a miracle and becomes somewhat mundane instead. Its full effectiveness is apparent when it is used in moments of desperation.



Auctoritas (2 Letters)

Enacts an Auctoritas involving the Blueprint, rendering its existence part of the world's natural order. At a simple level, this makes it so that the Blueprint's presence will not be rejected by the world or the individuals within. If your Blueprint ends up having dependencies or systems which may conflict with the world around it, the Auctoritas will act to smooth out any differences. But if the world or anything in the world attempts to remove the existence of the Blueprint or change its functionality against the owner's will, the Auctoritas will activate, negating such attempts. This is a defensive measure, for all intents and purposes.

The Auctoritas is a miracle, in the most general sense of the word. As such, its effects are more effective in an environment where Magic is already present. It'll still work even for a normal Tool or Location, not with the same intensity.



Curse (2 Letters)

Intended to be a defensive measure, but to some extent also an offensive option, this is similar in nature to an Affliction, except it is inflicted upon others, in particular those which threaten the Blueprint's finished product.

The nature of the Curse shifts based on your chosen Function. Protection Curses cripple the offender's ability to inflict harm, Control Curses restrict the offender's ability to act, Destruction Curses render the target more susceptible to harm. Transportation Curses hamper the target's mobility, Creation Curses manifest hazards against the offender, and Storage Curses corrupt tools and objects used against the Blueprint's finished product.



Sentience (3 Letters)

This reworks the fundamental nature of your Blueprint, giving it the ability to think and feel the same way a human would – without any other changes to its form or nature. There are more specific branches of this modification, but if becoming sentient is enough for you, then there's no need for you to take any of the related options.

Of course, this could result in some rather awkward moments when it comes to deploying your Blueprint, and also as far as some other modifications are concerned. But you'll have all the time to work those out on your own after the Blueprint is completed.



Spirit (Requires Sentience)

A subset of sentience, this option is incompatible with the other Sentience sub-options. In particular, this subset works well with the Affinity and Generator modifications, capable of drawing on both of them, as well as amplify their power.

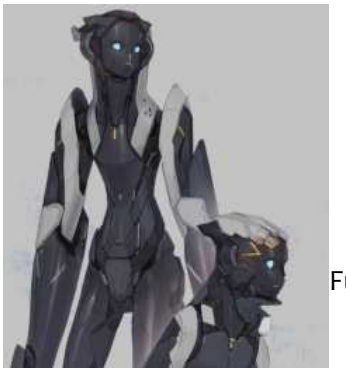
While the exact nature of a spirit fluctuates wildly based on what sort of spirit you're dealing with (A tree spirit is far different from a wind spirit as far as proficiencies and physical form for instance), all spirits are supernatural entities to some degree, and have a set of rules which generally don't align well with the "natural order". If your completed Blueprint is something that bends or gnaws away at the reality it is manifested in, this subset will amplify those effects as well. This can be used to bind a spirit if you don't want to use it to create a spirit.



Possession (Requires Sentience)

This subset is distinctive in that it comes with no physical form, and it can be seen as an ability rather than a special form of sentience. It effectively allows the Blueprint's Sentience to hijack another object within its reach and seize it for use as a "body". This process doesn't take much time when it comes to inanimate objects, but it does isolate the Blueprint's Sentience in another shell for a period of time.

The Possession process doesn't work on things that already have Sentience, effectively it only works for things which are empty shells. The Blueprint's Sentience can abandon the shell to return to the completed Blueprint at any given time, but if the object originally hijacked is moved too far away, they won't be able to hijack it again.



Automaton

(Requires Sentience)

A subset of sentience, this option is incompatible with the other Sentience sub-options.

Automatons are efficient at all Functions and can be "tuned" to carry out a secondary Function in addition to its primary Function. A robot (it comes with a robot body) for all intents and purposes, it has a rather rigid perspective, but this perspective is open to change if you're open to teaching it.

Automatons work well for optimizing the completed Blueprint's operational efficiency, and remains the same regardless of the chosen Type, but it isn't really much of a companion. Growth under the Automaton scheme is generally a matter of upgrades facilitated by the owner, rather than the Automaton upgrading itself.



Individual

(Requires Sentience)

A subset of sentience, this option is incompatible with the other Sentience sub-options.

This subset doesn't offer much at the beginning, effectively giving the Blueprint the personality of a newborn.

This does mean that the Blueprint will need a bit of babysitting from the owner, but growth comes very quickly thanks to the personality being a blank slate initially, and in the process the Blueprint will imprint onto whoever its caretaker happens to be.

The Individual comes with its own body, but you'll probably want to decide those details during the design phase. The Blueprint being what it is, age isn't much of a concern, but exactly how they look is still open to change.

Anchors to the World, **A Study of Affinities**

The blueprint's Affinity can be seen as another portion of its foundation, but this one is entirely optional and it isn't a default part of the blueprint. You can establish multiple affinities, but affinities alone won't round out your blueprint.



Standard Element (1 Letter)

This alignment deals with the standard range of magical elements, like the Four Elements of Earth, Water, Air, Fire – or other elements of a similar "elementary" nature.

Elementary Affinities like this are easy to draw upon, manifest, and manipulate, but resistances against these elements are also relatively common. When it comes to Tools and Magic, this generally manifests through the intended Function. When it comes to a Location however, it is more likely to be woven into the foundation of the Location.

Of particular note, if your Blueprint is a Magic, the strength of aligned Standard Elements are increased twofold.



Esoteric Element (2 Letters)

Esoteric Elements are a fair bit more complex than the Elementary Elements, but typically deal with aspects of the world like seasons or aspects of life such as emotions.

The strength of this elemental affinity generally depends on its abundance, but at the same time, the most abundant of this elemental set is more likely to be resisted as well. Anger, for example, would likely be stronger than something like a Hurricane in a world where the emotion is common place – but its effects would probably be easier to resist as well. Manifesting and manipulating this element is likely to be more complicated as well.

Otherwise, this works in just about the same fashion as the Standard Elemental Affinity does and sees the same benefits as well.



Thematic Foundation (3 Letters)

This is effectively a Principle. It is effectively the most open ended Alignment possible and also the closest to fundamentally manipulating the foundation of the Blueprint out of the Affinity options. This turns the finished product into a metaphorical anchor.

Principles can effectively be anything – generally they'll be a theme that is inherently tied to the individual. But the individual in this case is your Blueprint, and well, your Blueprint is still under conception, so you'll have to decide what it is.

There isn't so much a consideration of resistances or effectiveness when it comes to a Principle. The Principle exists, and when the Blueprint is manifested, it effectively reinforces said Principle within the world around it – establishing said Principle if the world happens to lack it.

Within Inscribed Letters, **Notions of a World**

An aspect that's independent of the Blueprint's Type, yet fundamentally connected to its foundation nonetheless. This is a Domain, a space that's weaved into the fabric of the Blueprint and the end product. It isn't something that's part of the Blueprint by default, so you'll have to sacrifice **3 letters** to weave it into place. Regardless of whether you have a Tool, a Location, or some sort of Magic, the Domain can still be accessed, in its own little pocket.



You could just write a Domain into the foundation and leave it at that, leaving you with a space to shape when you get around to it. But there are some details that you can decide while you're still in the drafting stage. There are two specific options, addressing the **Genre** and **Denizens**, and then there is a range of miscellaneous options that address various unassociated attributes.

Genre is a fairly simple choice, it sets the atmosphere within the Domain, and may influence how the Domain operates to some degree. By default, this aligns with the Genre that you've already chosen for yourself. If you don't have a Genre however, you can choose one, by dedicating **1 letter** to the blueprint. You can always implement more than one Genre – and of course, if you already have a way to implement Genres, perhaps choosing one in the design phase isn't all too important.

Denizens address the entities who may spring up within the Domain as it develops. Both of these are optional, and particularly in the case of Denizens, you may wish to opt out of it entirely and keep the Domain all to yourself.



Genre – Pastoral

Each of the Genre modifications affect the Domain's general aesthetic, but also manipulates the nature of the Domain via Properties, aspects that influence what natural phenomena occurs.

The Pastoral Genre influences the pace of how events unfold, slowing things down, making things more pleasant and less stressful, but also less dramatic.

The overall environment is more conductive for healing and recovery efforts, and generally, Denizens and visitors who dwell within are more peaceful than they might be outside of the Domain.



Genre – Gothic

The Gothic Genre influences the Domain's overall mood, and can create a permanent period of dusk or evening as you see fit. Weather phenomena like atmospheric fog, harmless lightning, and timely bursts of rain become a rather common occurence.

This Genre aligns well with the Control and Storage Functions, or better put, finding ruins, prisons, and vaults hidden away isn't too uncommon here. It also aligns well with the Creation Function, in the sense that deviant breakthroughs can occur more frequently, with less rhyme and reason to how the process occurs. Denizens here also have an odd tendency to obsess over things...

Genre – Immersive Fantasy



A Genre that aligns well with magic of all types, this floods the realm with magic and makes supernatural phenomena a good deal more common than normal. There's a particular focus on things created from imagination, and many things here just don't make sense. Not that they need to.

Modifications related to magic in any way which affects the Blueprint will also affect the Domain with this Genre active.

Magical creatures tend to find a Domain influenced by this Genre a safe haven. They might not become “permanent residents”, but they will show up rather frequently – generally in an amicable manner.



Genre – Techno

The most advanced when it comes to the Genres, one of the most notable influences is the increased presence and efficiency of technology, something which would be rather hit and miss even out across Town.

This Genre encourages invention and discovery within the Denizens and visitors, and as such it complements the Creation Function well. Even without Denizens, it's not uncommon to come across odd little robots and unfamiliar scraps of technology wandering about the Domain when this Genre is active. It's an effective Genre to establish a more modern atmosphere.



Genre – Road of Trials

The Road of Trials isn't intended to make a Domain pleasant – quite the reverse. It places a constant pressure on the living beings within the Domain and forces them to grow. There's always a certain level of danger within the Domain, not enough to be immediately fatal, but always pushing the boundaries to test them.

This complements the Protection and Destruction Functions immensely, fortifying both aspects for the completed Blueprint and also reinforcing Denizens and visitors alike. In particular, the Road of Trials allows for dangerous beasts from the outside world to materialize, giving folks inside the Domain an opportunity to test their mettle in a relatively controlled environment.

Genre – Fairy Tales



In some ways this Genre is a middle ground between the Road of Trials and Immersive Fantasy Genres. It takes a part of the danger and challenge from the Road of Trial environment and combines it with the supernatural aspects from the Immersive Fantasy environment.

The end result is a more coherent supernatural environment, with stronger ties to reality interlaced with creatures like Youkai and Fae. These creatures are generally less whimsical and not necessarily as sympathetic as entities that show up in the Immersive Fantasy environment, but their powers are easier to understand and by extension, easier to control. This Genre still enhances magic by a fair degree, and it is effective for training magic.



Genre – Epic Fantasy

Amplifies the existing modifications for both the Domain and the Blueprint as a whole (though the former is influenced to a greater degree than the former). Denizens are more likely to become larger than life, events that unfold within the Domain do so to exaggerated proportions.

The scale and scope of things within the Domain are increased as well – buildings seem to be built for giants rather than humans, weather phenomena intensifies substantially, and the atmosphere always seems charged. A good Genre when it comes to creating something which can be considered “epic”.



Genre – Adventure Fantasy

A Genre that is effective at creating an atmosphere for exploration and adventure as one might expect, even in a fixed Domain this allows Denizens and visitors to have “exciting” adventures of their own, even in an environment which may already be quite familiar to them.

Things like hidden dungeons, caves, and ruins pop up on and off when the circumstances permit, and it isn't uncommon for any Denizens or visitors to become adventurers on their own time as well. The atmosphere is generally more subdued in comparison to that created by Genres like the other two Fantasy variants – and as such, folks that thrive in this enviroment tend to be more down to earth and reliable.



Denizens – Alien – (1 Letter)

Changes the general aesthetic and function of the Denizens that live within your Domain. The appearance of these denizens can vary wildly, from creatures like the batfolk of 136199 Eris to eldritch anomalies who would probably be at home in the Deep Outside.

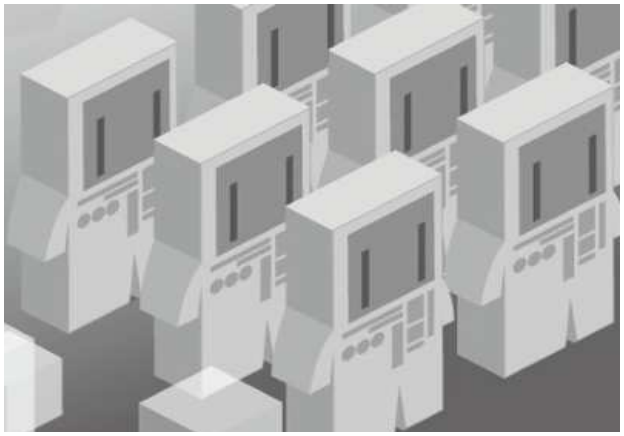
These denizens are generall proficient in skills that don't really make much sense, they are aliens after all. A "mundane" skill to them may be something like divining the fates with odd bones, or making liquor out of rocks. Being alien in nature, they have a good level of resistance against the supernatural and paranormal. Thankfully, you won't have any communication issues with them, though they'll have their own tongue.



Denizens – Beastial – (1 Letter)

This is also an aesthetic change for the Denizens within the Domain, but restricts the form of the Denizens to animals – well, animals that would have appeared on Earth (Before it was engulfed by the Outside). Because the number of valid species is so high, it's difficult to narrow down what your Denizens will be proficient at or what their daily lives would be like, outside of the guideline that they'll act in a fashion befitting their species.

With the Alien and Beastial modifications in particular, you can arrange for multiple races among the Denizens by taking the modification more than once.



Denizens – Drone – (1 Letter)

This effectively changes the nature of your Denizens into a Hive of sorts. Each Denizen contributes towards the Hive, for whatever Function that you intended the completed Blueprint to serve. This works especially well when your Blueprint has an Automaton's level of Sentience.

Drones are easy to command and manage, but they aren't really all that interesting, and their effectiveness is truly apparent when they're applied to the menial tasks that would normally fade into the background.



Denizen – Fiend – (1 Letter)

If you prefer Denizens that are monstrous in nature, this modification gives a closer approximation of that than the Alien or Bizarro modifications. Demons, nightmare beasts, fae folk, Youkai, all are valid under this modification. The Denizens within this category are inherently supernatural – their presence "invades" the world around them and depending on the Domain's Genre, this can end up having different results. If the Domain happens to have no Genre, then generally speaking, the influence of these Denizens just causes "weird" things to occur increasingly often.



Denizen – Bizarro – (1 Letter)

There's no rhyme or reason to how these Denizens appear, and in all likelihood, even their strengths and weaknesses may not make sense. This option works best when your Blueprint has an Affinity of some sort, which gives you a basis for how these entities should appear and what they should be capable of.

Bizarro Denizens don't really adhere to reason or common sense, but it also makes them more resistant to change and conformity. Their numbers are generally smaller in comparison to other Denizen types, so to some extent, they're more "unique" than the rest.



Denizen – Self Sustaining – (2 Letters)

One of few general modifications to how the Denizens operate, in a standard Domain, the Denizens within require some sort of external simulus to be truly effective. If they're left "locked up" inside the Domain, eventually the group will stagnate. This modification changes the dynamic entirely, making it so that Denizens can learn new skills even isolated away from the world, trade is facilitated entirely within the Domain, and even in a finite Domain, the Denizens won't suffer the normal constraints associated with such a world. (In cases where resources are finite, the Denizens will adapt to either utilize alternatives or find their own means of generating resources)



Denizen – Ancestral Guardian – (2 Letters)

This modification is dependent on the nature of the Denizens within the Domain, as it weaves a unique individual into existence. This individual is similar in some ways to an entity born from a Wish, but it responds to the collective desires of the Denizens and manifests in a form reflecting the Denizens that worship it.

This is effectively a defensive option for the Domain, and while there's nothing preventing the Guardian from leaving the Domain, they're at their strongest when they're surrounded by the Denizens that can support them. Because the strength of the Guardian is dependent on the Denizens themselves, the fastest way for the Guardian to grow is to help the Denizens develop.



Denizen – Co-Existence – (2 Letters)

The extent of this modification is flexible, ranging from smoothing out relations between the various Denizens and individuals that reside within your Domain to outright symbiosis between groups and individuals. At the very least, It ensures that relations will never degrade to the point of open hostilities so you don't have to worry about wars breaking out inside the Domain when you aren't around.

This continues to function regardless of how many different Denizen types you have within your Domain – though you can change the specific details of each group's relationships with another group.



Misc. – Barrier (1 Letter)

A modification that serves as a means of protection for the Domain, this enacts a wall of magic that can prevent unwanted intrusions. It works well against threats that have no means of countering magic, but it can be dispelled if the opponent is sufficiently strong and capable of detecting the barrier itself.

While it is primarily intended to protect the Domain, it can be manifested temporarily to defend the completed Blueprint itself. Manifested in this fashion, it can resist all manners of attacks as long as they're fairly weak. But it can't be sustained for long periods of time and reduces the completed Blueprint's effectiveness while active. This synergizes well with a Blueprint that focuses on the Protection or Control Functions.



Misc. – Corridor (2 Letters)

An extensive modification on the physical arrangement of the Domain, this turns the Domain into an infinite passageway of sorts – there's no definite beginning or end to the Domain, just a continuous corridor with openings for connections where necessary. The aesthetics of the Corridor structure fluctuate based on the Genre you've chosen.

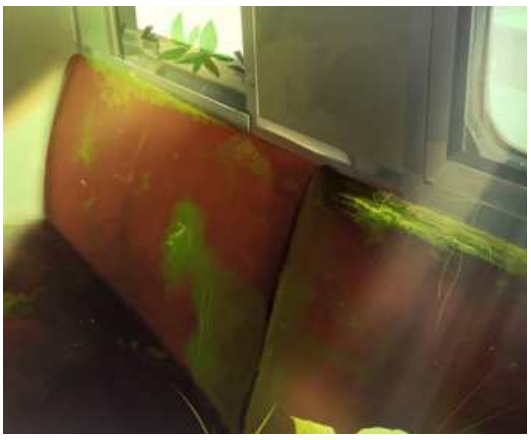
The nature of having openings makes this modification work well with the Transportations Function, as it can serve as a hub for locations which have you've already visited in the world. These connections are open to manipulation, and if you happen to leave the world, the connections will break apart.



Misc. – Distortion (2 Letters)

This modification influences how things interact with one another within your Domain. Instead of following "consistencies", this allows things from different backgrounds and different aesthetics to coexist seamlessly.

The effect goes beyond appearances alone – when dependencies are present, like a television requiring electricity but your Domain operates on a Summer aligned Generator, this modification will allow the television to work flawlessly with the Generator. The consequences of this "harmonization" will linger even if elements are removed from the domain, though they will fade away with enough time, unless they're returned to the domain.



Misc. – Intertwined (2 Letters)

This modification allows you to borrow aspects of a Genre other than the one that you've already implemented and meshes those aspects with the existing environment in your Domain. The major effects of the Genre aren't present, but the aesthetic effects and some of the natural consequences will persist (like technology being more advanced in a Techno genre or the atmosphere being twisted in a darker fashion in a Gothic genre).

This is also applicable for implementing Genres outside of the choices available through modifications alone.



Contained (2 Letters)

This modification primarily affects the overall environment within the Domain, creating "pocket environments". This could come in handy if you happen to have multiple Denizen groups which have different needs as far as living space goes, or if you need to create different zones within the Domain for whatever reason.

By default the environments aren't interconnected, but there's nothing preventing you from establishing connections during the design process. As far as designing the actual space goes, the specific details are still up to you. You can make it as complicated as you'd like – though it might just make it more difficult to manage.



Timeless (2 Letters)

This modification distorts the flow of time within the Domain. As the name would imply, generally this is used to slow down the flow substantially to the point where things seem to stop. But there's really nothing to stop you from doing the reverse, and use this modification to accelerate the flow of time as well.

With the Control Function, this can be used to an individual degree, creating "temporal cages" for specific targets. It also synergizes to some degree for the Storage and Transportation Functions.

Misc. – Trade (1 Letter)



This modification affords the Domain a capacity to interact with the world outside of the completed Blueprint, by allowing it to trade things with the world outside. A physical connection between the two places isn't necessary, effectively this modification already facilitates the transfer of goods in and out of the Domain.

This modification works well alongside the Storage Function, as you can decide what to do with the goods that go in and out of the Domain. The goods that end up coming in to the Domain are regulated to some degree, so to prevent potential problems with dangerous goods – but if you don't see any necessity to the security measure, you can remove them.

Misc. – Terror (2 Letters)



In some ways similar to a Genre modification, this is used specifically to invoke specific emotions out of individuals that venture into or reside within your Domain. Fear is the default emotion of this, and the modification effectively allows your Domain to manifest supernatural phenomena that draws out said emotion.

But this can be applied for emotions aside from fear as well, and it doesn't necessarily have to be negative in nature. The behaviour of the modification (manifesting odd phenomena) will persist, and the effectiveness varies depending on what sort of emotion you're trying to elicit.



Misc. – Prayer (1 Letter)

Across Town, there are fundamental "laws" which describe and define each of the locations to some extent. As a result of these laws, some places have come to develop strong magical roots. Places like the the Shrines in Fortitude, the depths of Horizon, and Bluebell Park are all examples of locales which "benefited" from this.

This allows you to draw upon a specific location and incorporate one of its Properties into your Domain – that Property effectively becomes a law that anything entering the Domain and residing there for a period of time will adhere by. For instance, Fortitude has the properties that things need to be simple, slow paced, productive, people inside need to remember their origins, and they'll always have a place for people to stay. You can pick one of those and incorporate it into your own Domain.

This effectively works like a Genre's Properties, but pull from another place instead.

The Notion of Life, **Of Letters & People**

Similar to how the Domain can be linked in with the blueprint, this gives you the option to tie in vagrant souls into the blueprint's very foundation. Their existence is effectively bound to the finished product – as long as one exists, the other will as well. These individuals can be utilized as companions, but unless you specifically import them, they'll only manifest when the finished product is deployed.

Each individual costs **1 letter** to manifest and integrate.

The Hollow



A "human" male with unknown origins, heavily fragmented memories of his past and no clue how his odd "ability" came about. A pleasant if somewhat passive individual who doesn't really have an opinion on anything (by default), he likes to loiter around and "observe" things. With time you'll probably come to realize that his memories don't work quite like a normal person – and this appears to be related to his odd Affliction.

"I must find myself."

The Hollow, in his native state, isn't that much different from a normal human except his face is always nondescript to the extent that no one seems to remember what he looks like. However, he can "become somebody" at will by putting on masks – these shift his personality, his behaviour and also give him a defined appearance that others can recognize him by.

However, none of these are his "true self" - could he perhaps be a failed Mimic, something that was lost in translation?

The Broken



Pavel is a "native" of Town, a second generation resident of Fortitude who has always had trouble expressing himself to others, in part due to his absent parents. He doesn't really know where they went – as far as he understands it people don't leave Town, and yet he distinctly remembers his parents leaving in search of "Earth".

Though he's naturally inquisitive, he also happens to be incapable of asserting himself, which may have contributed to his current Affliction. He's quite convinced that the cause of his condition is a certain boy and his "Wishing Machine", but while it drags him into trouble every now and then, it has helped him overcome his problem with being timid. As such, he doesn't put much effort into finding a "fix".

"I cannot contain my own intentions"

Whenever Pavel's emotions surge, whenever something that would be kept within grows, Pavel's body changes. It unfurls, it cracks, and that which should have been kept inside is released out. Intentions, emotions, motivations, they surge out away from him, they propel him and others alongside him. In such a state he has no concept of failure, no concept of hopelessness, there is only motion, only action, only progress.

Admittedly, it's a fairly strange sight to behold.

The Drifter



A leaf spirit that got tired of the Walking Plains and is looking for a place to settle, it has what you can consider a "show don't tell" policy, and communicating with it can feel like playing an extended game of charades. But being a manifestation of nature, it can connect to the world around it at a level that most humans wouldn't comprehend, aside from the shrine maidens of Fortitude...perhaps.

"I exist with the flow of nature."

The leaf spirit can perceive into the natural world around it, and see it for the spirits that dwell within, both the beings that exist and the ones that are yet to be. Nature spirits aren't a very common sight in other worlds, but in places where nature has been left to tend to itself, they're more likely to appear. It gives new form to life which was already present. It shows the world that there's more to be found, if one looks hard enough through the right lens.

It establishes life where there was none. It just isn't all that reliable doing it.

The Covetous



After having spent years being pampered by the Kittens at the Arcadia Kinnoruto Temple, Henry here found that his true calling had to be found elsewhere. While watching the exorcists work was moderately amusing and the Shopping District was abound with trinkets, he wanted more, and the local stock, as varied as it was, still wasn't enough. So rather than waiting for things to change, he took it upon himself to hunt down new treasures from foreign lands.

Some folks in Arcadia familiar with this fat cat question whether he's actually a cat, or a dragon stuck in a cat's body. But those should just be playful jabs at his nature...

"I must be able to find treasure somewhere."

Henry's proficiency for finding treasure is second to none, almost as if the world bends over backwards to hand the cat something valuable. Granted, what the cat finds valuable doesn't necessarily hold its weight in the eyes of another, but his obsessive treasure hunts help shed light in places which generally long neglected.

Thinking about it, he makes for an alright adventurer.

The Adored



Dragged into Town by a pack of dogs, who really didn't mean to harm the poor boy, Mikhail still sees Earth as home, but his responsibilities keep him from finding a way back. The rumors of Earth being "engulfed" by the Outside doesn't help matters – a short stint in the Near Outside was enough to make him realize that he wasn't going back by any conventional method.

Owing to a poor upbringing, Mikhail is responsible to a fault, something that seems to have manifested itself as a Bond here in Town. People appreciate him for what he does, but in particular, the pack of dogs that constantly hound him definitely count as his number one fans.

"I have to provide for those around me."

Mikhail responds to the needs of others, and he finds means to provide for them. Generally this means things like food and water, particularly for his dogs, but as long as the desire is there, he'll try to lend a hand, even if he can't obtain what's needed all by himself.

The Departed



Hiroaki, mid 30s, former businessman.

Doesn't appreciate telling much about himself: personal preference. Doesn't appreciate living a 9-5 when really it's a 7-11. Doesn't appreciate forced drinking parties.

Has a habit of telling too much about himself once he gets going. His habit of speaking in the third person can come off as a bit jarring.

He doesn't know how he ended up in Town. The fire escape shouldn't have led to Arcadia, but it did.

His "fear" of staying too long has become a Bond.

"I need to find a way out."

Where he finds an entrance, he'll also find an exit.

When the time has come to leave, an exit will become apparent.

It doesn't have to be a door, it just often happens to be one.

The Transparent



Doroteja is, as far as she knows, deceased. Ghosts aren't an uncommon sight in Horizon where she comes from, but too much time has passed, leaving her questioning whether she's dead or alive. No other ghost seems to remember her, and because of her strange quirk, she doesn't really have all that many friends. While she's keen to help others, she struggles to grasp their problems...most of the time this is quite literal. If people give her the time of day, she has no problems just talking to them though.

Her nature as a ghost has effectively become a Bond, though at times she wonders if she's still alive, just a tad bit special.

"I can only be seen under the light of night"

This is probably just a form of Ghost Magic, but lacking guidance and awareness, Doroteja takes things for granted. She basically can't be seen by others unless it's night, and there's light around. Or there happens to be a nightlight. Invisibility is nice and all, but it can make interacting with others difficult.

The Innocent



This pair are "special" existences. At a glance one might think that they hail from Celestia, but when questioned, they don't seem to know where that is. They seem to be at home regardless of where they go, and as long as they have their precious cotton candy, they're content to travel anywhere. Everything's just a "short walk" away after all.

Their affixation to cotton candy is serious enough to manifest as a Bond.

"We can make cotton candy out of anything"

Clouds, water, words, people, anything can be turned into cotton candy.

Probably turning people into cotton candy isn't a good idea. It's kind of like Jasmine Apocynum and Lee Scathing tearing hearts out of people. It isn't right, and people remain alive even after the process.

But as long as it isn't alive, no one should be offended (at least, they think so), and by all accounts, cotton candy is delicious.

The Reverent



Orphan shrine maidens are, by nature, an anomaly. The whole point of being a shrine maiden is knowing the family you were born into and knowing the role you're supposed to play in Fortitude's stability. Chie has none of this history, and as such, while she has a part of the magic, she lacks a part to play in the grand scheme of Fortitude. For her part, she seems to take things into stride, and she spends more time marvelling at the world than worrying over her future.

Her penchant for "finding" things has some questioning whether she "found" a shrine maiden's costume and decided to become one on a whim. But her affliction is real, and though it manifests in the slightest of ways, it's enough to convince others that she isn't just some gamine with sticky fingers.

"I must be blessed by the local spirits."

Whereas normal Shrine Maidens from Shrine Families bond with one aspect, Chie's bond fluctuates as she travels. In a snowy place, she may receive the blessing of Winter. In the Titov family "shrine", she may receive the blessing of The Cuckoo. She's beloved by many, just in the fashion of a not-so-close relative.

The Arcane



Ruslan is a graduated magus from School, though how he came to learn magic at School is something he refuses to talk about, even though his parlour trick magic is something he's very proud of. If you listen around, you might hear rumors that Ruslan is a delinquent, never having graduated, but just decided to skip out of Research duties and wandered off one day. There's no doubt that he's heard the rumors too – his ears are just that good. It doesn't seem to faze him though, he's quite adamant in his pursuit for mystical knowledge, and perhaps to him this outing is an extended internship of some sort.

"I can only understand magic by hearing it."

Ruslan learns magic by listening to it, he interprets magic like a composer interprets a symphony, and by that, it means he can quite literally take a spell apart and break in down into notation, complete with clefs and notes and breaks. It's through manipulating this structure that he can rearrange and rework the magic he's exposed to.

The Glutton



Fortitude Rats have a reputation that Anatoly has put to shame. He never went through schooling in the Deep Under, never went on a quest, never even picked up a sword. The other rats are aware of him and his..."eating habits", and while some attribute it as a test from the Mysteries, others just see it as an unfortunate Affliction. Anatoly doesn't have much of a clue what it actually is, he's more concerned with addressing the symptoms than finding the cause.

It just so happens that he needs a lot of food to do so...

"I must eat when I become hungry."

Anatoly can devour anything, as long as he's hungry. It generally results in "spurts" of heroic activity, moments when he actually feels like the Fortitude Rat he should be. But these moments, while fitting of an Epic Fantasy, don't last for very long. Then he gets hungry again, he goes on the hunt for food, and the cycle begins anew.

The Cryptid



Though it looks like a creature which should have come from somewhere out in the Walking Fields, this critter distinctly remembers wandering in from the Outside, specifically from Nara prefecture (it remembers a street sign). As odd as its body may look, it actually isn't perpetually full or anything, it just happens to be a bit...plump in the midsection. Though it should be a Youkai by all accounts, people haven't been able to find others of its kind, and it doesn't seem too concerned with finding compatriots either. Most people, upon seeing it initially, come to realize the effect of its Affliction.

“People don't know whether I'm real.”

Tsuchinoko are not supposed to exist. But maybe they were real all along?

The existence of this critter inspires doubt into others – it mires them in doubt when there's a lack of familiarity. People are left with a sense that this thing should not be – and yet it is. The instincts to capture it and study it are forgotten, replaced with a sense of fascination and confusion. Is what they're seeing really real? It isn't uncommon to have crowds form, groups of people left wondering if they're living in a fantasy.

The critter certainly seems to be fine with its nebulous state of existence.

The Attached



Though it looks like a puppy, it isn't any sort of canine, but rather a Youkai that has taken canine form. That being said, it looks like a dog, acts like a dog, and can bark like a dog, so generally people take it for a dog and treat it as such. As it has come to learn, it turns out that a puppy often gets pampered and treated better than an oni with horns. Content to live a relatively carefree life of “moderate” freeloading and the occasional helpful deed in the middle of the night, once it attaches to an individual, it really doesn't let go very easily.

This has effectively manifested as an Affliction of sorts.

“My partner must be somewhere close by.”

Once it attaches itself to an individual, it will stay by said individual's side.

It doesn't matter whether an ocean separates them or the Basalt Gate of Death separates them. It will find a way to reunite. Being somewhat lazy, this often results in the world distorting just a little to close the gap, but sometimes it'll just show up, reaffirming its place in the world by its partner's side.

The Tainted



“Ahmaxois Clusiana” is a fragmented entity that doesn't quite remember her past, and doesn't know where her other selves are. She remembers a Sun that was too brilliant to destroy, but too strong to contain.

“Ahmaxois Clusiana” is compelled to judge the worth of things and if her verdict is unworthy, she will destroy them. This mostly consists of scribbling on them with markers until they're unrecognizable. This feels wrong to her.

“Ahmaxois Clusiana” wants to keep interesting things by her side.

“The things deemed worthy by Ahmaxois Clusiana always have merit.”

“Ahmaxois Clusiana” questions if Creation, and the things within, has value.

When “Ahmaxois Clusiana” sees a spark of value in something, she can “borrow” it for a bit of time.

Eventually, “Ahmaxois Clusiana” will give it back, if the granter isn't removed for whatever reason, and it'll have bloomed to something even greater. But it'll feel wrong. It'll feel a little cold, like the damp that comes from an old cellar.

The Cultivator



Hirohisa is a botanist, and as long as he has plants to tend to, he doesn't care where he ends up. Once he starts his work, the world around him fades into the background and until he's finished, interacting with him may feel like talking to a mannequin. His diligence has resulted in him building up a wealth of knowledge when it comes to anything related to plants, though if you bring up the topic of a Flower Rite, he'll adamantly deny ever having heard of it. Pleasant to be around, it almost feels like his presence alone stabilizes the world around him in a perpetual season of Spring, though it is unclear whether this is something he's doing deliberately or just a result of all the plants that he pours his love into.

"The things that I grow will flourish"

Hirohisa is really proficient at making things grow, even in environments where they shouldn't be growing. He's not limited to plants, he can tend to things like people, small animals, concepts, movements, but his passion lies with plants. It's a somewhat infectious passion too – the energy that he builds up as he works is palpable, and urges others to follow in his lead.

The Anomaly



The Walking Plains is home to a good number of odd creatures, but this thing is probably an invasive species, perhaps sent here after a failed experiment out at Bleak Academy. If you can get past the disconcerting and unflinching eye that is its tail, you'll find that its relatively harmless. It just so happens that things which threaten it just...stop. They cease to be. Maybe they've ventured elsewhere in Town or maybe they decided to go on an adventure, but they won't be around to bother this creature.

"Wherever I am, more will appear."

There is reason to believe that this is an invasive species, but no one can prove it. Just like there is reason to believe that Riders lurk among us, but no one wants to prove it. People will claim that if you stare too long, it feels like several of these creatures stare back.

And that eye, that eye that never blinks, that eye that merely observes. It draws you in, it opens you up, and it exposes you to the lies of the world around you. Don't stare for too long if you can help it.

The Esteemed



There's a chance that Yamamoto Yoshihiko VII isn't who he says he is – namely a prince from the kingdom of Gorvale. Certainly, no such place exists in Town, and no one from Earth remembers such a kingdom. It doesn't seem to faze Yoshi (as people call him, despite him referring to himself by his full name) that he's in another world. He refers to it as an "Isekai experience", and judging by the assured tone he talks about it, he seems to be convinced that this is at worst, a good learning experience.

If he is royalty, then he isn't the sort to laze back and let his subjects do the work. Yoshi gives his all into almost every venture that presents itself to him. Bond.

"I am royalty from another world."

People inherently believe that Yamamoto Yoshihiko VII is of noble birth. Actually, it extends beyond just being a prince from the kingdom of Gorvale. As he travels and accumulates more titles and achieves more feats, it becomes more of a dossier that the people around him seem to have memorized and fully believe in.

You could say that his résumé arrives to the world before he does.

The Displaced



Ayano used to be a singer, back when Earth was still intact and she could call it home. She has accepted that Earth isn't a place she can return to, but leaving Earth has also left her with a sense of wanderlust. Thankfully, compared to Earth, Town certainly feels much safer, but she can't help but feel that it won't be long before she's explored the entirety of the place – and it won't be enough.

There are two parts of her that are in conflict, one being her wanderlust, and the other being her Affliction. The former urges to her keep moving, the latter compels her to settle. The former tends to win out in due time.

"I must be at home where I happen to be."

As if the world itself is trying to make her stay, wherever Ayano resides (however temporarily), the environment around her becomes amicable. People grow kind, weather turns mild, the mood takes an upward turn, at least while she's there. The world wants her to stay, and yet she still feels like she needs to leave. If there is a compromise between settling down and moving on – she hasn't found it yet.

The Novice



Irina was a Kitten in training (read: exorcist) who ran into an "accident" with a stray Tsukumogami and a very odd young boy who was "just passing through" with an even more peculiar machine in tow. Now, unfortunately, she's quite literally a kitten, an anthromorphic kitten struggling to adapt to her new life. Unfortunately, whatever power was at work that day was apparently beyond even the Gray Man's abilities to correct – and so she's not exactly in the exorcism business anymore, but rather just getting by doing odd jobs and making the best out of this furball mess. Not one to give up from a setback like this, she's quite convinced that just as she gets a handle on things, she'll probably get changed into something else. So finding a place to hide away would be greatly appreciated.

"I can be good at things if I put my mind to it."

Irina has an odd quirk where if she concentrates hard enough, she literally becomes a cat. She's a werecat, if such a thing exists. But in a cruel twist of a wish, her proficiency peaks in this form, even taking her feline form into account. She learns quickly in human form, but performs best in feline form.

The Radiant



There are three swans, and their attendant, but she's an afterthought, a dream wedged in between the wedge of swans. Most importantly, there are three swans. To say much more would risk making things overwrought, but swans are important, sacred, crucial. History changed on the back of a single swan. Town was because of a single swan. And here, there are three.

Swans are a fact of the world.

"Swan-Person"

When a swan extends their influence, it feels like an invasion. A holy invasion, a holy war almost, one where the swan's will overwhelms their target. Things happen – because there is a swan. People change for the better – because there is a swan. The world is made good – because there is a swan.

It turns out that individuality isn't all that necessary in a world where swans are good. There are those who will resist – but if they don't have the will, the individuality to assert themselves...well, there is a swan.

Standard Items

Recharge Token 50

An odd little medallion that still contains a miracle's linger fragment, the medallion can be consumed at will, releasing what's left of the original miracle. This effectively restores energy, all forms of energy, in any given object or individual. When used on an individual, it does have an odd additional effect, where it creates a temporary shield of divine energy, which blocks off the vast majority of attacks by anything that isn't comparable to a Miraculous Entity.

139 Fragments of a Single Key, and a Spare Chest 100

Looking at all the fragments, you might find it hard to recognize that there's even a key which can be made out of this, much less a usable key for the chest that it comes along with. Thankfully, you don't need to keep track of the key pieces or the chest, they'll always be present regardless of where you venture to.

On the other hand, the usefulness of this key and chest may not appeal to all that many people, its function for the owner isn't actually what's in the chest – but rather the people who get the key pieces. You see, upon entering a world, each fragment will bind itself to a unique individual and bestow them with a couple things. The first is a Talent, a special Skill that could be considered a Superior Skill or just a little less than a Miraculous Arc's Power. Like most things here in Town, it doesn't have to follow "common sense", it just has to represent that individual.

The second is effectively a Bond – it urges the bearer of the fragment to seek out other bearers, compile the key, and seek out the chest. Since the chest always remains in your possession, under normal circumstances the key and those who were given Talents will always show up at your doorstep.

There's no real rhyme or reason as to how the pieces choose the candidates. The pieces do not distinguish between what is sapient and what is sentient – that which lacks sapience will still act on the "compulsion" that the key fragment inserts into them. The only limitation is that someone who has been chosen before cannot be chosen again. If the key pieces aren't compiled together before you leave for another world, all the pieces will disappear, the Bond will vanish and the bestowed Talent will remain if it was cultivated sufficiently, otherwise it too will vanish.

A Copy of the Fortitude Almanac 100

The Fortitude Almanac was created as a guide for the many new residents that show up at the shores of the Big Lake, and most of the information inside is written in such a way that even a complete newcomer to Town will be able to get help via the almanac. There's a special magic woven into these pages, maybe the work of a Reality Syndrome or a Specialist – but it allows you to contact people for aid even from afar. The function is referred to in the almanac as a "jam line".

Whenever you're in trouble, you can consult the Almanac for advice – and the book will try to match you up with someone that might be able to help you. By default, there are three possible individuals, all of them members of the Fortitude Regional Council.

Amelia Kozlov is probably the most common individual to show up, because she always seems to

have advice that leads to a somewhat positive conclusion regardless of the circumstance you find yourself in. Granted, you might not always be able to follow through with her advice, but you definitely can't say that her advice isn't sound.

Dominic Waystreet is the least likely to show up, but when he does, you can generally expect to receive some sort of material aid (when it applies to the situation anyways). Otherwise, you might just get a pickup truck that falls on your problem. It still might not solve the problem. He personally excels at transporting things, to the degree that if he's provided with enough details to form a mental map, he can instantly transport entire groups from one location to another, even if he's all the way back in Town.

Kimiko Dinsbury falls somewhere in between, and while she might not be able to account for every single situation like Amelia can, she is amazingly perceptive and can basically see right through any sort of facade, and at least try to come up with a counter strategy. Her real expertise becomes apparent if you're facing water related problems, because being a Miracle as she is, even the thought of her glaring at water is enough to cause major water bodies to become perfectly still. Oddly enough, this isn't a freezing process, it's just that the affected body of water will become perfectly still for as long as the Almanac is calling on Kimiko for aid. She'll probably get bored eventually and break the connection though.

A Lingering but Unformed Miracle 100

When a Miracle lacks shape and association, it is basically impossible to utilize in any effective manner. The nature of a miracle is dependent on the individual that it is associated with – and so both the shape and the function of a miracle is defined by the individual's Skills and Powers. Not all individuals possess miracles in the form of items, and your standard miracle item can vary wildly in terms of form and function. That is to say, this is extremely open ended as far as what it can become. For an individual who doesn't have a clear picture of what their Skills and Powers amount to, this Miracle might not have any real use. At the very least, the individual needs to understand the nature of their Arc – if they have this, they can still give form and function to the Miracle.

But for the Miracle to attain its true strength, the individual must be intimately familiar with themselves. Generally speaking, Miracles with wide sweeping applications aren't all that strong, the more niche and elaborate a Miracle is, the more effective it becomes.

Maybe that's why the Wish Granting Machine is so strong...or maybe it's just because it's Chuubo.

A Ship, Rather, More of a Junk 100

As a ship, this is actually sort of plain, at least appearance wise. You'd probably find a couple of ships built in a similar style at the docks in Fortitude. Certainly, if you wanted a vessel to go fishing with, this wouldn't be a bad choice – you could even live on it if you absolutely had to. But you probably shouldn't stay in it for too long, you might end up encountering its primary utility function. This ship is designed to weather any kind of storm and still safely return to harbour.

This isn't limited to storms on the sea. Storms from the Outside, Miracle induced storms, Meteor Storms, Space Storms, even Kaiju can be protected against – but the ship will naturally steer itself towards the dock whenever possible. You're probably wondering, how is a ship that's supposed to

move across water endure space storms? Well, you see, this ship has an internal floatstone oven which basically allows it to fly. It just doesn't happen to have any manual manoeuvring system for this flight mode – but that's ok, since most skysails don't have it that much better. If you're the sort that gets sick easily, you probably will want to install some sort of guidance system.

The Keep 100

Despite the name, a Keep doesn't have to be a fortified structure of any sort. Actually, it doesn't even need to be a structure, any sort of location will work. The Keep has a fundamental connection to its owner – to the point where it isn't necessarily a physical location – it could be a mental space tied in to the owner, somewhere that only the owner can reach via the connection.

Naturally, depending on its form, the Keep's functions will wary. A shop can still be used like a shop, a library can still contain books, a forest will still have plants, so on and so forth. But every Keep, no matter what form it takes, has one trait in common. The Keep reinforces the Skills of its owner, multiplying the effectiveness by several times as long as the owner is within the Keep. Something that you're only "moderately proficient" at normally, you'll reach prodigious levels while you're in your Keep.

There's one last peculiarity with the Keep, something that, while consistent in concept, varies based on location. This is the notion of a "Mirror" - the Mirror is effectively a doppelganger of the owner, though only the owner's Skills and potential Powers are copied. When you aren't in the Keep, the Mirror will keep it active – when you enter the Keep, the Mirror and you will temporarily merge together and bring you up to date with what has changed since you last visited. The longer your Keep and your Mirror exists, the more you may notice your Mirror becoming "their own individual". It's an oddity to be sure, but you shouldn't have to worry about it – you were their "origin" after all.

The Unreliable Genre Shifting Sphere 100

This sphere could very well pass for a marble, but it's probably best not to let children play around with it. The idea of a Genre shouldn't be an unfamiliar concept to you, but this Alchemist affected sphere can temporarily skew the local environment and effectively enforce a specific Genre on everything present. Because the outcome of the sphere is largely random, there's no real way to predict whether you'll end up with the slow tranquility of a Pastoral Genre or the overwhelming "awesome" of a Techno Genre – but for other people in the vicinity, it'll probably be even more overwhelming, given that they won't be able to figure out just why their world view is changing so significantly and in such a brief time.

Eventually it wears off, quicker if you take the sphere back, but the individuals that are affected (who naturally, don't have to be human) will find that the effects will persist for a while longer before they eventually fade.

A Sacred Soulbinding Jack'o'Lantern 200

For a jack'o'lantern, it's pretty big – it'd be reasonable to think that the pumpkin definitely did not come from this world, because you'll probably never find a farm with a pumpkin grown to these proportions. Like most jack'o'lanterns, this is decent at illuminating an area, but unlike most jack'o'lanterns, this is also fairly efficient at binding entities – a large group of entities at that.

The process basically boils down to setting up the lantern, igniting it with a bit of magic, and then obtaining a sample of the target's blood and introducing it to the lantern. If it's successful, you'll know, because the lantern will generate a massive binding field all around the target. It'll attempt to manipulate the target's memories a bit to remove this event from their minds, and if that succeeds, it'll generate the illusion of a locale that suits the target to keep them stationary. Others who wander into the locale will become similarly trapped – and over time the lantern will basically assemble together a community of prisoners.

This all probably seems like a lot of hassle and lot of potential points of failure. But generally speaking, the lantern is fairly effective for your average mortal being – it was designed to ensnare a miraculous entity after all, so that's probably just to be expected. Should you ever pack the lantern up or it runs out of magic, the binding will linger for a time roughly equivalent to how long it has already been operational, but it will fade in due time.

A Slightly Miraculous Shop Key 200

This key doesn't lead to a shop, at least not until you insert it into a door. When a door is opened with this key, it'll break the original connection between spaces and bring anyone who walks through into a magical realm like what the Called Away experience. Granted, this magical realm just happens to be a shop, but you get the idea.

The shop, run by a group of Tsukumogami (Tool Spirits) and Fox Eared People, stocks a wide variety of general goods, but from time to time they also stock Miracle items. Unlike the unformed Miracle that's offered here, these are generally Miracle items with very broad applications, like tools which operate autonomously and act like they're alive or enchanted items that bestow their bearers with certain Skills for a period of time. They take general currency, but they're particularly interested in trading for magic items, so if they have some sort of particularly rare stock, you may have to find some artifacts to trade in.

Contingency Preparation Measure: Auctoritas Mask 200

There's reason to believe that this was actually a byproduct of experimentation from the Bleak Academy Outside – for one thing, this sort of "Miracle" defence is the sort of thing that the Academy would be interested in developing. Its function is fairly straightforward, the target puts it on and the mask will activate whenever it encounters an attack at the Miracle threshold. Things like causality manipulation (The sort that you might find a Primordial or a Reality Syndrome utilize), or extreme fate/will manipulation (Such as a Self Made or a Become Somebody's capabilities) will trigger the mask, and it'll suppress the effect by a significant degree. You could compare it to an Imperial Miracle as its own activation can't be stopped, but because it works to suppress the target effect rather than eradicate it, in that sense it works more like an Auctoritas (hence the name). It also just serves as a nice mask for ballroom parties, since it nicely obscures your face and will also veil your eyes – even if your eyes resemble dying stars, people won't notice.

Hopefully your eyes don't resemble dying stars.

Dimly Illuminating Portable Stellar Body 200

To be honest, it's hard to look at this individual and call them a sun. Granted, if they want to, they can seemingly turn as bright as you'd expect a sun to be (which could be potentially very

dangerous for all bystanders) – but generally speaking even when they become a "stellar body", the light they give off soothes the body and mind.

Now, they're an individual (They could be of any sex, but generally they at least "resemble human"), but they're not really what you'd consider a companion. They kind of just float about life and as long as they aren't strictly bound to you in the way that a companion would be, life seems very content to leave them be. They don't need to worry about cataclysms or potential assassinations or accidentally disappearing due to a strange steampunk machine...they're pretty much free to do whatever they want. Well, that, and provide a constant source of illumination. If necessary they can literally turn into a giant glowing sphere – it's not something they'd normally consider, but maybe if you ask nicely.

This individual in question is by default, a Miraculous Individual. The specific Arc they fall under is up to you to choose, with a caveat – they can not choose any Sickly Arc.

The Causa Causans' Undefined Edge 200

This weapon is composed of a single edge. It isn't meant to wielded as it is meant to be "present" - that is, it's more of a conceptual weapon rather than a literal one. The concept of an Edge is relatively simple, it represents an absolute advantage by one party over another. Because of this, regardless of whether the target has a weakness or not, this weapon will become a weakness.

Of course, just because it becomes a weakness doesn't mean that it trumps everything. Many things have weaknesses, many things also happen to make preparations that minimize the impact of their weaknesses. An absolute advantage only presents you with an opportunity – if you can't seize the opportunity, the advantage is squandered. It also must be noted that as the weapon only targets a single individual at a time, you must maintain absolute focus while utilizing it.

Oh, how do you use it? Well, you just sort of think about it I guess. It's like pulling iron barbs out from mental wounds, you have to "perceive" the weapon as it causes the wound – and the weapon will attempt to take effect. Key word to note here is "attempt" - Miracles are sort of finnicky that way, as you'll note with a certain Wish Granting Machine.

Be wary about using this against entities like Warmains, or well...entities of that level in general. One Miracle clashing against another is already very convoluted business, but against entities even beyond that? Well...there's no telling if you'll even be able to faze them, there might just be enough of "them" to survive Miracles tossed at them non stop.

The Eastern Clock of Fading 200

The vast majority of clocks across Town are relatively normal Clocks. Sure, some of them might have more functions than others, given that some of them were imported from Outside, but for the most part they serve to tell time. This clock here comes from the Tower of Babylon. It can tell time, but that's not what its primary function is. It makes you wonder if it should really still be called a clock.

Clocks from that specific locale have a wide variety of functions. They can serve as mundane maps, demarcating absolute spatial location as well as temporal location. They can serve as connectors – creating pathways through different pockets of space and time. (provided that there's an end

destination of course) They can even serve as windows, allowing people to look in to a different time in the same place.

This clock however – well, it has one additional function on top of these. It doesn't just denote time, it records time. It takes time that would normally be considered "menial" (Pretty much whenever an individual would choose to Fade if they could), and it retains that time for later use, simply adding it on as if time could be woven and stitched like fabric. It's a convenient tool for making "wasted" time more useful – but frankly for entities like immortals, really they already have far more time than they care for.

That Spatially Disconnected Porcelain Mirror 200

This mirror never intended to be connected to somewhere else, and probably does wish that it just lived the life of a normal mirror – but alas, that's basically impossible. In its native state, the mirror can still serve as a mirror, but if it activates, you'll notice it immediately as it will no longer reflect its vicinity. Rather, once it "locks on" to a target realm, it'll reflect that realm instead and act more like a portal than a mirror.

It's just that, for it to lock on to a target, it needs to be exposed to the right circumstances. And for this mirror, the circumstance happens to be holidays. Basically if you expose it to the ongoings of a holiday, like a party during Christmas or kids going about during Halloween, the Mirror will find or perhaps create a realm where literally everything revolves around said holiday. You can wake the mirror up and revert it back to normal by giving a rough shake – but otherwise it'll stay "activated" until you leave a world entirely.

White Horse of the Riders 200

It's a nice happy white stallion with eyes that remind you of a black hole consuming a galaxy of stars. Granted, it's friendly, and will happily let you use it as a steed to wherever you might need to go. Thankfully, being an entity that belongs in the Far and Sunless Land, it doesn't really understand the concept of terrain troubles. Land, sea, sky, space, other dimensions, if you have a pathway to get there, it'll get you there – you just need to hang on. This has led to reasonable suspicion that this creature may actually be a byproduct of a Mimic or a Deceiver, maybe it is a Deceiver...but that's probably just a coincidence at best. And anyways, the Riders are relatively peaceful now, they even like to wear articles of clothing to promote their love for Town! This is probably just an act of good will!

Probably. Maybe. Hopefully.

A Still Unplanted Wish Sapling 300

At a glance you probably would have no clue that this will grow into a wishing tree. No, no, the tree itself doesn't facilitate wishes, but it attracts Wish Spirits that basically act like little genies – lesser versions of a certain Wish Goddess...who just so happens to be residing inside a certain machine. Of course, that does mean that you'll have to find a place to plant and grow the tree, then probably wait a good couple years for it to grow properly – maybe even decades. Then there's the matter of waiting for the Wish Spirits to show up, and even then whether they'll gather enough strength to grant a Wish is hit and miss.

But there are some things that are in your control. After all, presumably you're the one making the

Wish. You should take notes from Chuubo's Wish Granting Machine – even the most elaborate wishes can still have a fairly wide margin for interpretation, and this is generally why the consequences of his wishes are...”haphazardly neutral”, if we had to describe it. The less demanding your Wish is, the more desperate your Wish is, the more likely that it'll succeed. Precision and elaboration might narrow down the margin for error, but broad wishes are less likely to have impactful negative consequences.

Finding that sweet spot is going to be a real pain for sure. But at least the Wish Spirits aren't a one time deal – they'll run out of energy after granting a Wish, but it'll come back, just like how people's willpower will restore over time.

OF OBSTACLES AND AUCTORITAS

What's life without a problem or two? Granted, problems can show up at inopportune times, they can be annoying, maybe even dangerous, but ultimately they're also learning experiences – opportunities for growth that you either seize by the horns or shy away from. Well, in the case of the following, you don't really have much of a choice as far as shying away goes.

You'll be compensated for your time of course, you can receieve up to 1000 extra points. Just don't bite off more than you can chew, or you might need to grow a couple more mouths.

A Figment of a Wish 100

The power of the heart isn't something to be doubted, and sometimes, we come to learn that we aren't so much a product of our own desires, but rather that of someone else's. Imagine that, having such a strong desire that you can literally will someone into existence. But when the person being willed into the universe happens to be you, it's a fairly sobering thought. After all, doesn't that leave you at the whims of the person who dreamed you into existence?

Unfortunately, you're quite in the dark as far as this goes. You can't shake the nagging feeling that you're a figment of someone else's imagination, but you can't figure out who it is unless they reveal themselves to you on their own volition. Worse thing is, they might have special intentions for you – maybe they want you to be their best friend, maybe they want you to be their strongest rival. Better be careful about the people you meet and how you treat them.

Animal Transformations are the Only Acceptable Solution 100

As a general rule of thumb, transforming into a giant snake doesn't solve problems – and given some of the biggest problems that the Town has faced in the past (With the Sun being murdered and all), this shouldn't come as a surprise. But somehow, almost as if you were given a bond, you've come to the conclusion that this rule must be overturned. That is – you're going to solve every problem by transforming into an animal.

This has effectively manifested into something of a Pseudo-Power – when you encounter something that can be considered a problem, you'll instantly transform into an animal. This doesn't consider whether an animal transformation would be convenient or socially acceptable – it just happens and you'll just have to adapt to it. Thankfully, once you do solve the problem (even running away can be considered solving a problem to some extent), the transformation will revert.

Carried Off by a Wave 100

Generally speaking, the Outside pushes things in to the Town and while people do speak of secret pathways on the mainland that lead outside, the connections between Outside and Town aren't really well understood. Well, if you're aiming to get into the Town, you'll probably want to find one of those connections, because you're actually in a zone commonly referred to as the “Low Outside”. It's basically a void, a very expansive void with little of anything. Granted, you'll probably come across a traveller or two – those aren't nonexistent, but finding the way back to Town might be a little bit difficult without help from another.

Don't spend too long wandering the Low Outside...it plays around with your mind if you linger there for too long. And fear sets in, don't give in to it – it'll only get worse.

Inviolable Compulsion 100 (This can be taken multiple times)

You might remember the concept of Bonds and Auctoritas being brought up elsewhere – if you forgot, the two are irresistable compulsions that force an individual to act in a specific manner – like a life taboo. This problem here forces a negative Bond upon you – the details are up to you to figure out, but under no circumstance will it have positive outcomes when it is triggered. You can take this multiple times as you see fit – but keep in mind that each Bond will just represent an addition problem – an additional liability. Even if you try to dress up a problem and make it all fancy to minimize the threat, a problem is still a problem.

The Riders' Hunt 100

Since the humans established settlements, the Riders out in the Walking Fields have come to a sort of entente with the races that inhabit Town. To give you some perspective, the first time the Riders arrived in Town, they came with the notion to destroy existence and return the world to a state of silence and stillness. They've made a fair bit of "progress" since then.

But that doesn't mean that tensions have gone away altogether. The Riders are instinctively aggressive, even warlike by some definitions – they might not be waging war on all existence right now, but they still go around honing their strength by killing things indiscriminately. Unfortunately, you have a very abnormal penchant for wandering into these hunts – which effectively leaves you with the choice of either hiding away whenever you hear the sound of a hunting horn, or standing and fighting against the hunting party that roams about.

~~Exrcru~~Riders are generally masters at many fields of combat and have a strong affinity for shapeshifting. But what make them most dangerous is their affinity for despair – well, just negative emotions in general. A fight against a lone Rider is both physical and mental in nature, and against a whole pack at once...well, just stay alert and don't overestimate your strength.

A Boy and His Wishing Machine 200

You might have heard about a boy called Chuubo – he's a pretty relaxed fellow who just so happened to create a steampunk world engine inhabited by a Wish Goddess, and decided that what he really wanted to get was a new best friend. He's not all too concerned with the implications of what his machine can do, and you can't really blame him, since generally speaking things work out in the end...even if it takes proverbial ages to do so.

Unfortunately, his wishes have a strange tendency to affect you indirectly. When the machine's sensitivity is at an all time high, Chuubo's daydreams can sometimes manifest into reality...and they tend to manifest near you – heck, the frequency of this is so high that you might as well be considered the epicenter of Chuubo's World Changing Whims.

If you find that you can't put up with the ~~maybeserpentmiracle~~ boy's whims, then you're going to have to tackle the problem at its source, which means confronting and bringing Chuubo's "tendencies" to an acceptable level. He does insist that he just wants a "normal" life after all. What is the definition of normal for a boy that can coerce a Goddess to cooperate?

A Fish Out of Water 200

Maybe at the end of the day, you just don't really belong here in Town. Maybe your calling is elsewhere, somewhere out there in the rest of the world. But wherever it is, it definitely isn't here. You don't feel like your belong, you don't feel like your interactions here are sincere, and you can't shake the feeling that this isn't a place where you can stay for any extended period of time.

In short, you have wanderlust. Whether you have the means to satisfy that wanderlust is one thing, but you're going to have to stay on the move for a very long time, and backtracking won't help you find any sense of novelty either. Well...before long, you'll probably have to venture beyond the Big Lake. Be careful if you end up Outside...

Hollow 200

It's normal to not have an emotional response to everything – some things don't rub you the same way as other people, some things are just so boring they don't elicit a reaction at all. But...well, you can't seem to have an emotional response to anything at all, and that's both sad and abnormal. Not being able to appreciate the world around you for what it is drains a lot of the color out of the world, and no one can blame you if by the end of the week, the most significant feeling that comes to mind is how tired you are of feeling numb.

But unfortunately for you, you'll have to learn to live with it, because things aren't going to change for the better any time soon. This won't stop you from putting up a facade and pretending to be interested, but without your heart in it, you'll have to put in a tremendous amount of effort to come off as sincere.

Look What the Tide Brought In 200

For a while, the leading cause of population growth in Town was the Big Lake. People literally washed up to shore, walked over to Fortitude and became a registered citizen. Fortitude isn't a sprawling metropolis or anything, but it's definitely large enough to be considered a town – at least population wise. Well, you might recognize some of the folks that wash up after you. They came from places you've already been to after all.

They might not recognize you, which suggests they may not be the same people. Or maybe they do recognize you and remember the past for what it was – because at present they're in Town, and for the foreseeable future, they'll remain in Town. Just be wary that the people that wash up aren't always going to be friendly – they might not even be human...

The Ire of a Swan 200

Long ago, when humans first arrived in Town, they were at odds with all the other races. Humans moved at a much different pace, they couldn't understand the native ways, and they were too focused on their own struggles to see Town for what it was. It would have came to war, and the destruction of the human race, were it not for the Swan-folk who fell in love with a human. Well, to clarify, a swan-folk fell in love with human made clothing.

That laid the foundations for the peace that Town has today. But you on the other hand...well, swans don't really like you – and for that matter, given how everyone (including other humans) have a fondness for swans, they'll take a really long time to warm up to you, if they ever do. Even if you don't mind solitude, it's best to stay away from any member of the Cygnus family.

The Whims of a Hollyhock God 200

Many of the major parties in the world aren't very well understood. We know that the Riders came from what lies "beyond" the Outside, we know that there may potentially be an Imperator lurking out there in the Outside somewhere, with an Estate of Time and War involved, but frankly, a lot of that is considered as either folklore or badly remembered history. The Town likes to live in the present. Unfortunately, there's an entity in the present that isn't very well understood, and likes to mess around with the world as a whole.

He's called the Hollyhock God – no one really knows what he's after, but the consequences of his "interferences" will probably remind you of Chuubo's wishes gone awry. If it wasn't for the fact that his changes are wide sweeping and generally temporary, people would probably assume that it was Chuubo running amok. But as whimsical as these changes may appear to be, the Hollyhock God is acting with some sort plan – each of his changes serve to drag you closer in to the action, or drag the action closer to you. It's like having Lord Entropy himself shine a spotlight on you.

There isn't really much that you can do here except take it as it comes. They'll never do anything that would destroy the "narrative" outright, so as long as you don't back down from their "expectations", you should do alright...Hopefully they don't pit you against any Warmains...

Supernova 300

Oof...this is odd. Almost feels like everything just got tossed through the Tower of Babel. Oh, if you didn't know, time doesn't work properly there, we may have headed a bit too far to the West. Or wait...looking at the sun, it might actually have been to the East.

This sun is too bright – and no, that's not a statement about its luminosity. The warmth that we're feeling right now is a nostalgic one, but it's nostalgic because this sun is the sun of old, and she's supposed to be dead. Somehow, you've ended up well before the 5th Hour – or at least, before when the previous sun Jade Irinka was supposed to die. There's no telling whether "history" will go as it was supposed to, after all, history hasn't been written yet. You don't even know how Jade Irinka was supposed to die, and there are so many conflicting tales regarding this that it's hard to discern what is truth and what is fiction.

But that does mean that the previous sun Jade Irinka and her daughter Jasper Irinka are both at risk, and if both suns are removed...well, Town will presumably sink into darkness, maybe even back into the Void. It won't bode well to anyone, but especially not you. Town might be able to survive the death of a sun – but can individuals?

Have you ever watched a sun die from the first row seat?

Apocalypse at Ten 300

In a world where the heart isn't confined to the limitations of a body, it should really go without saying that people need to keep their thoughts and their desires in check. But then again if they did that, Town probably wouldn't have existed in the way that it does now. You win some, you lose some. But unfortunately, there's been a rather disturbing trend of people accidentally triggering off "END OF THE WORLD" flags. Like that poor girl Jasmine Apocynum – who happens to have a penchant for going overboard and living life in the Gothic Genre taken to Epic Fantasy extremes. Really, she's a walking disaster zone, even without taking the heart extraction incidents

into consideration.

But she's just an example of someone who has had things get out of hand. Nearly everyone here in Town will have something go out of hand at least once during your stay here. Town might be able to weather the proverbial storm, but again, the same can't really be said for the bystanders. Keep your wits about you, and keep them honed, because if you let your guard down but once, that might be enough to witness the end of the world – for a time.

No guarantee that you'll still be here when Town comes back.

THE END OF A WISH

Well, if your time here is at an end, then that's the end of that. Or wait, I suppose you do need to make a choice here. After all, you're never just left with a single option. Variety is the spice of life after all. Willl you...

RETURN HOME?

If you return home now, you'll get to keep everything that you already have. You might even be able to find your way back to Town again, if somehow you drift enough and get caught up in a storm from Outside again.

STAY IN TOWN?

Well, you've probably already made a place for yourself while you were here. The inherent limitations you had as an individual will be removed, so what you make out of your expanded potential...well, you'll have to see to the end of things. Of course, you still get to keep everything you already have.

VENTURE FURTHER OUTSIDE?

This should be pretty self explanatory, no?

Notes

* Preface: If you take Chuubo's Marvelous Wish Granting Machine too seriously, it becomes a nightmare on every front.

So don't take it too seriously. This isn't Nobilis. The Flower Rite doesn't exist. Estates are slightly tweaked. If you wanted Nobilis you should make a CYOA for Nobilis.

Realistically if this becomes an issue of power level for whatever reason, Chuubo's power level ranges from low (Pastoral) to ridiculous (Epic) and goes beyond that in back lore which is entirely optional ("True" Excrucians)

- In standard CMWGM, a skill's level ranges from -1 to 5 as far as effectiveness goes. Similarly, Arcs grow up to rank 5. This was really too mechanically oriented, so instead of fixing hard numbers to things the decision was to just let the reader decide how they wanted to gauge skill/Arc levels + growth.
- Similarly Will is a heavy mechanic check for gameplay purposes, so while there's a perk to reflect the importance of willpower, there isn't any sort of hard 0-8 Will insert.
- The choice of not including Liminal Arcs and letting Mundane Arcs have less "focus" was intentional to reduce what was already a very wide spread.
- If you want a fan-Arc or whatever, it's up to you.
- Reality Syndrome **became** Gold (Augment), but I left it in as Orange (Knight) anyways, pretty much just because it worked well as it was.

First WIP (IC .5) Tasklist

  - Complete skeleton [Opening Modifications, Companion Options, Items, Drawbacks]
  - Flesh out layout for ease of use
  - Compile notes for mechanical integration of systems

Points of Consideration

- Do we actually want a scenario for this? It shouldn't be too difficult to implement a twin path mechanics scenario tying in Horizon and Bleak Academy with the S.E.E.D. & Warmain programs, but then how would that work with Genres as they are?
- The Companion Mechanic System that **should** be implemented is probably the same one as in Ergo Proxy or Folkssoul, but what the tie in will be is up in the air.
- Synthesis Item **Yes**/No? It's done.
- A Merchant and Wild Card (Similar to Recettear 2.0 and Folkssoul) background is going to clash, but it might have merit. The main problem is a question of how individual Arc choice will work with them.

PRETTY MUCH THE SIMPLEST OVERVIEW I CAN POSSIBLY MAKE [IT'S STILL NOT SIMPLE]

Character Creation

Your race, appearance, age, gender, and other basic details are freeform and up to you to decide. By default, you start off as a mortal. This is an important detail.

You have a free choice of a **Genre,** an **Arc**, a **Miraculous Arc Choice**, 3 **Skills**, and 3 **Perks.** These are all technically optional. You are given standard 1000 point sum.

Some terminology:

Genre is a pervasive worldview perspective. It only lasts for as long as you're here, but once chosen it is for all intents and purposes permanent. Genres have their own sets of modifications on a 1/2/4 line. You can find more info here.

Arc is the catch term for basically a default class. Mortal Arcs are divided into 8 categories.

Miraculous is basically the equivalent of an immortal (or a Noble, by Nobilis terms). **Miraculous Arcs** are specialized sub classes of a default **Arc**. Each Arc has 3 Miraculous Arcs.

Because you're allowed to choose 1 Arc for free, you get discounts on 3 Miraculous Arc modification trees.

Skills are exactly what the label says. They describe what you're proficient at. They describe who you are as a person.

Examples of basic skills include: Cooking**.** Discovering Shortcuts. People are Nice. Scholar.

There are special Skills like **Connection** Skills, **Magical** Skills, and **Superior** Skills. You can choose to ignore these for all intents and purposes (they show up in modifications and are explained there), but for a quick run:

Connection Skills deal with groups of people (and are basically a game device)

Magical Skills go beyond the standard notion of "magic", they're things that should be fundamentally difficult or alien for you as an individual, something that isn't part of your nature. Remember that skills describe who you are as a person, **these do not.**

Superior Skills tie in to things that are extraordinary, **examples of these** include Superior Wings (for things that don't have wings), Superior Cat Speaker (to let you converse with cats). The general rule of thumb with Superior Skills is if your chosen race normally can't do it but another race can, then it's a Superior Skill.

Hence why Superior Cat Speaker is a Superior Skill for a human.

Perks are basically the same as Skills, but normally players would get them through Quests – they're generally rather vague, maybe not all that helpful.

Examples of basic perks include: "You have a deepened connection with XXX", "You have some sort of power related to dreams and visions", "You're Cool". These are literally examples from the core, but you get the point.

There are Miraculous Perks, but those are effectively freestyle Skills. They tend to give you abilities, like "Lycanthropy". I didn't want to make it even more confusing, so I just left Perks as is.

Because Chuubo likes to use the word **Perks** so much, I specifically fell back to using the word **modifications** in place of the things that people might think of as "jumpchain perks". This is intentional.

That's it – that's really all there is to character creation. You could technically go off of that and be done with it.

THE MORE INVOLVED DETAILS [RESOLVING HARD CRUNCH VERSUS NARRATIVE]

On Arcs, Levels, XP, and Other Details

Skills, **Perks**, **Arcs**, all generally have levels. In a standard game, players do quests, gain XP, spend XP, and level up these three things. Pretty straightforward, but doesn't make for a good translation.

The **notion of Skills and Perks having hard levels was removed** because honestly what's the point? Telling you that you have specifically Level 3 "Dolphins Like You" doesn't give you a good reference to anything, if anything it'll probably confuse you even more.

Consequently, you can choose one of two conclusions:

a) The default system is that Skills and Perks go up to level 5 (prodigious levels).

b) You have Skills and Perks, they'll improve over time. You decide how much they improve by, how quickly it happens, whether there's a cap or not.

Arcs/Miraculous Arcs are special. They have 5 levels, and mortal Arcs generally don't improve all that much – normally the leveling process gives them Perks and Skills.

This is why, in interests of "potential", I made it so that there was always the possibility of going from mortal -> Miraculous.

This is why you're allowed to choose a single Miraculous Arc, just in case you do make that transition.

Miraculous Arcs have **Powers**, as you progress in Arc levels, you'll naturally learn the appropriate Powers. **You do not need to have chosen a Miraculous Arc in order to grab modifications under that branch.**

The specific details for each Miraculous Arc and their Powers can be found on Jenna Moran's site. This is the most straightforward source, because the standard splatbook does not account for every single Miraculous Arc.

Her site is on tumblr, deal with it: http://jennamoran.tumblr.com

I will attempt to list some basic details regarding each Miraculous Arc, but short summaries mean lost information. Take it with a grain of salt. Similarly, I'll try to use the fluff text for the modifications to convey as much information about the Miraculous Arcs as possible.

In an actual game, there are concepts of "**Edge**", "**Strike**", "**Miracle Will**", "**Will**". Etc. **These are all basically game number mechanics to depict "clashes" between players**. There is really no great way to fluff these, since they depict power conflicts – **so they've been represented through perks and items where feasible**.

If you're keen on Chuubo lore, you'll probably know that Moran changed the Arc classification for some Miraculous Arcs after the book was released. I used the first complete classification list because it was fine as it was. Realistically it doesn't matter all that much because the Powers are still the same.

On Custom Arcs/Skills/Perks

These exist on fansites. I don't care if you want to use these, do what you want, but for all intents and purposes I've stuck to the ones available because those are supported by Moran.

THE MORE MISCELLANEOUS DETAILS [BUILD NOTES]

On Genre

Pastoral is basically Easy Mode. If you're wary of dying for whatever reason, run Pastoral.

Gothic, Road of Trials, Fairy Tales, and both Fantasy variants are good for varying levels of conflict, with Epic Fantasy and Road of Trials being the roughest.

Techno and Immersive Fantasy are geared for discovery and exploration narratives.

On Build Necessity

This setting does not require a build to survive. Realistically, if you start at the standard timeline, the setting is self resolving, time isn't an issue, and if you find a friend or two, you can probably enjoy your time and get off scot free.

This setting is designed for both mortal and immortal (Miraculous) characters. This inherently means that for a mortal scale narrative, Miraculous Arc Powers are inherently overpowered. Use your powers responsibly. It is your narrative.

It is entirely up to you how you want to gauge power levels here. Canonically speaking, high end Miraculous individuals are comparable to Nobles from Nobilis. This is about the closest reference you can get. I do not care about further comparisons.

Build what you want. Chuubo stresses that it isn't so much about what you can do, but rather what your abilities say about you. Do whatever is fun for you.

On Excrucians:

This is important, because people probably think Nobilis Excrucians.

Chuubo Excrucians are called Riders. In Nobilis, there are four classifications for Excrucians, divided into Warmains, Deceivers, Mimics, and Strategists. Most of those do not exist here. Warmains, as referred to in Chuubo, are members of Bleak Academy. They **may** be Excrucians, but they are not on the same "classification" as Nobilis Excrucians. They have similar motivations, but because Chuubo isn't focused on the Eternal War, they have very little presence except in the past.

Riders are generally peaceful, much more peaceful than Nobilis Excrucians.

Chuubo Excrucians are known for interbreeding with humans.

On Wishes, Miracles, Imperial Miracles:

The simplest breakdown is Imperial Miracle > Wish > Miracle. If you go further in depth, this falls apart. If there is no countering element, a Wish is above an Imperial Miracle, which is approximately equal to Miracle depending on circumstance.

An attempt at the specifics are as follows:

Miracles attempt to rewrite the truth of the world, but effectively becomes a conflict between the individual and the World. The World uses Afflictions (World Truths) to fight against a Miracle, and a weak Miracle is defeated by that.

A **Wish**'s core problem is that they're extremely open to interpretation. If the Heart desires it enough, a Wish is stronger than an Imperial Miracle, but odds are the outcome won't actually match the original intention. Most Wishes lead to consequences precisely because there is no precision.

An **Imperial Miracle** is, as far as anyone can tell, a dictation of what must occur within the World because it is Truth. Because these tend to be subtle, the World tends to accept it, and it ignores Afflictions.

Now you know why **the simple breakdown is an approximation.**

On the Notion of **Chthonic**

I expressly refrained from mentioning Chthonic anywhere, because it's actually tied to Auctoritas and Afflictions without all that much basis. **Chthonic actions are basically any action that would create Auctoritas or Afflictions.** If we were to put this in terms of another video game, a Poison spell could be considered a Chthonic action, even if it's a loose interpretation (because of differences in scale).

The official summary may help: Miracles burn their truth into the world, Imperial miracles subtly reshape it, and Chthonic actions build up or eat away at deep fundmental laws.

GENRE MODIFICATIONS, OVERVIEW

Genre Mods are consistent in terms of the following details. This won't go into specifics because the Genre Mods aren't really all that complex.

Genre	General Details
100 Tier - Retention	100 tier primarily deals with **retaining the chosen Genre and allowing you to apply it in other worlds.** You can decide whether this is active or not, as well as the degree by which it is active, but individual Genres may have unique effects.
200 Tier - Reflection	200 tier deals with **the elements that make each Genre unique,** so here, the effects vary by a fair bit to reflect the differences between each Genre.
400 Tier - Corruption	400 tier **effectively corrupts the world with your Genre, so that it isn't just you that's experiencing the Genre and its effects.** The difference between the 100 tier and the 400 tier is that for the 100 tier, you're the primary beneficiary. For

	the 400 tier, everyone within a wide area is a beneficiary. It basically changes the setting's genre. Use appropriately.

MIRACULOUS ARC MODIFICATIONS, OVERVIEW

Miraculous Arc Mods generally follow this structure.

100 tier Mods are meant to introduce you to the Arc's basic concepts.

200 tier Mods are meant to be flexible range options, things that can either be taken multiple times for greater effect, or options that synergize with the Arc's existing low tier Powers/concept.

400 and 600 tiers generally focus on what the Arc is capable of at higher ranges.

The majority of a M.Arc's power will always come from its Powers, that is the only compromise which can be made in order to preserve any sense of sanity in the structure (If it was just a flat purchase option for the M.Arc Powers there'd be too many clear imbalance points)

MIRACULOUS ITEMS, OVERVIEW

Some examples of Miracle Items are the following. You'll probably note that most of these have rather niche or banal functions. Generally speaking a large number of miracle items are like this.

- **Skewer**: This is a skewer of yakitori.Because it's a ghost snack, it never runs out.
- **Briefcase:** This is a briefcase full of "important papers." It radiates that—and acts as a +2 Tool for convincing people you have legitimate business somewhere.
- **The Story of Elizaveta:** A picture book eight feet tall, retelling the story of Elizaveta, who won the favor of a swan prince and thus ended the human-Jotun war. You may use this item to inflict a guilt trip on a Jotun that has recently misbehaved.
- **Evil Pumpkin:** Smash this tiny wicked pumpkin when all is lost—or, well, when *enough*is lost —and whatever is happening stops. *Time* stops; the HG reads from one of the against-the-Bleak Transition texts… and then it is an earlier time.
- **Star of Victory:** Hold up this jewel and invoke its power and for the rest of the day you shall be victorious in all things—it embodies the wish: "*I wish that nothing could stand in my way."* As usual with wishes, the exact details of implementation are going to be up to the HG or group; the effect, in any case, ceases after the end of the day.
  The star is completely consumed after a single use.

I intentionally left the actual game text mentions in because that's basically how Miraculous Items work in a campaign context. Naturally you'll have to decide in your narrative how these items would work.