GRAVITY RUSH (JUMP VERSION 0.1)

"Everything's relative you know…your up is my down, your left is my right…it's time to gain a bit of perspective."

It was awfully nice of them to have a room available for us to work with; ah you're here – looks like we didn't have to wait too long this time. Well you can't really say that this giant sewer pipe you're in is much of a room, but evidently between the old man and his younger partner, they've…transformed it rather well.

It still looks like a giant sewer pipe, but it also looks like a rather homely office, putting things nicely. In any case, the younger man hands you an envelope. Guess you're getting presents immediately upon arrival…

+1000 CP

The old man handles the explanation in any case. As he pulls out a map, he explains that this world you've entered lies along something called the World Pillar. It seems that along the length of this World Pillar lies pockets of human civilization – you'll probably be making your entrance there.

In this world, there are some special "types" of people to note, namely Creators and Shifters. The former seem to have been responsible for making much of the world…whereas the latter…well, you could call them gravity mages. That's essentially what makes them unique anyways – they can manipulate gravity. Both of these folks are rare, and you might go about your entire journey without coming across a single one.

That being said, the Nevi and the Gravity Storms are not rare – and you'll likely find yourself harassed by either of these during your stay. The Nevi are shadowy creatures that appear all along the World Pillar – actively attacking humans – but for the most part they seem to roam about like wildlife. On the other hand, the gravity storms are exactly what their names imply – large storms where things get sucked into a massive vortex. Word of advice: Don't get yourself sucked in.

Diving into black holes isn't fun.

You'll arrive at a time when the city of Hekseville – one of the only cities along the World Pillar really – is visited by a strange Shifter…one who doesn't quite realize who she is just yet. From then on, how you spend your decade is up to you.

That being said…shouldn't we take a bit of time to work out who you are?

[Making Your Acquaintance]

Really, I don't think you should be too concerned about your appearance – if the locals are anything to go by, as long as you look human you should be fine. That being said, if you don't and you're in need of a disguise, we can provide that for you, free of charge.

You may choose to either keep your current form, or take a human form.

Age, 15+1d8.

But really what might concern you is your background – after all you have to fit in to this world somehow right? Take a look for yourself and see what fits for you.

Background	Description
The Traveler	Well the name is straightforward enough that we shouldn't need to give you much of an explanation right? You might be happy to note that you won't have any background here, no history, and essentially a blank slate to work with as far as your identity goes.
The Shifter	Ahh….one of the famous or infamous Shifters, depending on who you ask. You're not alone in this world, though other Shifters will be ridiculously difficult to find – at times you'll feel like they simply don't exist. As a Shifter, not only do you have a small animal familiar, that animal familiar is the conduit for your gravity manipulation powers – the ones that your kind is so well known for. Just not expect everyone to be overjoyed by your appearance.
The Creator	If the Creators exist, well finding them is like trying to find a needle in an ocean. For most the common folk, the Creators have already become folklore and nothing else – but they exist, and indeed – they were crucial in the formation of the world you see now. Unfortunately, with their role complete, they're now all effectively retired. You never know who might actually be a Creator…at least not until they reveal themselves to you. The age of the Creators is long gone, and you've missed the bus by a mile.
The Manipulator	Not everyone needs to be special to survive in the city, and there are plenty of folks who have survived by keeping their head above everyone else's…like you. As the name suggests, if you need to use other people in

order to live another day – you can and you will.

Just be careful not to offend the wrong person…politics in the city can be far worse than trying to master gravity powers…

The map that the old man brought out – well, it's a relatively simple map – since there's really only two major points on the map as far as you can see. Two dots on this "World Pillar"…well it certainly seems a bit odd, really a case of "small world" if anything…

In any case, it's time to figure out where you'll be granted your first home. Look, it's nothing more than just a small shack or a room as fitting your location, but it's better than nothing right?

You've been handed a dice, **1d8 for location. You may pay 50 CP to choose.**

Your Roll	Your Location
1	**Hekseville Sewers** – look, just turn right around, walk straight out, and you'll be there. Well it's bit of an overstatement, but yes, the Sewers essentially connect everything with Hekseville. You could probably move from town to town via the Sewers if you needed to. It'd be handy if it wasn't…well, the Sewers. Don't be surprised if you find people living down here – it's not that uncommon, especially along the sections that aren't in use anymore.
2	**Hekseville – Auldnoir** Essentially the "old town" of Hekseville, this is likely to be where the first construction of the city began, though nowadays it really resembles a slum more than anything. There are lots of people that are in need of help here if you're into being a Samaritan, just don't expect any gratitude.
3	**Hekseville – Pleajeune** It's quite odd, at least to me, how they would put a school inside what appears to be a commercial district. You'd think that it would simply destroy any productivity the kids might have – but don't question what works I guess? Due to the presence of Arquebus Academy, you'll find lots of kids here. Try to ignore the red light district would you?
4	**Hekseville – Endestria** The industrial sector of Hekseville is rather self explanatory.

	Like Pleajeune and Auldnoir it happens to be on its own island, and there are a great number of factories here. Unlike Pleajeune and Auldnoir which is connected by train, Endestria is connected by sky shuttle service.
5	**Hekseville – Vendecentre** The modern center of Hekseville – towering high rises are everywhere here, and you'll find that most of the citizens of Hekseville have moved to here nowadays – the ones that can afford it anyways. While industry is still concentrated on Endestria, Vendecentre has taken the place of a commercial core away from Pleajeune. No, you're not going to find a red light district here.
6	**Neu Hiraelon** Floating high above Hekseville, Neu Hiraelon is the main abode for the government officials as well as the military's top brass. You're going to find the majority of the city's research labs here as well – and don't feel too bad if the place puts you on edge…they're not a very welcoming bunch. Neu Hiraelon is capable of moving…so don't be too worried if it seems to shift location, it'll always stay in the airspace above Hekseville.
7	**Boutoume** If the name wasn't enough to suggest it…yes, you're nowhere near Hekseville at all. In fact, you're much further down the World Pillar, a fact that might be concerning to you…as time moves much faster in Hekseville than it does in Boutoume. The gravity storms that split the two apart make it a challenge to actually travel back up…but if you go through the World Pillar's core, it's not impossible…
8	Heh, you get a free pick, though honestly there's not that many places to go!

[PERKS]

Well if there are any preparations to be made it should start with you right? There's a variety of perks available, modifications we can make to you in order to better prepare you for the journey ahead.

STANDARD PERKS

Perks are discounted by half per background, with the first perk free. Regardless of your background, there is always one special perk which will allow you to expand your repertoire further…at further cost of course. Nothing comes free in this world.

THE TRAVELER

The traveler's role may be the most straightforward, but often this means they have to overcome some unfamiliarity issues before they can get to more productive matters. The skills available for you aim to soften your landing in this world as much as possible, and make acclimatization easier.

Tongue of the Locals 100

Speaking and understanding other people isn't just a matter of comprehending words – there's a matter of understanding intentions and motivations as well. The symbols might be different, the sounds might be foreign, but you can read into the undertones of others when they speak, regardless of what language they're using.

Adaptation Principles 200

Even if you're going to keep travelling, it doesn't mean you have to be a stranger everywhere you go, right? Normally, it might be difficult to quickly integrate yourself into the local society, but you'll be able to merge in quickly – and learning the skills of a local world to help fit in becomes easier as well.

Working into their Good Graces 400

Good help is hard to find these days, and offering your aid is one of the best ways to fit in with the locals. Regardless of how you choose to proceed, you'll find that regardless of where you go, people will recognize the good work that you've done, and as your reputation increases with them, more and more people will be willing to teach you things in hopes of you helping them out in return. Sometimes, these things that they teach you may be skills that are otherwise difficult to learn.

It's also far easier to get a job here…and you might find that certain occupations have some very specific benefits you won't find elsewhere.

Out of Place, Out of Time 600

There is sufficient reason to believe that at one end of the World Pillar lies something which affects the progression of time…perhaps a black hole, perhaps something else – but if the gravity storms are anything to indicate the nature of the threat…well this place definitely has a limited life span to it.

In the presence of dense gravity storm clusters, time itself seems to bend and warp. Good thing that you're protected from both of these effects – even if you were to approach too close to a gravity storm, its space warping effects won't tear you apart, and the time warping effects of moving along the World Pillar don't seem to affect you or those close to you either - ensuring that you won't accidentally come to find that decades have passed by because you travelled too high up.

THE SHIFTER

Shifters are rare occurrences in this world, boasting great power and often earning great notoriety. Though the power of controlling gravity is significant, one should learn quickly that it isn't so much the power that matters – as it is how you use the power. All Shifters gain an animal familiar – a small sized one typically the size of a household cat. It seems that this familiar is the "catalyst" for their powers – so you would do well to protect it.

Orientation 100

The first and most important thing to gravity controllers is probably keeping a clear head as to your surroundings. Not being limited to your feet on the ground might be liberating – but it also means you might run into other things if you're not careful. Thankfully, with just a bit of practice, your spatial awareness will improve dramatically – as a side effect of this, you also won't become disoriented when frequently changing perspectives.

Freefalling 200

Your powers drain energy of course, and there'll come a time when you run out of energy in mid-air, with nothing but solid concrete below you…or worse. Falling can be a terrifying thing, but if you consider it carefully…well panicking won't change the fact that you're falling right? Take your time and focus on something that can change your situation – as you go into freefall, you'll find that your perception of time slows down dramatically, giving you time to notice if there's anything that you can do to rectify your current situation.

So long as you can remain in a calm and collected state of mind, you'll find that your energy recharges quicker as well. It might be just enough to prevent you from landing head first on solid ground.

Gravikinesis 400

The heart and soul of a Shifter, what sets them apart from the masses, is their ability to wield gravity. By being a Shifter alone you'll already have some level of control, but with this you'll become an expert at manipulating the force of gravity. From creating temporary force fields to firing off barrages using items nearby, even to manipulating micro black holes, you'll be able to grasp at these advanced techniques.

Controlling these powers is a matter of finesse and concentration, developing them is a matter of practice and dedication. Nothing is going to hand itself to you on a silver platter, but if you work hard enough you'll earn the right to call yourself a master of gravity. But even a master may still find room for even more development of course…

Force Given Form 600

People take gravity for granted – especially those who live in Hekseville. Of course, when you've lived your entire life on a city floating in mid-air, it can be hard to understand the significance of gravity. Perhaps the appearance of gravity storms has changed that somewhat, it might not be a healthy respect for gravity…but fear is still better than ignorance. Still, it might serve people better if they had a better understanding…maybe a more visible demonstration would be effective?

You can shape the force of gravity into a physical shape by utilizing and destabilizing the gravity of the immediate vicinity. With this, you can take the force of gravity and forge it into items, like a cloak or claws – but be wary that this loss of gravity isn't something that will magically fix itself overnight. Once you tear gravity out in this fashion, it will take years before the gravity will normalize within the area.

On the other hand, if you were to break an item forged from gravity, that amount of gravity used for the forging won't magically return to where it was before. Instead it will affect the local area, and again it won't normalize until a substantial amount of time has passed. An item forged from pure gravity isn't going to break easily, so unless you will it to break, it likely won't yield, unless to a definitively superior force.

THE CREATOR

The Creators might be responsible for making the world – but they certainly aren't doing much to save it nowadays. Though it is very apparent that the world is in danger, the Creators have hidden away from society – their philosophy seems to fall along the lines of "the fate of the creation is up to the created".

You would do well not to assume that the Creators are omnipotent – if the ones present on the World Pillar are any indication, most of their powers have been waning as the years go by.

Simulation Sight 100

When there's already an entire city existing before your eyes, sometimes it can be hard to picture what it is that you want to build next. After all, when you're working with a blank field everything can be considered progress, but once you're simply adding on to what existed suddenly it can feel like there is room for failure.

Thankfully, your capacity for visual imagery has improved to the point that you can look at something and isolate it away from its environment for analysis as you see fit. It might not help you exactly with the contents inside the building if that's what you're looking at, but it will allow you to see all the details about the building itself.

Mending the Damage 200

The gravity storms have ravaged many places, so don't be too surprised if you find buildings falling apart everywhere you go. Good thing that your construction and reconstruction abilities have improved significantly, allowing you to make quick, critical repairs where necessary – enough to keep a building holding together long enough to withstand another storm. It'll probably be a good thing if you reinforce the buildings long before another storm arrives as well, buildings graced by your touch seem to last longer than normal in any case.

Genesis 400

Creation is an art form, one that can be easy to overlook and disrespect. Those who look upon a finished product will often take the process of creation for granted, a fact that perhaps only those who have undergone the process for themselves can appreciate.

Your abilities to create mundane objects and small buildings have always been present since becoming a Creator. But with this, you can create a small world of your own – with you as the anchor. This small world exists in parallel to the world you're in, a safe haven to retreat to for a short time. It takes a bit of effort, but you can open a gateway by temporarily replacing a door in the real world and proceeding through.

The realm you create is versatile, but you must never fall into the trap of relying on its safety…a dreamer that loses themselves to the dream…might never wake again. Too long in the realm, and you may forget where the exit is.

I would also be careful of growing complacent…because while your power is strong, it isn't infallible. When the dreamer wakes up, the dream ends – your

world is also subject to change if your mental state is significantly disturbed. That being said…with a bit more expertise, perhaps you can guard against this possibility?

Their Memories, Your Journey 600

Within the minds of others lies a world of their own – you could call it a mindscape of sorts, but in this place lurks thoughts, dreams, memories, and other such things. It's a difficult undertaking to fully conceptualize the landscape of the mind; individuals are complex entities after all. But by focusing on a single individual, you can temporarily retreat into their mindscape alongside them.

It's their mind, their domain, but while they have control, they can never destroy you from here. However, they can forcibly eject you as they see fit. On the other hand, you can nest yourself inside these mindscapes – concealing your body in the material world for a time – at least until the other party's mental fortitude is fully exhausted.

THE MANIPULATOR

Creators…Shifters…Travelers, all mere pawns in your hands. Watch them as they dance to your tune, watch and see as they scurry about, performing their acts in hopes of your appreciation. They won't know it of course – but your influence over them is far more substantial than anyone can imagine…

Obscured Visage, Veiled Motivations 100

People tend to associate faces and appearances with motivations and reputations, and frankly, while having people recognize you is hardly an issue, having people know your motivations and developing unwanted reputations can potentially ruin plans you may have. So long as they have no witnesses, nobody will put a face to your name and vice versa, much less make any connections between you and the consequences of your plans.

Keep them guessing manipulator – obscurity is your ally.

To Whom do the Shadows Belong? 200

Not everything might go your way at the end of the day, and sometimes, you just need a quick escape plan, perhaps something that you never even prepared in the first place. No worries – if you slip into the shadows, you'll be able to lose any potential pursuers. People don't seem to notice you as well whenever you're in the presence of a shadow, and you'll be outright invisible to the masses at large in pitch darkness – there'll be no shape to make out even if their eyes are keen.

Heart of Darkness 400

The Nevi are a major unknown factor in this world – everything from their motivations to their purpose to even their behaviour is an unknown to humans residing here. That being said, you may be happy to note that if you were keen on studying them, this is your chance.

Not only can you tame stray Nevi, you can also create Nevi from concentrating the shadows into a core, then moulding a shape around it. Granted, the Nevi that you create seem to be a bit weaker – but you'll have plenty of practice to improve them. Besides, if you have enough time to dedicate to this practice, surely having room for improvements isn't a bad thing?

Wild Nevi will hesitate to attack you – but be wary that taming large groups is exponentially more difficult than taming isolated Nevi. That being said…what do Nevi even eat?

I'm My Own Master Now 600

It's hard to think of the Nevi as much more than just mundane beasts – but there are those who seem capable of developing a sapient mind for themselves. Individuals are special in that they often prove to be a wrench in someone else's plan, so why not give some of these creatures a bit of a spark and help them grasp at thoughts of their own?

It's not a skill you'll be able to use often as it drains you significantly, but you can uplift what would otherwise be seen as "mundane beasts" to a state of basic sapience. What they choose to do with their newfound gift and capacity for thought is up to them. Be wary that they may be sapient, but it still doesn't mean they can communicate with the rest of the world at large…and miscommunication often leads to more trouble than not.

Of course, if you're here to sow chaos…then this should fit right into your plans.

LOCKED PERKS

Perks within this category require specific advancements to be made before they can be accessed. The requirements, and available discounts, are all indicated accordingly.

FITTING INTO A MOULD (REQUIRES: WORKING INTO THEIR GOOD GRACES)

(DISCOUNTED FOR THE TRAVELER)

It's odd that getting a job can actually be a rewarding experience in and of itself – after all, many people see jobs as a means to an ends and nothing more. The options available to you in terms of occupation will teach you skills, besides giving you an opportunity to find a slot for yourself in this society.

Architect 400

Being an Architect here on the World Pillar can be a very interesting experience. For one thing, realize that you're not building on solid ground – the entire city is floating up in the air, which alone is going to require a slightly different approach in comparison to normal architecture in any case.

Working here for the city, not only are you going to be very well versed in constructing floating cities and managing them – there's also a really interesting side effect. You might never have considered sewers to be really useful or particularly noteworthy, but now you can design sewer systems specifically so that you can quickly travel between city portions just by accessing manholes.

Jellyfish 400

Jellyfish is a special military force – just don't take the name too seriously. As it actually comprises of both the military as well as the civilian police force, you can work your way into either of these opportunities.

Working with the civilian police force is a much more relaxing choice of occupation, and you'll be introduced to all the techniques one might need in order to keep large groups of civilians under control – as well as standard investigation and apprehension practices.

However, working with the military, you'll come to learn the skills necessary to fight spectral monsters – the Nevi really – even without the powers that the Shifters have. Someone has got to keep the place safe even when they're not around after all.

Scientist 400

In a world where "magic" is essentially limited to a few, science is the only tool that can be used as an equalizer. So your job here in researching and developing new technology may be essentially what's needed in order to keep humanity going. Well, that's the motivation that sounds noble anyways.

In practice, much of what you're going to do here might be of more use to you than the common folk in Hekseville. For one thing you'll be very well versed in Nevi adaptation technology by the end of your time here, as well as constructing technology necessary for the control and manipulation of gravity. Can't say that won't come in handy…considering both the Nevi and the Shifters are quite possibly the biggest threats to the city in the eyes of some.

Government Agent 400

Standing in Neu Hiraelon's good graces might be the one thing that saves you, if the city ever does fall apart as it seems to be on the verge of doing. After all, those government folks are pretty safe nested up there in their floating palace. As an agent working for them, not only will you get a constant feed of information about everything that might be happening in the city, you'll also have express authority over the military.

The feed of information isn't here to overwhelm you of course, and it'll follow you around as you go, you can decide when you need an update and when you don't. As far as authority goes, people will naturally defer to you if you're intimidating enough – even in another world, but it's not something you should take for granted. Authority is something that can be lost if it is abused.

Taking this will cause a small cache of tools and necessities to appear somewhere in a world when you enter it – sometimes close by, sometimes a bit hidden. That might be good to know in case you ever find yourself stranded.

Academy Teacher 400

As a teacher at the Arquebus Academy, your first priority should be to ensure that the children are well educated as well as well behaved. Instilling order into rowdy bunches is as simple as raising your voice – you have to let them know who's in charge after all.

However, you're a teacher at the end of the day, so teaching remains your bread and butter. You'll certainly get more experience in handing down theories and concepts to your pupils – but as a teacher, your presence alone can help others learn faster as well, and the more well learned you are, the more that other people will naturally respect you, even if they don't know you very well.

SHIFTING INTO A SHAPE (REQUIRES: GRAVIKINESIS)

(DISCOUNTED FOR THE SHIFTER)

Some Shifters are known for the way they can slide, other Shifters are known for their kicking strength, you should figure out what kind of specialty you want to be known for yourself. After all, gravity manipulation is a very broad field – and what you become known for is only limited by your creativity.

Center of Gravity 100

When you shift gravity, you act as a sole reference frame. For as long as your abilities are active, directions are relative, but this strictly affects a limited range around you, not farther than arms' reach. Well, a normal man's arm anyways. With this, you can extend your field of influence by a quarter of its radius every time it is taken.

Axis Shock 100

One thing rises, another thing falls – while you can naturally manipulate gravity so as to launch projectiles at people, with this, you can now restore gravity to an object with no loss to inertia – turning a projectile into a bomb if necessary. As long as you launched the object to begin with, you can restore your control over it remotely, but it'll require some measure of exertion. Naturally, the bigger the object is…the harder it will be to launch.

Gravity Beast 100

As a Shifter, you have an animal familiar of course – but they'll be content not to really do anything in particular. Regardless of what type of animal they are, they seem content to just relax and linger about until you need their power. Whenever your gravity powers are active, your familiar will disappear, but with this they'll be able to maintain their presence while you're using your powers. Each time you take this, your familiar becomes a bit stronger, which is a good thing – because your powers can weaken if your familiar is ever sick or frail.

Spatial Slip 100

Once you're more proficient in manipulating gravity, you'll be able to dodge attacks on a whim just by flipping out of the way. But there'll be times when attacks come that can't be easily dodged. At those times, maybe this ability to slip out of space for a moment might help. It might only last for a couple seconds, but that might be the key to survival. Each time you take this, the duration is extended by a couple more seconds.

Wave Rider 200

Gravity sliding is essentially the same process as how you would fly through the sky, except you remain in contact with a single surface. It's certainly a fast way of getting around, but with this…well – it can be transformed into an offensive weapon as well. Objects that you catch within your sphere of influence will follow along with you – until there's no room for anything more.

You'll literally become the wave as you continue to slide forward, carrying a mess of assorted objects and people behind you. The objects caught in your field of influence seem to be more resilient than normal – thankfully.

Gravity Well 200

Even if you can manipulate gravity, your pool of energy isn't infinite. But gravity exists everywhere around you; you just need to know how to draw upon it. As long as gravity exists around you, you can pull upon it to reduce the rate at which your own energy pools drain. The stronger the gravity field, the more energy you can pull, but unless you're standing in a black hole, don't expect to be capable of using your abilities without eventually draining out.

Note one thing, for as long as you continue to pull on the gravity field around you, it will weaken the strength of the field significantly. Keep in mind that this will affect bystanders.

Twin Beast 200

When beast and man merge as one, well that's just a monstrosity. But when a Shifter and their familiar merge together, they'll temporarily adopt a hybrid form, one where their most proficient gravity powers are amplified further. Though it drains your energy substantially to maintain this form, for a short period of time the strength, scale, and scope of your abilities are increased substantially.

This does tire your familiar as well however, so it'll weaken your abilities for a short time.

Fragmented Beast 200

A healthy familiar equates to strong powers, a frail familiar equates to weak powers – so when your familiar splits itself into multiple components…well your powers are going to be a bit divided as well. Your familiar will be divided up into multiple individuals, each one a smaller but intact copy of your familiar. Your powers however, are divided into different parts.

For each familiar copy you have, your powers are divided up further, but this does allow other people to possess a gravity power of yours for so long as you assign

your familiar to them. Just note one thing – eventually your familiar will merge back together, whether you want it to happen or not.

Dead End Shot 200

Launching projectiles with your gravity powers is probably one of the easiest things you can practice, but its use can be quite limited – after all, even if you can fire a projectile, it still doesn't mean you're an expert marksman…or that your target can't just hide behind cover.

But now that you can attach gravity fields to the objects you toss, obstacles don't need to be a problem at all. Though it takes energy to maintain these fields, you can attach gravity fields onto other objects, which will make them push aside obstacles as they are launched. The strength of the gravity field will weaken the further away the projectile gets from you.

Event Horizon 300

Once something crosses the horizon, there's no turning back. You'll know that other Shifters are capable of manipulating even singularities – but it's not only extremely energy consuming, it also has a very limited field of effect. Still, it's not like you can't mimic some other aspects of a singularity…

Once something is caught within your sphere of influence, you can freeze it in place and time, rendering it immutable to change. However, try this with a living being, and you'll find that your energy drains at an extreme rate – regardless of what gravity field you can draw from. Mundane objects however don't tax your reserves heavily, and they'll remain in fixed orbit around you until you release them.

…But not unlike a white hole, it's possible to warp these objects elsewhere within your field of vision. This will free them from your control however.

FIGMENT OF IMAGINATION (REQUIRES: GENESIS)

(DISCOUNTED FOR THE CREATOR)

A world created out of your thoughts and your mind…is it really so different from a dream? There's no one that can tell you whether this world of yours is real or not, and no one that matters in the grand scheme of things besides you – the Creator. However, that doesn't mean you should be content with what you have at hand…why not see what your abilities can do?

Actors & Props 100 [TIERED]

Creating inanimate objects within your realm is easy – but the only "individuals" that you can create are those of your memories, and even they will only act like

mannequins, facsimiles of how you remembered them. With a bit of work, it's possible to go beyond mere replicas though…

Level	Effect
1	Allows you to create animals and non-sapient creatures limited to your own size and in low quantities. Sapient beings are still facsimiles based off of your perception of them.
2	Allows you to create non-sapient beings limited to three times your size, or greater quantities of smaller beings. No changes to how sapient beings are handled.
3	Allows you to create non-sapient beings limited only by the size of your world. You should be wary that as a larger realm can be much harder to keep "consistent" – the realm's size will never hold stable when approaching massive sizes.
4	Allows the facsimiles that you create within the world to develop personalities of their own, and resist change to some degree. This includes non-sapient beings – which can begin to behave outside of expectations.
5	Allows your creations to resist change completely – even if the world around them proceeds to fall apart due to your mental state. Your creations can also affect some measure of change in your world, which will not cause any damage.
6	Allows you to create sapient individuals within your realm – but these are mundane individuals who are essentially powerless to start with. The realm continues to move so long as you sustain it – so these individuals will grow along with the realm.
7	Allows you to designate "Guardians", individuals which, while present, can prevent your world from falling apart, but this act will expend their energy and part of their "life force". They'll recover over time, but they won't survive changes in rapid succession.

Building Blocks 100 [TIERED]

Creation can be a lengthy process – and you'll find that reconstructing even small buildings can take a sizeable amount of time. With this it's possible to bypass this somewhat, dropping in building blocks directly into your world – but you'll need to be in physical vicinity of the object you're trying to drop. Size however…can be quite an issue with this – and dropping a building into your world as it is might cause more damage than it's worth.

Level	Effect
1	Can drop in objects up to twice your size following a period of observation and analysis. Objects dropped will fall freely until it lands on a solid surface and adheres in place

2	Allows you to resize objects that you drop in – either shrinking them or growing them in proportion up to twice their original size.
3	Can drop in objects up to five times your size with proper observation and analysis of your target. Objects dropped follow the same behaviour as above.
4	Objects dropped within your realm will maintain their conditions of when you initially observed them and affect the local environment under those conditions – hence, a building taken at a lower gravity will have surroundings at lower gravity, a building taken during a rainstorm can stay perpetually wet.
5	Can drop in objects up to ten times your size with proper observation and analysis. Objects dropped can be frozen in place even in free fall, and be rearranged as you see fit – taking it apart and reassembling it as necessary. It isn't necessary to reassemble it at wall, resulting in "chunks" drifting about as you see fit.
6	Allows you to use a deployed object as an anchor – such objects cannot be changed once placed, but the immediate area around them will also be resistant to any changes should you world collapse. This effect is essentially the same as employing a Guardian, but it is less effective – and affects a smaller area.
7	Objects that you drop don't have to follow the same rules of physics that would be present in their normal worlds – that is, you can dictate within your world things such as gravity, consistency, and so forth, allowing you to walk up the side of a vertical tower if you see fit.

Slipscape 100

The world you created lies in a different plane, and you alone possess the ability to come and go between your realm and the world you're in. When it's necessary however, you can use your realm as a temporary place of refuge and slip inside to avoid harm. Unlike a standard transition, this happens instantly without needing a doorway, though the amount of time you can spend within is limited before you'll be automatically pulled back out. You can take this multiple times to extend the amount of time you can hide here by a minute each time.

Rift Keep 100 [TIERED]

As if one realm wasn't enough, this can bridge the realm that you create with the Rift Planes. You'll find unmistakable connections to the Rift Plane in your realm and unlike the world that you create, these are permanent fixtures which do not change even should your world collapse. Each Rift Plane seems to be related to a specific element, though there isn't much in these planes besides some plain old precious crystals.

Each time you take this, another connection opens up, linked to a Rift Plane with an element of your choice.

Level	Effect
1	Nevi will begin to appear in the Rift Planes, making journeying into these Rift Planes a bit more hazardous…but they're relatively weak, so alternatively, you might see them as easy training tools as well.
2	You'll find more crystal varieties within the Rift Planes, including crystals which can be used to recharge devices, as well as elemental crystals based upon the element present within the Rift Plane.
3	You can "renew" the contents of a Rift Plane by expending your own energy until exhaustion; this will completely remake it, granting you a new Rift Plane in its place.
4	The Nevi within the Rift Planes will grow a bit stronger, but they also won't be immediately hostile to you unless you provoke them intentionally. On the other hand, you'll also find "parts and pieces" from the world you're in within the Rift Planes on occasion. These seem to be replicas.
5	There'll be no mistaking the connections to the Rift Planes – as they'll "spill over" into your world, thankfully this isn't damaging, as it appears to be a natural integration process. The appearance of the Nevi seems to actually be beneficial in this case, as the ones that appear in your world seem to act like very weak Guardians themselves.
6	Within each Rift Plane, a gate will establish itself to the "real" world. Through these, you can quickly travel to other locations in the real world. The spillage that occurs from the Rift Planes happen both ways – into your world, as well as the "real" world.

Stabilized Gate 200

Normally, when you open a doorway to your realm, it'll close after you go through or after a short period of time. Perhaps you'll hear about stories of "corridors that mysteriously appear and disappear" in your time here – merely a consequence of Creators at work. With this however, you can manifest a permanent gate into your realm – however only one can exist at any given time. Once manifested, you can close the gate again, but it's a process that takes some time to recharge.

You should be wary that anyone can use these gates…keeping a stabilized gate around might not be the best idea. If people stay within your realm when you make the jump into another world, they'll be rudely deposited back in the departure world unless they were your companion to begin with.

Immersion 400

If you're ever in doubt that your realm is real, perhaps manifesting it into the world here will be enough to prove it to yourself. You can't manifest your entire world into your surroundings, but as long as you remain still and channel it, parts of your world will slowly materialize in the world around you. These changes are permanent – so think twice before you start making changes.

DARKNESS, MY OLD FRIEND (REQUIRES: HEART OF DARKNESS)

(DISCOUNTED FOR THE MANIPULATOR)

If you're going to be making use of Nevi, then you should at least take efforts to make them a little special. At least that way you can distinguish them from the run of the mill Nevi that show up everywhere. Maybe you'll be able to change people's opinions on the Nevi…but hey, that's probably not your primary concern.

No Darkness without Light 100

A brighter light makes a bigger shadow, and your Nevi grow stronger in the presence of your flame. Well, it's figurative, but the closer your Nevi are to you, the larger and stronger they are – but the further away they are from you, the weaker and smaller they'll be. At first the "critical region" will be within several meters from you, but each time you take this that range is increased by several meters further.

Natural Carapace 100

If there's one thing you noticed it's likely to be the fact that Nevi all have weak points. Very glaring, very obvious weak points. There's no sense in making your Nevi fall victim to the same flaws – so giving them an armour layer will go a long way to keeping them alive. Each time you take this, they'll gain another layer of armour. Depending on the shape of the Nevi, you can decide what the armour looks like.

Size Necessity 100

The bigger the better! Well, that's if you're going to be using the Nevi as decoys and distractions. Most Nevi come at a "base size", and you'll find that it's far easier to make Nevi that are small – around the size of a dog or up to a horse perhaps. With this though, each time you take it, you can increase the size of the "breed" by half of its current size.

They Come in Droves 100

But if size isn't your thing, then maybe the superiority of numbers appeals to you more? While normally you create the Nevi one by one, with this you'll be creating them in pairs all the time. Each time you take this, you'll create another "copy" on top of that for the same amount of energy.

Man & Shadow 200

In cases like these, it doesn't matter so much whether you go for numbers or size – after all, when you're merging with your Nevi "pets", the reactions you'll get won't change too much regardless of whether you're merging with a whole bunch of them at once, or if you're merging with one really big one. It's a bit taxing on your mental fortitude to sustain this though, so I wouldn't push it.

Protective Instinct 200

Well if you were to fall – your Nevi won't fare much better, so isn't it only normal that they'll rush to your protection if you're ever under danger? The Nevi that you create have an instinctive understanding of your condition, and if need be, they'll crawl out of the nearest shadows in order to protect you. If your life is in danger, they'll give up theirs without any hesitation.

Hybrid Necessity 200

And if you needed them to merge in order to be more effective, then that's exactly what they'll do. Smaller Nevi can merge into larger Nevi – but this does have a drawback of its own, as it doubles the amount of weak points that can be exploited. On the other hand, they'll have a large increase in their size and strength, so maybe it's an acceptable trade off…

Once merged, it's also possible for the Nevi to split apart again – but this splitting and merging business tends to consume some Nevi every now and then, effectively killing them. Don't do it too often if you care for them.

Volley Fire 200

Your standard run of the mill Nevi is usually dependent on physical attacks to make any contribution to a fight. However, as the Nevi increase in complexity, it's not uncommon to see that breeds that are capable of utilizing projectile weapons – mainly laser bolts – as well.

All of your Nevi are attuned to this – and they can fire a large barrage of these energy projectiles at will – creating a blanket of energy bolts as you see fit. It takes them a bit of time between each "round" that they fire off, but it's not like they all need to fire at once…

Elites 200

Not even the Nevi are created equal, and there are some among the Nevi which rank far higher than their brethren, boasting far stronger capabilities as well as a much higher level of intelligence. Fitting then, that with a substantially larger energy contribution, you too, can create these improved Nevi.

The presence of these Nevi motivate other, lower tier Nevi, much like your presence might with certain modifications – but their boosts occur within a fixed range. Considering that they're naturally more resilient than other breeds, it'll take a substantially larger amount of force in order to take them down, and with enough experience gained, these Nevi can even resist gravity based attacks which might otherwise shatter them to pieces.

It's best to mix these up with standard Nevi – otherwise it won't be too different from building an army comprised strictly of generals with no soldiers. They certainly seem to interpret orders and plan far better than your run of the mill Nevi anyways…so even if you only have a few they can still go a long ways.

Adaptation by Any Other Name 300

Interaction between man and Nevi are typically kept to a minimum. For one thing, one side thinks the other is out to kill them…and the other side doesn't really seem keen on proving otherwise. That being said, it's not impossible for Nevi to grow…to protect…and perhaps even to feel. The problem really is that the Nevi appear to be so alien that they do not respond to situations as a human might.

…In fact it's not impossible for a Nevi to shift forms under extreme duress. This gives all of your Nevi the ability to morph parts of themselves as necessary – excluding their weak point as well as any of their carapace. They can form weapons or tools with the shadow at their disposal to suit the circumstances.

And if they run out of shadow? It's possible for them to "borrow" some shadow from nearby, but that borrowed quantity will quickly slip away after a short period of time – resulting in a temporary growth before the Nevi returns to standard size.

ALTERNATIVE PERKS

Perhaps nothing interests you from the "standard" choices? Well there are other options available for you to consider…

Restless Spirits 200

Whether people are separated by the veil of death, or simply separated across time and space, there come times when fates coincide, and they become

apparent to the living again. Perhaps unfortunately for you, that time seems to be "always" – or at least while this is active.

You'll notice everyone, from lingering spirits to beings in parallel dimensions, as long as they actually exist. The only saving grace is that you won't notice them all at once and often after noticing them or interacting with them, these spirits will fade away – perhaps moving on elsewhere.

Fancy Display 200

No sense doing something if you don't do it in the flashiest way possible. If you're going to take action, you might as well make a statement while doing it, right? Time seems to slow when you make these grand, elaborate, and perhaps pointless gestures and poses – and whether it's before kicking a monster into pieces or before giving a speech, everyone within eyeshot will notice you without fail and be awestruck. What they're awestruck by…well you can decide.

Abdication 200

Sometimes, when the present becomes unbearable, ones memories stop being so much a gift and instead become a burden. It's hard to part with memories – especially when some of those memories make us who we are – but the willpower to do so is perhaps a display of strength in itself.

Should you choose to give up some of your memories, your powers will grow stronger for it, by a portion proportional to how important the memory was. There will be no recovery from this – but in return, you'll forget that it ever happened. Whether you feel the price is right…well, the choice is yours.

Talk It Out 200

There are going to be times when a fight is unavoidable, but more often than not, fights are a matter of one closed minded party facing perceived opposition looking for a fight rather than an explanation. The longer you can keep a conversation going, even if it isn't immediately relevant to the issue at hand, the greater chance that the other party will become more reasonable and agree to see things from another perspective. That being said, hopefully you're a good conversationalist – and if you ever find yourself being chased by a murderous beast…well keep in mind that most beasts don't appreciate chit chat.

A Culture of Fear 200

People want to be safe – it isn't that hard to understand. Especially when their survival isn't a guarantee, and their lives are constantly at risk, it's not hard to understand that fear can serve as a very effective means of controlling the masses. Isn't it a good thing then that you can inspire fear into masses? So long

as there is some basis to the fear you're trying to manipulate, you'll find that you can quickly ingrain a very deeply rooted fear into others…you might even call it a phobia.

Fear and Loathing 400

Once people begin to feel fear, they won't simply hesitate or comply with whatever they think will keep them safe, they'll leap at any opportunity to rid themselves of that fear – often changing the fear they have within them into a form of belligerent hatred.

That very same hatred renders people blind – which is precisely what you need sometimes in order to ensure that people turn a blind eye to your real plans…Let them focus on a bullseye of your choosing, giving you ample room to proceed with your own work.

Dead Zone 500

If you ever get tired of Shifters and their antics…this skill might help you out. The dead zone that you project will cancel out magic and skills in your immediate vicinity, mimicking the conditions present inside the World Pillar itself. It'll be enough to make a Shifter instantly lose their abilities, but it won't negate magic if it was cast from outside the zone.

Trial of Hypnos 500

You may have your own opinions of sleep learning, but you're pretty sure that this was not what sleeping learning was meant to be. For one thing, the fact that you're fighting within your dreams in order to train probably goes against any notion of a "good dream" or "restful sleep" that you ever had. It isn't simply you who can do this though – as you can mark a companion so that they undergo this variant on "sleep learning" themselves. The actual effectiveness tends to vary based on how long you sleep, but don't be surprised if you wake up with a very sore body… Maybe a broken bed too.

[COMPANIONS]

Everyone can do with some friends, ya? Well I'm sure you have plenty, you seem like a pretty popular fellah. If you ever need any assistance with getting your friends, or maybe even some contacts in this world, I've got your back man.

Cloudchasers 50/300 CP

Those friends of yours – if you want them to have the same opportunity as you in this word, that's pretty easy to arrange. Nothing like having all of your buddies around to share the fun right? It's pretty standard stuff, they'll gain a background and all with the discounts, but they can only spend what they have on skills. We'll even go a bit cheaper if you go in batches.

Import a companion for 50 CP; they gain 400 CP to spend on skills.
You may import in a batch of 8 for 300 CP, with the same benefits.

Canon Companion 100/200 CP

Well it's understandable if you want a local to tag along – I mean have you seen the way these guys write? You might understand them when they speak, but that writing of theirs is just bizarre. You never know when knowing a local might come in handy really. It's not too expensive for me to arrange a meeting, though convincing them is going to be your task. If you want to forego that altogether, it'll be a little more costly.

You can meet with a canon character for 100 CP;
If you convince them to join you they gain 500 CP to spend on skills.
For 200 CP, you can start with them as a companion.

Care Package 100 CP

Care about your friends more than yourself? Already have all the choices you care for, and feel like sharing and caring? Well if you want, I can take those resources off your hands, and convert it to more resources for all of your companions to use. Only companions that would normally get CP will gain anything though.

Converts your CP into CP for any companion which will gain CP – at a ratio of 50 CP gained for each 100 CP devoted.

Gravity Animal 200 CP

The animal familiar that most Shifters seem to take as a partner is exactly that for the most part, but if you wish to make them a companion, it's not out of the question. That being said, if you aren't already a Shifter, taking this as a companion won't magically make you a Shifter, with time as you continue your journey, they might be able to teach you or other companions how to become a Shifter.

You may pick any small sized animal for your familiar companion's form – they don't gain any CP – but with enough time they can make another individual into a Shifter, allowing them to develop the basic capacities of a Shifter and improve on those abilities.

J20A "Vestige" Prototype 200 CP

A cyborg prototype that served as the initial testing phase before the Sea Wasp project was complete – similar to the Sea Wasp this cyborg is capable of alternating armaments on the fly – though you'll have to prepare them with armaments of your own. While energy doesn't seem to be an issue, their initial energy output isn't very significant and you should be wary not to strain them. The "Vestige" prototype bears the same regeneration cycle properties as the Sea Wasp.

This companion gains no CP – but whatever armaments you integrate as part of it will be considered as part of their body. Their energy reserves grow with time or modification.

Little Queen 200 CP

An unknown woman who claims to be royalty of some sort – though she doesn't really have anything to prove it, she's been travelling for inexplicable reasons, though she seems to have a good idea of what the World Pillar is…as well as the worlds that lie along it. She has no powers to speak of at the moment save for an ambiguous "authority" – but there lies a potential within her to become a Shifter…if only there was a proper trigger for it…

The Girl 100 CP

An ordinary looking young girl who can't be more than 13 – 14 years old at most, but there's something off about her. When she falls asleep…it seems like something…or someone shows up – an alternative personality perhaps? She seems to know quite a bit about this world, though it'll be awkward to have to wait for her to fall asleep every time if you want to talk to her. Helpful as a guide, but not much besides.

[ITEMS]

The locals may have given them a room to conduct their administrative business, but you're rather certain that the items storehouse is something the team brought along with them – for one thing it's massive, and there seem to be plenty of items which remain locked up behind the counters, and probably more that you can't see. If you're interested…you can buy these, assuming you can afford it of course.

BAG OF PRECIOUS CRYSTALS 50 CP

The people of Hekseville deal largely in these precious crystals, which can be grown to a larger size with time, thereby increasing their value. The bag you get for this contains a good handful of large crystals, enough to get you on your feet in Hekseville even if you were to arrive with nothing at all.

TOWN MAP 50 CP

Well at first this is a blank sheet of parchment, but as you explore a region you'll find that this map will change itself to fit the places where you have travelled. Should you wander to a completely different locale, the map will blank out and start anew, but upon returning to a previously visited location the map will refresh again – pretty handy if you're the kind of person to wander about very frequently.

NEWSPAPER ISSUE 50 CP

An odd copy of the paper that actively changes to reflect events which are ongoing in the nearby area or have recently occurred, if you happen to lose this another copy will show up on your doorstep (or your warehouse) within the day. Most of the news will be largely dependent on where you are of course, but the comics section is always neat, as it depicts the lives of major individuals nearby…in comic form. Best not to let them see this perhaps. Probably not your companions either – as they show up from time to time.

…On second thought, just who is the illustrator?

REINFORCED FLIGHT SUIT 100 CP

Well it's called a suit, but really man, it is better described as a full-body clothing set, from a cap down to the boots. You can change the appearance of this of course, but the purpose of it doesn't change it the least – it's there to negate the effects of travelling at high altitudes and high speeds, and it can even reduce damage taken from falling from too high up. In a floating city…this could see some use.

POWER TREE'S SEED 100 CP

A native species of the Rift Plane, these trees bear an odd shining fruit which seems to bestow upon Shifters new capacities for their gravity control abilities. With enough consumed, even a

non-Shifter may be eventually capable of grasping the very basics of what a Shifter may do, but the growth of these fruits takes quite a long time – and likely it is the sheer concentration of magic within the Rift Plane which stimulates their growth.

RIFT FLOWER SEED 100 CP

These special flowers grow within the Rift Plane, acting as beacons for wary travellers when they bloom. With the release of sufficient magic, they'll bloom – though it's questionable whether the intense magical light they release points to "foreign objects" or if they merely point towards concentrated areas of magic.

Considering the Rift Flowers tend to point towards things which were drawn in by the gravity storms, both theories are plausible. In any case, they do release a large quantity of magic when they bloom – until they wilt and the cycle repeats again. If anything, you could consider their "crop" to be magic – provided you have a method to harvest it.

A SET OF COSTUMES 100 CP

A military uniform, a school uniform, a maid's uniform, and a…a cat suit for some reason are included in this apparel set, and while it is evidently geared towards use by women, it's not entirely out of the question for men to wear this – if they're into that. For some reason, when worn, people appear to be utterly convinced that you fit within the role of whatever your chosen uniform portrays.

Then again man, what is a cat suit supposed to portray? A superhero or something?

INSTABILITY ENGINE 100 CP

This device was made in response to the appearance of Shifters in Hekseville. Developed by the scientists in Neu Hiraelon, it forcibly separates the Shifter from their animal companion – thereby disrupting the link and disabling their powers. It can be used to similar fashion on other forms of magic as well, but similar is not "exact", and its effectiveness of restricting the use of other magic isn't anywhere near as high.

AIRSHIP 200 CP

Well when the city is floating in the sky, you really can't expect them to use cars. This airship might not be much, but it's been equipped well enough so that it can serve as an abode as well as a weapons platform if absolutely necessary. The onboard systems are linked to a pair of cannons, in addition to the medium distance radar unit – in addition to this, the fact that it can remain in the air indefinitely as long as crystals are fed to it makes this a relatively reliable ship.

One notable drawback is that it really isn't very fast at all – though like most things in this world, it has been reinforced to resist the terrible effects of gravity storms. There's always airship docks in town – so if you have no place to stay, maybe you should consider getting a ship instead?

TEMPORAL ARK 200 CP

Perhaps one of the oddest vehicles this world has to offer, there's no indication who initially created this craft, though it seems to be activated through the use of gravity control – namely by the use of Shifters. It suggests that there may have been a society of Shifters in the past, but much of this is merely conjecture.

What is known for certain is that this craft is like a time chamber – inside it, the contents are sheltered from extreme time shifts once you set a reference frame. This makes journeys between destinations relatively safe as far as time dilation goes. It doesn't really have any weapons to speak of, so it's best not to consider this a war machine.

CRYSTAL ACTIVATOR 200 CP

There are multiple types of crystals that exist in this world – some possess healing properties, some possess magical properties, some are of a defensive nature, some can recharge devices, and others just look pretty. The appearance of this machine is a bit dubious – but if you place crystals in the trash can receptacle, you can charge crystals so that they can serve a specific function.

However you'll need a catalyst to do so unfortunately. Healing potions for instance will create green healing crystals – small sums of money will create precious crystals – spell catalysts can create defensive crystals, and oddly enough…apples can create blue crystals which can help Shifters recover faster. If you jury rig this machine to another one – you can kick start it by feeding crystals into the trash bin receptacle. Precious crystals work best for this.

NEVI HARVESTER 200 CP

Another experimental device made by the folks in Neu Hiraelon, this device seems to replicate the conditions of gravity storms which attract the Nevi – without actually creating a singularity that will destroy the local vicinity. It can gather a large amount of Nevi even in places where Nevi should not exist – but feral Nevi are not only destructive and difficult to tame, they also tend to destabilize the region they're in, shifting gravity ever so slightly.

SEA ANEMONE BLUEPRINTS 300 CP

Whoever came up with the name "Sea Anemone" for a tactical weapons platform has got to be a little daft in the mind. I couldn't understand Jellyfish, but this simply takes the trophy. There's no doubt that it's an effective platform once you can arrange for it to be built – for one thing they can not only be mass produced, but they were designed to be capable of receiving commands from afar – while it annihilates local targets with all of its turrets, rockets, and lasers.

The catch? Well the catch is that this is "piloted" by the most unorthodox creatures – the Nevi. By inserting a Nevi core into the machine, or really, the crystallized soul essence of any creature, the "Sea Anemone" can act "autonomously". You should note that the chosen core material may very well influence the behaviour of the Sea Anemone to some degree. It has a ridiculous level of armour – enough that it can resist even gravity based attacked with ease. Heavy firepower can take it down – but it'll be tough.

[MODIFICATIONS]

Did we really not give you enough resources to work with from the beginning? If for any reason you feel you're somehow short on resources, we don't mind helping you out, but you're going to have to jump through a couple hoops – maybe you can fly through them if you have those gravity manipulating tricks of yours?

-CARE FOR YOUR FORTUNE? – THE MAJOR ARCANA-

It's a really odd getup that the middle aged man has gotten himself in, but with the deck of cards on the table in front of him, you figure that he's here to play the part of a fortune teller. Certainly he seems pretty enthusiastic about it. Naturally – considering you're the only other person present, he's here to tell your fortune.

The rules are simple – you can gain up to **300 CP** from this, but only if you choose to pick a card randomly – **100 CP per card**. Choosing a card by yourself will result in the indicated fortune, with no reward. Your companions can do the same…but, the 300 CP limit is shared between you and your companions. Of course, you can choose as many fortunes as you like until it is exhausted.

So, what will it be, buddy?

Roll	The Arcana Reveals Itself	Your Fate Changes Accordingly
1	~Arcana 1**U**~ The Magician	You're pretty sure that this old man is here to help you – if only he'd stop boasting and regaling about his days as a Creator and actually go about helping you. From time to time he has moments of brilliance, but often he'll merely guide you to new opportunities before kicking back to watch and see how you approach them. It's up to you whether you want to heed his opportunities really, but he's never really out to harm you in any way, so it shouldn't hurt to give everything a try right?
2	~Arcana 2**R**~ The High Priestess	All it took was a single unfortunate accident. A misstep, a miscalculation, and now, two individuals have been torn apart by a gulf of time and space – torn so far apart that they have both been expulsed from this time and space entirely. So it is strange that you have come into alignment with this woman – even as she tells you her story. After all, wasn't she expulsed? From time to time, it would seem that this woman will appear, regaling you with more stories about her scientist husband and herself. She's tough to ignore –

		but as no one else sees her, you might be considered crazy if you answer back to what others see as thin air. Try to help her, and you might find yourself similarly isolated as well…there are many, many timelines at work here…
3	~Arcana 3**U**~ The Empress	Most people are fine with having just one voice inside their heads – other people prefer many. Most people don't tend to notice the appearance of these voices – especially not in their dreams – but when the same consistent dream plays for you every time you dream, or even daydream…well something is off. Who is this queen that you're supposed to be finding? Why is she so important? You don't know, but the voice that's hassling you urges you to secure her safety, so if you're to take it seriously…she should be rather important after all. Finding her may not be difficult, Hekseville is a small place after all, but getting on her good graces…well, let's just say she's a bit eccentric at best.
4	~Arcana 10**U**~ Wheel of Fortune	This world is without a doubt strange – there are many here who have lost their way, and many more still who will have to come to terms with things as they embark on journeys of their own. You won't find much help here; frankly it's likely to be the other way around – however…there is one person who is willing to help you, though whether it is out of boredom or generosity…well there's no clear answer. A fortune teller who will always show up at convenient moments, but will never give you any convenient answers. Her readings may as well be prophecies – if only you could understand the meaning behind her perplexing diction. Pay heed whenever she speaks – she might be talking about a thief coming to snatch your underwear, or she might be talking about a flagpole about to smack you in the back of the head.
5	~Arcana 12**R**~ The Hanged Man	One man, dislocated from time and space, a victim of an accident beyond control. One man, hoping against hope for space and time to align and once again reunite with a long lost beloved. Whether he'll succeed is unknown – but your fate and his seem to be intertwined. Certainly he seems to appear without any prior notice at the most peculiar times. It'd be nice if other people could see him too. Maybe if you could find his wife and deliver his messages for him you might come to give him some level of closure. But there's no guarantee of that – you might find yourself becoming an unwitting messenger instead. That's if you can get a hold of the

		wife somehow, in any case.
6	~Arcana 13**U**~ Death	If you happen to stay in Hekseville for any extended period of time, you might notice something odd – for a city of respectable size, there isn't a single graveyard in sight. The city remains floating in the air…and people do die…maybe the answer lies over the edge? But between the lack of graveyards, and those odd moments when there seems to be…no life in the city, it's hard not to suspect that at least some of the citizens you come across…may very well have crossed over to another plane of existence. That'll explain why so many of the people you interact with are never seen again… Don't be too surprised if people have no clue who you're talking about.
7	~Arcana 14**U**~ Temperance	"Look before you leap" is something that you'll definitely want to keep in mind in a floating city. It's not just the fact that you can potentially fall to your death at any time, it's more so that as the city ages and starts to fall apart…when you never know what you're going to step on. The same goes for all things in your stay here really. If you rush into things brashly, you may find yourself regularly overwhelmed by sudden surprise – some of them most likely to be unwelcome.
8	~Arcana 16**U**~ The Tower	The presence of the Shifters should be more than enough to suggest to you that there is magic at work in this world – but often it's understandable that it isn't something you can easily believe until you experience it first hand. So keep your eyes peeled, because some forms of magic are a little too mundane, a little too normal to detect until it envelops you entirely. Every now and then, you might open a door leading into another realm entirely. Though these isolated domains always lead back to where you came from, it's best that you do not linger inside these mostly desolate landscapes. Time and space run strangely along the World Pillar, and as others have come to realize – studying it isn't always the best idea.
9	~Arcana 19**R**~ The Sun	Long ago, there was a man who climbed up to the top of the tower, and upon returning, he came to realize that his travels had been for naught. His exploits were deemed as fantasy, his observations deemed as dreams – for though he had left for a year, when he returned, hardly any time had passed at all. Is this folklore, or is there any measure of truth to this? Perhaps it could be a bit of both – certainly you'll know how he felt, when no one believes any of your exploits or tales as well, even as they happen to you in undeniable fashion. Perhaps you can live with it,

		perhaps you'll come to ignore it, but it can be awfully harsh having no one believe your words.
10	~Arcana 21**R**~ The World	There is a strong darkness that eats away at this world – and unfortunately, Hekseville isn't the only place where the darkness has taken a malicious toll. You may have heard of the "darkness" that threatens to consume the World Pillar – and how it will spell doom for all of society. But the real challenge perhaps isn't so much the darkness creeping up, but the darkness within man. The cities fall into disrepair – its inhabitants seek to escape further above – but how far can they run, and what of those who are left behind? Will you choose to join them, or will you stay behind, and struggle to keep these societies intact?

-DRAWBACKS-

Are you really this short in resources that you have to consider options like these? Well don't we didn't warn you, but these modifications are potentially far more damaging than that clown's fortune game. You can gain **600 CP** at maximum from this; separate from anything you gained from the Arcana.

Bystander Effect 100

Gravity is a prevailing force in the world – so when there are people who can manipulate that force, well they can be potentially very dangerous. Be careful whenever Shifters are nearby; whether they be other Shifters in the world, your companions or even yourself. Not everyone can exercise perfect control – and Shifters are very prone to causing massive collateral damage. This just about guarantees it – no wonder some folk consider them nuisances.

You're Under Arrest! 100

By the end of your stay here you should know very well the entire lawbook of Hekseville…and unfortunately you might even come to understand the culture involving judicial practices in other locales if you decide to travel. You'll come to understand these very intimately, because you're going to find yourself in the defendant's position very often.

Whether it's well deserved or not, you're going to be accused of having committed crimes on a regular basis. Some of these will be minor, trivial things; some of these will be major accusations, proof enough that somebody has it out against you in the government. Don't expect to see any closure to this really, the people would much rather simply live out their lives peacefully without having to worry about your troubles.

Nasty Business 100

It's impossible to please everyone, but the problem is when you're stuck on a floating city with no other locale really in sight…well your detractors can easily get the bad word spread around quickly. Hopefully you're not too keen on keeping a good reputation, because it'll be a difficult matter once you offend even a single person. It's much easier to ridicule a person than praise them, or so it would seem. Once you get even the slightest bit of recognition…you're in it for good.

Neviland 200

The Nevi are an unmistakable part of this world – though it's debatable whether they can be considered natural or not. You'll have plenty of time to determine your own opinion on this matter – considering you'll be plagued by the Nevi during your stay here. Thankfully it doesn't affect the Nevi which are already under your control – but you should expect to be attacked by Nevi on a very frequent basis. If people start to draw connections…well the logical conclusion is that…you're the one bringing the Nevi in.

Drifting in Sky Hurricanes 200

The gravity storms that plague Hekseville are also the same type of "natural phenomenon" which has isolated Hekseville away from other locales. Travel between Hekseville and further below the World Pillar is largely impossible due to the presence of these gravity storms.

When gravity storms kick in, Nevi appear very frequently in the area, but like any black hole, these storms also suck everything in the vicinity inside it…nobody has ever come out. The amount of gravity storms which appear has increased substantially – you should always be on guard as they may appear at any time and any place… Perhaps researching into how to stop them may be a good course of action.

There's no Kansas Here 200

With the appearance of gravity storms, sections of Hekseville have disappeared into the places that the Creators call the Rift Planes. While you and perhaps others can certainly go in to retrieve these sections, it won't stop more sections from disappearing on a routine basis.

Retrieving them normally shouldn't be any difficult matter – but as you go into the rift plane more frequently, not only will the architecture of the plane grow more complex and devious…the Nevi inhabitants will also grow more dangerous. Traverse in too many times, and the Nevi inside may become extremely proficient

at countering your strategies, ignore the disappearing chunks…and you might find Hekseville fall apart before your very eyes.

I Dreamed a Dream 300

What if I told you that this entire world was merely a dream – and that if it were to fall apart, if the dreamer was to awake, everything would fall apart, including your presence here?

Balance is the key to maintaining a dream. Too much of anything results in one's rude awakening. Find the dreamer, ensure she continues to dream, ensure that the dream remains pleasant enough to continue, and your existence may still be preserved.

There is always a reason behind every dream – and when you see the efforts taken to keep this dream going…well the logical conclusion is that reality must be an alternative far, far worse.

Lonely Way 300

If this world is indeed a dream, then perhaps your current plight can be explained. Why you continue to exist as a figment of another's imagination. You'll be able to communicate with them best during their dreams, but otherwise, you are merely a passenger in someone else's vessel.

Be wary – a figment is a fragile thing that leaves you at the mercy of another. If your host would find your presence no longer necessary…your existence will equally be put at risk. There's no guarantee what role your host will play in the grand scheme of things…for your sake, pray that it is a role which keeps them safe. Their life is equal to, if not more important than your own.

[TERRA FIRMA]

How does it feel, your feet back on solid ground? Well I guess I shouldn't presume you were flying around, but if you've never tried it, it's really fun. That being said, fun and games is over…as your time here is up.

I think you know what your choices are, so I'm not going to beat around the bush, go ahead, I'll make the necessary preparations.

EARTHBOUND

Going back home are you? Well, your home anyways. No worries, I'll make the necessary preparations to deliver your stuff and send you back.

STAYING NEAR THE WORLD PILLAR

Oh? Did this place endear itself to you? Or did you shack up with one of the locals and decided you wanted to stay? Well, whatever the reason, it does save me some work on preparation. Good luck in the times ahead!

INTO THE RIFT

Well there's nothing more to say then but safe travels – and who knows, we might just yet meet again, if the Lady is kind. Best of luck!

Notes

This will remain in .99 phase until the full scope of the second game comes into play – whereupon it will receive F format treatment. Similarly, until the sequel comes out and confirms/denies some things, there won't be a scenario either.