Version 1.0
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D’void

The Wellspring of Reality

The plane of D’void is the one with the youngest civilization, having only been able to sustain life for a few millennia thanks to the Shard of Order, a great machine that entered into the realm from unreality, stabilizing and taming the planar chaos into a more hospitable state and allowing life to come into being within D’void. No one within D’void knows the origin of this machine or why it was built, however, it has become a central point for the people who reside within the stability it provides.

Beyond the borders of this safe, stable region, however, lies the planar chaos, still able to flow and shift in largely unpredictable and unstable ways, everchanging and flowing. This can be tamed by an effort of will, an effect of the Shard of Order, and turned into a relatively safe place to reside. However, it was some time before people learned that the planar chaos would react even when the person within was unconscious, their dreams and nightmares imprinting onto reality and causing many dangers to themselves and those around them. This was further exacerbated by those unable to cope with the new environment that were unstable and insane, leading to the creatures known as Horrors. Horrors are now an ever present and self perpetuating force against the peoples of D’void, born from fear, insanity, dreams, and nightmares, they are malignant entities that seem to only know how to attack and kill.

The people of D’void, who for the longest time were simply humans, developed methods to defend themselves from the horrors and expand their borders, creating genius loci by studying and replicating, in some small way, the Shard of Order to stabilize stretches of planar chaos while methods of training were developed to prevent more horrors from spawning and to combat them in various ways. During this time, new races emerged from the chaos of D’void, the most numerous being the D’vel, or devils as humans called them, a result of bits of the order from the Shard of Order imbuing the chaos with a concept and forming a proper, set, physical body for them while their close cousins, the changelings, were a mind bound to planar chaos they could shape to their will rather than having a set body form.

However, a more impressive phenomena emerged. Objects, places, and even concepts from the human homeworld started to manifest as living beings, giving a more varied set of peoples and races to combat the horrors and build up the civilizations of the planes while also giving humans a link to their roots in many ways. The last races to emerge were the Dreamings and the Nightmares, the first born of good dreams and, later, the children of tulpa, the latter born from the order of the shard of order infecting horrors.

+1000cp

Age & Gender

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

Locations

Roll a d8 to determine your starting location randomly or pay 50cp to pick for yourself.

1) **Qu Rosala:** The closest thing to a capital city in D'void, Qu Rosala is located around the machine that initially 'tamed' D'void's planar chaos. This city has the largest population in D'void and is considered by many as the center of the plane, both because of the machine's presence and the way people have explored outwards from it, with no edge found to D'void's borders yet. The academy where most dreamcatchers are taught lies here and has the highest concentration of tulpa as a result, several even in service to the genius loci of the Shard of Order, the machine the city is built around.

2) **Tazin Val:** Not so much a set location, Tazin Val is a mobile base for a group of explorers, formed from seeds held by the original founder when he first crossed over into D'void nearly three centuries ago. It resembles a cross of wooden ship, jungle forest, landmass, and even animal to a degree, and is possessed of a genius loci with an avatar that is almost identical to a tsukumogami of the base itself. The people here are researchers and explorers.

3) **Xomniva Zari:** This is a region where many manitou first emerged within D'void, taking the form of a picturesque evergreen forest around a mountain and glacier. The land seems to be largely unworked and untamed from the outside, but once within, it is possible to see the deliberate placements of trees, rocks, and other natural-seeming parts of the landmass to form a city of nature. The collective power of the local manitou formed a pseudo-genius loci that keeps the place stable, but able to change more readily. Most manitou reside within this locale and feral nightmares are an uncommon, but not rare, sight.

4) **Uttrev Quaza:** Also called the Chaos Forge, Uttrev Quaza is a massive structure where the efreeti reside and try to create permanently stable structures within D'void without the need for a Genius Loci. While only somewhat successful on the larger scale, they've done far better on the small scale, able to create armaments and equipment that lasts even when bound chaos would have faltered with no fear of them falling apart under a stronger will. No one is allowed within the main structure except the efreeti, but the outlying regions are open to anyone.

5) **Jovamt Qarza:** At the very edge of a perpetual planar storm formed around a crack into unreality, the planar chaos here is untamed and destructive, but contained. The landmass of this region already existed when people arrived and some believe it to be the corpse of a dead god. Rare materials come from this place but the environment is harsh and dangerous because of the planar storm nearby. Civilized nightmares are prevalent here, as are tsukumogami.

6) **Mirage:** The home of the scrawls, Mirage looks much like if one took a library and turned it into a city, then allowed it to get cluttered. It is an oddly welcoming place, though there are sections considered off limits even to many of the scrawl citizens. This region is led by an ancient scrawl invoker who is seemingly aware of everything that happens within Mirage.

7) **D'vaji:** The capital of devil culture and one of the strangest, stable places in all of D'void. The architecture is often described as mind bending or nonsensical, but the devils that reside there are often willing to act as guides. It is easy to get lost in this place if you are not a devil or changeling, and in some places nightmares, both civilized and feral, are common.

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

Origins

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

Settler (0cp): You are one of the common folk, the people that reside within the cities of D'void and use their own minds to reinforce the structures of those cities. You get some skill in a variety of paths but your real focus is on community and aiding others.

Prospector (0cp): There's a call out in the chaos, one you answer as a prospector, those that hunt down the bits of chaos that have become stable enough to actually use and reside on without the need of a Genius Loci to keep it that way. They specialize in the use of Void Runes and Nodes for various purposes.

Mentalist (0cp): When everything in D'void is a product of the mind, having someone able to heal mental wounds and suppress mental traumas is a good thing. You count yourself among the mentalists, those able to soothe the mind and with strong wills to counter the shape chaos takes when under the influence of a damaged mind.

Invoker (0cp): Invokers are scholars and spiritualists, akin to the monks of earth. These individuals, of which you can count yourself among, are specialists in the study of truenames and the use of Recitations. They also possess the unique advantage of being able to speak Void Runes. Sometimes called Namers.

Dreamcatcher (100cp): You are one of the great defenders of D'void's people, the ones that hunt and slay horrors to keep them from destroying what the people of D'void have built. Considered leaders and defenders alike, dreamcatchers have quite a bit of sway in D'void.

General Perks

+200cp for General Perks Only

Nodes (Free): There is an odd reaction between a mind and the Planar Chaos of D'void, one that creates spiritual and mental 'sockets' that certain powers and abilities can be linked into. These 'sockets' are called Nodes by the locals and are the basis of several abilities in D'void, as well as reinforcing the will and sense of self of a person, making it harder to subvert or change them from who they naturally are. You start with five unlocked and can unlock more, with no upper limit, though it should be noted that it can take vastly different amounts of effort or time to unlock new nodes, to the point that going beyond 20 is difficult to do in a single lifetime. The rate of unlocking these nodes can be rather random, some will unlock them more linearly, a few years for each new node, while others will get a new node in a year for one then take a decade for the second then only a few months for the third. The variability is hard to predict, but some will get a feeling when it'll take an exceptionally short or long period of time.

Chaos Binding (Free): Planar Chaos, the substance of D'void itself, isn't as chaotic and uncontrollable as one would expect, in fact, it is highly reactive to the thoughts and wills of living creatures. A skilled individual can extend their thoughts beyond themselves to shape the Planar Chaos to their wills and alter its properties to a certain degree. A strong will can keep the shaped chaos stable, as can a well maintained mental image, but a stronger will and image can overpower these properties. This led to the development of what is now known as Chaos Binding.

Chaos Binding allows you to tune Planar Chaos to your will, making it more receptive to your thoughts than others and effectively claiming it as an extension of your will. Such tuning also makes the planar chaos more discerning in its reactions, seeming to know when you want it to shift and when you simply have an errant thought. Using a single node to maintain the tuning will allow for the binding of one cubic meter of bound chaos at most, however, dedicating more nodes will see this rapidly increase, each node increasing each direction by one (2m x 2m x 2m with two nodes, 3m x 3m x 3m for three, etc). You can use any number of nodes for this, however, nodes with Void Runes slotted into them, or similar features, cannot be used to bind chaos.

In future jumps, this technique may be used on similarly chaotic and/or reactive materials.

Truename (Free/200cp): Everyone and everything in the planes has a Truename, a representation of what they are on a deeply intrinsic level, a core feature that never changes. Even outside of D'void this is true. However, Nodes have offered a unique series of benefits to those that know their truename, few as they may be. The biggest hurdle is actually learning your Truename to gain these benefits, something that can take months, or even years, of study, meditation, and introspection.

The primary benefit of knowing your Truename is that it renders you much more difficult to change against your will. Mentally, physically, and spiritually. Changes that would be made to you are allowed or resisted as if you knew full well what they were on an individual basis, even if you were completely unaware of what the full alterations were going to be. It also gives you an idea of what the changes would have been, including anything that could be snuck into the effects. This effectively gives heavy resistance, if not outright immunity, to such effects and is completely passive.

The second benefit, and the one that is less well known, is access to Recitations. Recitations are a way of speaking your Truename to invoke short-lived effects. A recitation emphasizing one aspect of your Truename may give you a burst of strength for a few seconds while another could calm your mind and emotions and yet another could grant you a clear picture of your surroundings even when completely blind. These effects are all momentary, but can be used to amazing effect if timed just right. Mispronunciations or emphasizing the wrong parts of a recitation can, however, have unexpected or damaging results.

Truenames are not without risk, however. Using your Truename in a contract or deal will make the deal binding on a spiritual level, you would not be able to go against it without significant damage to your soul, which may well permanently damage and alter your Truename, a traumatic experience that can be lethal to those without a strong soul to compensate. Those that know your Truename can use this to their advantage if you are not careful. Simply removing your Truename from the dealings before they are set and agreed upon keeps you safe from this influence.

Unless you pay 200cp you do not start this jump knowing your Truename and must learn it yourself the hard way. Invokers receive a discount on this cost.

Light Sleeper (50cp): When sleeping, you retain awareness of your surroundings, enough so that you can keep chaos around you stable or even make alterations while sleeping. However, as you are asleep, you cannot put your full will behind these constructs, roughly halving both how effective your will is for the purposes of chaos binding and how much chaos you can control at once.

Deep Sleeper (50cp): When you sleep, you dive deep into your mind, dragging your dreams down and away from the surface. Your dreams and subconscious mind do not influence the chaos around you as a result, and will in fact act to stabilize what is already there as your unconscious mind passively emits its will to reinforce what is there in some small capacity. Additionally, your sleep is much more restful.

Expressive (50cp/100cp/150cp/200cp): You have an unusual ability to impart more meaning into a word, gesture, or other means of communication than would be expected. You can speak a whole sentence in only a few words, one if you're pushing the limit, explain something with gestures that mean nearly nothing, or use eye movements and expressions or body language to get an idea across.

For an additional 50cp, you can improve on this, effectively making yourself able to speak clearly even while remaining completely silent, using simple movements and expressions. Alternatively, you can apply this effect to verbal and somatic components necessary for various abilities, such as shortening a recitation to a fraction of its length, possibly needing only a single syllable to make it work.

For 100cp instead, you can apply both effects and combine the results so you can use recitations or similar abilities without needing to speak at all. Though this does not stop others from recognizing the use of an Invocation unless you spend a final 50cp.

Hidden Name (100cp): A careful bit of protection, you have created a ward on your truename, either on your own, with the aid of another, or even by simple accident. This ward prevents others from using your truename against you, or even learning it if you do not give it to them directly.

Chaos Distillery (100cp/300cp): You are one of those known as a chaos distiller, able to take raw chaos and distill it into a more tame state where it can more readily become bound chaos. You also know how to extract chaos from objects and places that are otherwise far more structured than normal, such as in regions bound by a Genius Loci. Other chaotic substances that are shaped by will are similarly able to go through this process, allowing them to be bound and more readily manipulated by the one they are bound to.

In other shells of reality, such as Nexus or Earth, or in other Jumps, you can still find and extract chaos from objects and places, albeit at a much lesser amount unless they have a similar force present normally. For an additional 200cp, however, you can instead extract chaos by breaking an object back down into primordial chaos. This will destroy the object, but also allow you to learn about the object and how to recreate it, if you use this slowly. Faster uses simply break it down too quickly to garner much information, though someone doing so repeatedly on similar objects may find themselves able to sort through the information well enough to recreate them anyway.

This second tier cannot be used on living creatures, though dead ones are able to be broken down and extracted from as if they were objects normally. Ensouled objects similarly cannot be broken down in this way.

Image Training (200cp): One of the lesser known techniques developed as a concept on earth is that of image training, the simulation of training within the mind that can allow a person to develop their skills and combat ability. However, in D'void, this took on a new and more potent form. By meditating on your own abilities and how they can be improved, you can simulate various forms of training ranging from physical conditioning to refining a skill you are already proficient in to live combat scenarios. These will reflect on your actual physical condition and muscle memory, accurately progressing your skills in the process. This can even simulate proper tools and materials for such training, if you at least know a bit about them. You cannot simulate what you do not know, a simulation of a rival will not show techniques you haven't seen or heard of before and if you haven't handled or seen a material before, simulating it will potentially be inaccurate compared to the reality of it. However, you can simulate finished projects, such as a completed form of a weapon you are planning, if you know the materials and techniques you intend to apply to its creation.

If you possess Light Sleeper, then you can actually move about while sleeping and effectively fight even while asleep or unconscious. This does not, however, alter how sleeping affects your chaos binding. If you do this, however, your body and mind will take longer to recover as it would if you slept normally.

If you possess Deep Sleeper, then you can use this perk while you are asleep instead of only while meditating to specifically use it. You can also use it to look through your memories and refine your understanding of the people you've met based on what you've seen of them.

Given Shape, Given Purpose (300cp): When shaping an object, either through the use of chaos binding or actually physically working a material, you can impart an intent of purpose into your work. This makes the material used in the shaping far easier to work towards that purpose and enables it to 'fill in the blanks' to a degree as it works towards that purpose as well. This can make normally tough materials, such as mithril, as easy to work as iron, or even easier if you are skilled enough, with there even being a case of a man shaping iron like clay with his bare hands using this method.

However, even once done, the object will serve better towards the intended purpose, such as an axe made with the intent to fell trees will cut better on a tree than it would on a shrub or in service as a weapon. This is a fairly permanent affair, even breaking the weapon won't see this quality fade unless broken down to the point it becomes a new base material, at which point the effect is considerably weakened.

Chaos affected in this way tends to keep the purpose it's given when used in this way, and if repeatedly given the same purpose can find itself locked into a more permanent form, only a chaos distiller able to break it back down into its base state without the integrated purpose. This can, however, be felt by the binder and is usually only done either in emergencies or when the permanent form is the desired end result.

Conceptual Condensation (100cp/400cp/600cp): You have the ability to imprint an event or moment in time onto a small wisp of planar chaos, turning it into a metaphysical representation of that event or moment. This can be the moment a patient man finally snaps into a rage, the first cry of a newborn child, the first rays of the morning sun, or similar such things. Such imprints can be used in the creation or augmentation of objects and places by those that know how to combine them and other objects together. These wisps can be stored in a node where they impart some measure of the feeling of that moment or event.

For an additional 300cp, you've discovered a particularly unique application of this ability, one that allows you to take your skills and abilities and imprint them in the same way as you would events or moments in time. You can also use it to imprint the skills and abilities of others if they cooperate with you to do so. Such abilities can be slotted into a node to access some measure of the skill or ability, though this is more akin to an aid in learning the skill or ability rather than direct access.

For a final 200cp, you may combine and store these imprints in a node, where these combined imprints can form new abilities and skills that you can access fully as a result. Trial and error is needed to figure out how to properly mix these abilities into a desired end result, otherwise it is somewhat random in how they combine. A single node can only sustain a number of wisps equal to half the total number of nodes you possess, to a maximum of ten.

Racial Perks

Scrawls (0cp): The scrawl have a particularly long racial name in their own language, one that uses mechanisms not found in many races, as such, scrawl is the name other races chose for them. While originally used as a derogatory term, scrawls embraced the name as their own. This is true of most of their individual names as well, resulting in them almost always using a nickname. Scrawls are fairly easy to identify by their off-white, parchment-like skin that often has rings or lines of strange, seemingly meaningless writing in gold, black, red, or blue, with the red or blue sometimes being so dark they are mistaken for black. It is known that scrawls are intimately connected to the Void Runes and languages in general, though how they first came to be is unknown.

- **Linguistics (100cp, Free Scrawl):** Languages are important to a scrawl, so of course they learn them quickly. A scrawl will learn any new language three times faster than other races would normally be able to. However, this isn't all. Languages have patterns to them, patterns that can be recognized, and scrawls are talented in recognizing and decoding such patterns. A scrawl can notice codes and ciphers within written or spoken word with surprising ease and gain an advantage in decoding them. This includes hidden meanings, double entendres, and sarcasm.
- **Babel-On (100cp, Free Scrawl):** Languages mean quite a bit to a scrawl, and sometimes, languages aren't verbal, nor can they be conveyed through the means present to the scrawl normally, such as pheromone based communication or ones that rely on changing colors of the body itself. While learning those languages is still potentially possible, speaking it would prove a challenge, normally. A scrawl studying a language with mechanics they normally cannot use themselves can begin to emulate those traits and gain ones to help them understand the language. One that studies an insectoid race's language where they speak entirely in scents would gain an increased olfactory sensitivity to pheromones and the ability to produce the same while one that studies a fractal race's shifting patterns as a language would be able to weave those patterns across their skin or conjure an image that could be read as the language. This is based primarily on the script on the scrawl's body and bits of Planar Chaos filtered through the writing.
- **Runesmith (200cp, Free Scrawl):** As the living incarnation of a language, it would make sense that scrawls are proficient in the learning of other languages. However, there is more reason for a scrawl to learn languages than their origin. Each time a scrawl learns a new language to the point of fluency, they gain a Void Node. Full mastery of a language, the equivalent of being a doctorate level student of the language, grants an additional Void Node, as does knowing every single word and their meanings within the language, with each language able to potentially give a total of three Void Nodes to the scrawl. Creating a new language does not affect this until it is spoken by a group of people, enough to cover a small country at the very least, as a primary language.

  Void Nodes are a type of Node that are specifically for holding a Void Rune and nothing else, interacting with them more strongly than normal Nodes. Void Nodes do not provide the same passive benefits of normal Nodes, instead they make a scrawl's speech clearer and more precise, reduces the likelihood of them getting tongue tied, and gives insights into the way Truenames function which has the effect of easing the process of learning Truenames in general. Void Runes held in a Void Node have their effects doubled.

Revenants (0cp): There are two types of revenant, the ethereal and the corporeal. Ethereal revenants, often called phantoms or ghosts, are born from the last breath of a dying person while the corporeal revenants, called ghouls or zombies, are born from the physical flesh of a corpse. Both types can be born from a single person at the same time. Regardless of type, revenants have echoes of the person that they were created from, personalities similar, but not identical, to them and flashes of memory, otherwise they are their own individual. Revenants of only one type are rarely stable, it is only when a corporeal revenant and an ethereal revenant come together that the true revenant comes into existence. Revenants appear human, resembling the person they originated from, though they may show signs of the early stages of decay, in the case of corporeal revenants, or be transparent, in the case of ethereal.

- **Duality (200cp, Free Revenant):** Revenants are two entities in one, at least the stable ones are. A corporeal revenant without an ethereal revenant will start to decay until they pair up again, slowly restoring themselves to normal, while an ethereal revenant will start to break apart and lose their ability to think without a corporeal revenant to keep them together and restore what is lost. It is only when paired together that both of them are stable enough to continue living. This merging is not temporary, the two essentially become a single individual with two bodies, one physical and one spiritual. This perk grants the revenant three effects, one for their corporeal side, one for their ethereal side, and one for when they're complete and combined. They gain the following benefits:
    - *Corporeal:* The corporeal body of a revenant has a high level of pain tolerance and an abundance of life force that is constantly generated, giving them impressive stamina and immunity to effects that would simply snuff out their life force. This also allows them to push their bodies past their normal limits, applying more strength than their body normally would be able to, however, doing so will start to break down the revenant's body if they overuse it. This has the added benefit of making similar abilities easier to learn and use.
    - *Ethereal:* The ethereal body of the revenant is not in the physical realm and can ignore many of the physical dangers that result from such a thing, as well as being able to pass through solid barriers and fade away by pulling their presence further into the ethereal, only able to be seen as a slight distortion in reflections. Similarly, they are capable of floating slightly above the ground, though they can force themselves through the ground if they try.
    - *Complete:* When complete, the revenant can store one of their bodies within the other, effectively fusing together, to gain one of two effects. When the ethereal body is stored within the corporeal body, they can transform into a monstrous form that possesses increased strength, speed, and durability, natural weapons such as claws or fangs, and a horrific visage that unsettles all around them, unless they are already disturbed. This form will always be noticeably stronger than their base corporeal form. When the corporeal body is pulled into the ethereal body, they gain the ability to project their presence outwards and use it to empower their allies or hinder their foes with a number of effects, ranging from energizing and healing others to weighing them down and causing pain. Over time and with practice, a revenant may discover or develop new effects they can project while in their combined ethereal form. However, regardless of which form they use, if they are slain while in either of these combined forms, both bodies are killed at the same time.

  A revenant can forgo the benefits of being complete and choose either Ethereal or Corporeal when taking this perk to gains +200cp and only gain the effects of that side of the perk as well as suffering from either a decaying body or mind depending on if they chose corporeal or ethereal, respectively. This effect ends and they gain the full benefits of this perk if and when the revenant finds another of the opposite type to fuse with, which *will* result in a personality shift for the duration of the jump. A year without finding another body will result in chain failure.
- **Dead Yet Living (200cp, Free Revenant):** Revenants are birthed from death, either the corpse of a dead man or their dying breath given form and will. This makes it much more difficult to actually kill them as they are already dead. A complete revenant gains a minor healing factor for both their physical and spiritual body, allowing them to heal from wounds dealt to either body.

  Additionally, a complete revenant can survive the destruction of one of their bodies by becoming incomplete. Should one of their bodies be destroyed, they will temporarily lose some of the benefits of the Duality perk, limited to only whichever body remains until they reunite with their other half, which can be any revenant of the opposite type or a recently dead corpse, one that they didn't help kill. This can only happen once per jump or every ten years, whichever comes first.

  Non-revenants instead gain the ability to come back as an ethereal revenant until they can inhabit a new physical body, at which point they return to their normal race.

Efreeti (0cp): Common rivals of war devils, the efreeti are born from the cultures of the original humans to enter and settle D'void came from, with some of the newer settlers adding little bits over time. The efreeti are often referred to as ambition personified, they measure themselves in their accomplishments and what they can bring to their home. This ambition makes them highly motivated and willing to put in the work and dedication to bring them the prestige and power involved with such accomplishments. Efreeti are fairly isolationist compared to the other races of D'void and are known to try and take over regions of D'void, either politically or militarily. Efreeti, as a whole, resemble athletic humans with red skin, though some also possess short, conical horns or phantom flames in their hair.

- **Dominion (50cp, Free Efreet):** Efreeti are born from a nation, more specifically, the feelings of the people towards their nation and what it represents. All of its people. As such, the efreeti are constantly aware of their own personal biases and preconceptions and can choose to ignore them easily.
- **Ambition (50cp, Free Efreet):** Even the most weak-willed of efreeti has a drive to accomplish their goals and improve themselves, a drive that is hard to break. Pain, boredom, failure, and a seeming lack of results won't dissuade an efreet from their course, though they can break when other, more important tasks come up or when they feel they need to shift their focus. This extra motivation makes it easier and quicker to learn new things or to improve their physical or mental conditioning.
- **Without Arrogance (100cp, Free Efreet):** While many would say that efreeti are as arrogant as they are ambitious, this is far from true. Efreeti have an innate understanding of their limits, how far they can safely push themselves, and the limits of their position and authority. More so, they have a read on others and can figure out, very easily, just how far they can push them before they falter, similar to their own limits, as well as what they can get away with before they get retribution.
- **Prestige (200cp, Free Efreet):** The ambition of an efreet is based firmly in their desire for prestige and the perception of strength it gives, and with the planar chaos of D'void, this perception is more true than one would expect. Whenever an efreet accomplishes something of merit, does something that gives them renown or recognition, or otherwise improves their standing and perceived level of power, their Truename is reinforced and made stronger, as is their soul. This offers the efreeti some resistance to attacks on their mind and/or soul, including from someone attempting to exploit their truename.

Tsukumogami (0cp): Humans aren't the only thing to end up in D'void from outside of reality, just like all others, sometimes objects will fall through as well. However, where other planes simply get access to the object, in D'void the echoes of purpose within the object from the hands that used them and the memories of past users cause the object to form a body and develop a mind of its own, becoming what is known as a tsukumogami. As tools prior to gaining life, tsukumogami tend to have a friendly disposition and are good at working with and supporting others.

- **Inherited Skill (100cp, Free Tsukumogami):** A tool is only as good as the hand that wields it. Every hand that wielded a tsukumogami when it was simply a tool imprinted some of their skill into it, granting them ever greater skill and refinement. Any skill related to a tsukumogami's tool form comes naturally to them and they possess some muscle memory that gives them a head start on such skills.

  Additionally, possessing the Living Tool perk allows them to learn from those that use their tool form, a master using a tsukumogami can impart their skill to them over the course of a few months of continuous use, though this depends entirely on how their tool form was used.
- **Purpose Made (100cp, Free Tsukumogami):** A tool's purpose is to make accomplishing a task much easier, make such tasks go faster, and remove the strain of trying without the tool. Tsukumogami have the same effect on any situation where they help others. When offering aid to another, a tsukumogami seems to simply make things go right more often, go faster, and ease the burdens of the task. This comes from both a minor morale increase that reduces frustrations, eases tension, and improves productivity and a shared form of luck that works to prevent potential setbacks, while it won't keep them from happening entirely, it will make them rarer and less impactful as long as they aren't caused by deliberate sabotage.

- **Living Tool (200cp, Free Tsukumogami):** Born from tools, it makes sense a tsukumogami could return to their original form. A tsukumogami may condense their form back into the item they once were. This form is easily maintained and allows a tsukumogami to give some of their own skill in the use of the tool they are based on to anyone that picks them up for as long as they choose.

  Additionally, the tsukumogami can summon a duplicate of their tool form to their hand at will, which they can use with incredible finesse as it is quite literally an extension of themselves. Modifications made to this duplicate can be carried over to the tsukumogami's tool form and made a permanent part of themselves or they can revert it can be dismissed without carrying over the effect so the new features don't stick unless they want them to. This includes damage done to the duplicate.

  The item chosen for this perk may be nearly any tool, whether hand-held such as a knife, a blacksmith's hammer, a shield, or a lantern or a larger one such as a plow, a ship, or a wagon, even a suit of armor would be viable. You can choose to import an item from another jump into this perk for an additional 100cp.

Manitou (0cp): Also known as nature spirits, nymphs, or chwinga, the manitou are representations of environments condensed down into a physical being, many referring to them as a reflection of nature and often viewed as a sister race to the genius loci and cousins to the devils and changelings. Manitou are varied in appearance, born from echoes of environments both great and small that sometimes emerge from the chaos, if only for a few moments, the manitou reflect the environment that birthed them, such as one born from a forest having green hair and skin while one born from a mountain will seem to have stony skin.

- **Spirit of the Land (100cp, Free Manitou):** Born of an environment, manitou are as resilient as the land they represent, resisting harmful changes fairly effectively, even direct injuries inflicted are lessened as they resist the change to their form caused by said injuries, though these are much less affected than other forms of physical change. Normally, this would come with the downside of healing being a good deal slower as well, however, like some manitou with a bit of human heritage, you don't have this issue.
- **Fae Nature (100cp, Free Manitou):** Manitou are often considered strange, even by the other races of D'void, as their minds work along different paths than the other races. It is nearly impossible to truly predict a manitou's actions, even through magical forms of divination and future sight. On top of this, the manitou are known to be the longest lived race of D'void, the first manitou to exist still alive to this day, and still just as active as they once were. This comes from their mind's not growing stale with ennui or losing their edge from experiencing what life has to offer, they simply are accustomed to existence and do not grow bored or depressed with existence. They exist, and they are perfectly content to continue to exist ad infinitum if they are able to keep themselves that way.

  Besides the mental aspect, the manitou are effectively ageless, ceasing to age once they reach what would be considered the prime of life for another race.
- **Web of Life (200cp, Free Manitou):** One of the key elements of a manitou is their connection to the land that birthed them, however, this is by no means a permanent bond. A manitou is able to sever and establish this bond with an act of great will. Severing the bond in particular is considered difficult due to the pain it inflicts, however, this allows them to bond to a new environment. This bond gives the manitou some power based on the chosen environment, such as the ability to create and control sand for a desert-bound manitou or the manifestation of tiger-like traits from one aligned with jungles.

  Those proficient in the use of chaos binding are able to manifest aspects of their environments, including creatures native to them, with the use of bound chaos much more easily than others.

  A manitou taking this perk can choose to start with a bond to a common earth-based environment of their choice to gain these benefits from.

Devils: Before the first humans came to D'void, a machine of unknown origin was sent into the plane, one that interacted with the Planar Chaos in an attempt to make it habitable. While it succeeded in its goal, it was also corrupted by the Planar Chaos. This corruption caused it to start producing two races, the first of which were the devil race, or the d'vel if you use the original terminology. Devils were born from pieces of crystalized Planar Chaos, chaos given order, and devils share in this quality. There are four variants of devil all listed below, though any pairing of devils can result in any of the variants. All variants possess some common traits, including that they all possess horns, a tail, and oddly shaped pupils. Devils all gain the following perk for free.

- **Ordered Chaos (100cp, Free Devil):** Obsession. When order and chaos meet, obsession is born, and it is this key element that describes devils in their entirety. When focused on a goal, a devil is able to push their mind into a fugue state where their ability to feel boredom is reduced to near nil levels, their ability to focus is amplified, and their need for sustenance and rest is pushed down and ignored. It also emphasizes the natural talents and skill of the devil in regards to their set goal, enough to give them an edge, but not enough to be an actual equalizer.

  Going into this fugue state is surprisingly simple when a goal is set before a devil, and some that aren't careful can find themselves falling into this state without meaning to. Exiting the fugue state without completing the goal that started it, however, is difficult, requiring exceptional willpower to pull themselves out of it. It will automatically end when their goal is completed. Falling unconscious also lessens the depth of the fugue state, something that can end a shallower fugue state or give a devil a chance to pull themselves out of one they were previously unable to.

  The fugue is not a simple on or off, it is more of a moving slider, and the deeper into the fugue the devil goes, the more of an effect it has and the harder it gets to break out of it. There is also a temptation to dive deeper into the fugue to accomplish the goal as it will help them finish it more easily, however, this can trap the devil in their own fugue state until they accomplish their goal, and some goals are impossible. Devils are taught from a young age to be careful of this fugue state even before the ability is unlocked.

War Devils (50cp): It would come as little surprise that a race called war devils are the most imposing and physically capable members of the devil subraces. War devils stand a strong six feet tall on average and are built like a tank, with a great deal of muscle that grants them strength beyond other devils, though some have a denser, smaller musculature. War devils also have the most robust horns, often resembling those of a ram or bull, they also have the shortest tails and pupils that resemble horizontal bars, akin to those of a goat.

- **Dynamic Vision (100cp, Free War Devil):** With a heavy focus on combat, both on the small and large scale, war devils have developed a potent form of dynamic vision. Simply put, they can process the visual information provided by their eyes fast enough that, even when moving fast enough that other races would only see a blur, the war devil will have perfect clarity of sight. Their vision never blurs, makes mental shortcuts, or otherwise misses things due to movement, This also means optical illusions rarely work on them. They also possess a wide range of peripheral vision that is just as sensitive to movement as the rest of their visual range, which can allow them to spot and react to even the smallest bit of movement.
- **Fog of War (100cp, Free War Devil):** War devils are warriors at heart, but they are by no means soldiers. Most war devils lack discipline or formal training and rely on their innate abilities to defeat their opponents rather than skill. Surprisingly, this works for them. War devils will naturally and subconsciously pick up on their opponent's movements and their physical habits, this allows them to start taking advantage of such things without ever even realizing their doing so. They effectively get better at fighting an opponent the longer they fight them, and while this can help them develop their own personal style, it is almost entirely subconscious and will not inform their conscious mind enough to do so.

Those with the Ordered Chaos perk find that entering a fugue focused on their foes emphasizes this trait by seemingly slowing their perception of the world around them. Their mind is sent into a heightened state of awareness that allows them to process information faster and more efficiently, but narrows their focus as they do so, seeming to cause the world around them to close in and darken past a certain point, with the deepest of fugues causing them to see nothing but themselves and their foe, everything else a single, solid color, usually black or red.

- **Overwhelm (200cp, Free War Devil):** The physical abilities of a war devil are impressive, to say the least, strong, tough, and *deep* reserves of stamina. However, this is not what makes a war devil so dangerous, nor is it their instinctive ability to pick apart their opponents, it's the *pressure* they seem to exert when fighting or pissed off. A war devil can, with a simple flex of will, create a field of pressure that weighs down on those around them, foe and ally alike. This causes those under its effects to seemingly be weighed down and makes it harder for them to catch their breath. This requires exertion, taking a bit of their stamina to keep active, with more exertion resulting in greater pressure and greater stamina use. Fortunately, war devils have stamina to burn.

Contract Devils (50cp): The most human-looking of the devils, contract devils simply possess small, conical horns on their foreheads, slit-pupiled eyes, and long, slender tails that are easily hidden, but are otherwise identical to humans in terms of appearance. Contract devils are known as the masters of the mind, giving them exceptional skills in manipulation, negotiation, psychology, and law. There is also a variant that, while often considered a separate race and having differing features, are identical in ability. These devils possess rat-like tails and horns that curve around to follow their jawline and their pupils are the same color as their iris, these are Trickster Devils or Gremlins.

- **Cold Read (100cp, Free Contract Devil):** It is often said that a contract devil can see your deepest desires and divine your darkest thoughts, a notion the race was partially responsible for propagating as they often claimed to be psychic or similar. In truth, contract devils are natural users of hellstromism, the art of reading microexpressions and determining their meaning. This allows them to cold read someone, tell when they're lying, what emotions they are feeling, if they're in pain but hiding it, or similar expressions. This is on the instinctive level, those with proper training can use this to get deeper reads and gives good credence to the notions mentioned above. They can also hide these tells and microexpressions or send false messages due to their expertise in this field.
- **Sowing the Seeds (100cp, Free Contract Devil):** Contract devils are often seen as masterful manipulators and planners, but really, they are opportunists that can plant the seeds for several potential plots and take advantage of whichever ones come their way. While a contract devil may not know what they'll get from any particular seed until it comes up down the line, they are very good at capitalizing on such seeds when they finally sprout and bear fruit. This allows a contract devil to improvise extensively, make things up as they go along, and actually manage to gain a benefit from doing so.

  Those with the Ordered Chaos perk find that entering a fugue is quite a bit gentler than it is for other devils, but also more insidious. Contract devils don't show when they are in a fugue and can go most of their lives in one as the side effects are lessened, though they never truly go away. The effects of their fugue, however, start to pervade their life and make them more focused on their goal in general, while maintaining a flexibility that is not present in other devils.
- **Favors Owed (200cp, Free Contract Devil):** The reason contract devils are called such is due to their interaction with a power unique to them, the only known form of magic in D'void. They possess a special node, which they call the Vertrag, that can hold an energy they can collect from others through simple (or complex) deals and contracts. This energy is generated by all sentient and sapient individuals and is virtually useless without the Vertrag to process it, nor is it harmful to give away, though the feeling can be considered uncomfortable to some individuals.

This collected energy is stored within the Vertrag and can be spent to influence events or minds around the contract devil. The more likely the desired result was to happen anyway or the closer to the desired mental state, the less costly this influence is. Someone that's already clumsy would be easier to trip up than someone that's naturally very graceful, and someone already angry would be easier to get to lash out violently than if they were calm. It should be noted, it's possible to sense the mental influence a contract devil can exert, especially if it's a more potent effect or a more extreme change, though it is subtle.

Like other races, contract devils do generate a small amount of this energy, however, it is in the processed form already and cannot be stored in the Vertrag, whether their own or that of another contract devil, due to this. However, the energy they generate, as it is already in the processed form, can be used to apply incredibly minor versions of the influence the contract devil can use with their stored energy. This gives them a sort of luck that they can direct to a small degree.

Additionally, this energy can also be spent to reinforce other magics or supernatural abilities, reducing or removing dispelling effects on them. This is considerably cheaper than creating effects entirely from the energy involved. See the Notes for more details.

Tinker Devils (50cp): Often considered the most manic and prone to fugues of the devilish races, tinker devils are marked by five key features, a completely bald head, cross shaped pupils, a single horn on the back of their head that curves forward, blackened fingers, and a pair of long tails that each end in small, but precise, graspers. Tinker devils are incredibly detail oriented and have memories to match, however, because of this they tend to focus too much on the little things and can spend hours trying to make one small detail perfect before moving onto the next.

- **Eyes of Chaos (100cp, Free Tinker Devil):** While every devil has sight that is uniquely focused, tinker devils are one of the few able to shift how they see the world. A tinker devil can expand their vision to see into a wider range of the electromagnetic spectrum, into infrared or ultraviolet, but also into other senses that would allow them to see sounds, smells, or other such things. They can also zoom in their sight for fine detail up close or long distance sight, though not both at once. Shifting their sight to view such things takes a second of concentration. They are also able to see magical energies by default.
- **Mental Packrat (100cp, Free Tinker Devil):** Tinker devils have the best memories of any devil, or any other race in D'void, able to remember the smallest of details from things that happened years ago, some even able to go back to when they were newborns. Every memory is perfectly archived within their mind, though they can sometimes take a while for them to actually recall a bit of information or for them to not realize what they can actually remember until something triggers the memory. Many tinker devils pursue mnemonic techniques to organize their thoughts because of this.

  Those with the Ordered Chaos perk find that entering a fugue to solve a problem greatly improves their creativity and raw intellectual ability, which opens them up to bouts of inspiration and what are often called Eureka moments. Their minds start to connect information, seemingly at random, in such a way that it leads them to new insights and ideas that are often simultaneously insane and brilliant. This process can continue even outside a fugue, albeit at a slower pace, and when such a bout of inspiration hits, it can, and often will, drag the tinker devil into a fugue in the pursuit of that bit of inspiration.
- **The Maker's Hands (200cp, Free Tinker Devil):** One would wonder why a tinker devil works with individual parts when chaos binding would allow them to make the objects they want wholesale, and there is quite a bit of speculation as to exactly why, but the truth of the matter is, they are simply better with things they understand, and what better way to understand something than to make it yourself, directly, slowly, and with care. While a tinker devil does not truly need to build a device or object to gain an understanding of it, it is far easier to do so rather than trying to figure out that which is already built. There is also a connection formed with objects the devil builds themselves that amplifies this effect.

When a tinker devil knows more about an object, physically and metaphysically, they find they are better able to use it and bring out its true potential. A sword that they have studied and come to understand will be better in their hand than an equally potent sword they just picked up. Additionally, when using anything they have personally crafted, this increase is amplified, bringing them twice the benefit they would have received with any other object, even if they are exactly recreating something they have studied, that recreation will benefit more than the original.

Using the Given Shape, Given Purpose perk with this effect sees them compound on each other and make the two effects greater than they otherwise would be.

Life Devils (50cp): When it comes to devils, life devils are an oddity. Physically, a life devil is marked by their circlet-like horns that appear to be made out of gold, silver, or electrum, golden pupils, and a tail that ends in a fan of feathers ranging from white to silver to gold, and mentally they are quite protective, however, it is their unique ability that makes them so odd. Life devils are able to, with relative ease, calm the minds of both themselves and others, which can end a devil's fugue or temporarily return sanity to the insane. Many consider this odd since almost every single life devil has multiple personalities.

- **Eyes Everywhere (100cp, Free Life Devil):** Life devils are able to see all around themselves at all times, a little known fact that has saved many of them from unfortunate events. This is not, however, true sight. Life devils possess a form of pericognition, an awareness of the present, that allows them to "see" in all directions around themselves. This is thought to be linked to their horns as those with damaged horns can sometimes have parts of their vision impaired until the horns heal. The life devil must still focus on a part of their vision for it to become a clear, in focus image for them, the rest being simply expanded peripheral vision unless they can focus on more than one spot at a time.
- **Hopeful Optimism (100cp, Free Life Devil):** Life devils are generally very cheerful individuals, able to see the bright side in nearly any situation, never seeming to give into despair and willing to face the end with a smile on their face, even the ennui of time seems to have little hold on these devils. While they can grow sad, enraged, grief-stricken, or even get depressed, it rarely lasts long due to this font of hopefulness.

  Those with the Ordered Chaos perk find that they can calm the fugues of other devils and impose a bit of that same calm on others in general. They can also extend some of the hopefulness that keeps them going out to others, lessening the effects of despair, grief, and other negative emotions.
- **Mind of Many (200cp, Free Life Devil):** Life devils are often seen as odd, eccentric in many ways, even for D'void where most races are born from things and concepts. This is largely due to how a life devil's mind works, all three of them. Every life devil has a gestalt mind consisting of three separate minds and personalities, with one commonly being in control of the body while the other two act as advisors most of the time, though the main personality can cede control to one of these secondary personalities if they so choose.

  More importantly, each personality can train in new skills individually, even when not in control of the body as they can, with little effort, run through mental simulations of the skills they wish to learn and actually gain the muscle memory and practice they want while doing so. This has no effect on their physical body's base capabilities, requiring them to dedicate time to physical conditioning, but each personality can build up a unique skill set that they can switch between virtually at will.

  These personalities are always complementary to each other, different enough to offer new perspectives, but similar enough to rarely have lasting conflicts between each other, avoiding the pitfalls normally associated with multiple personalities.

Nightmares (50cp): One of the rarest races in D'void, a fact which many are thankful for. When an old horror comes into contact with a bit of the order that made devils possible, it can spin off what looks like an egg to rid itself of the order before it can take hold. This egg is pulled into a pocket of chaos to incubate, where thought and dream form. When this egg has incubated long enough, it will reshape itself, not hatch, into a new form all its own. The resulting creature is what's known as a nightmare. While nightmares are a type of devil, their traits are somewhat unusual. Nightmares are not normally considered a race, but a monster, very few are exposed to thoughts that are conducive with a human perspective, as such, nightmares must take the Reviled drawback for no points.

- **Killing Intent (100cp, Free Nightmare):** The first thing most notice about a nightmare is the feeling of bloodlust, fear, and death that surrounds the race, a potent expression of their nature being born of the horrors. However, it's when they focus this on another person that this feeling comes into its own. When this is focused, it induces a deep, dark fear that can paralyze the target with visions of their death composed within their own mind. This effect can be broken with enough willpower and pain can knock someone out of the fear enough to act, at which point this largely only acts to cause hesitation and desperation in those under its influence, which can lead to mistakes the nightmare can capitalize on. Nightmares that live long enough can be surprisingly subtle with this ability, and even suppress it entirely.
- **Apex Predator (200cp, Free Nightmare):** Nightmares are powerful beings, born of the most dangerous threat to D'void's many races, and possessing much of that strength themselves, tempered by a cunning that makes them even more dangerous. Besides being physically impressive, nightmares are natural born hunters with instincts that let them practically vanish into the planar chaos, note where people would look for them, and easily spot moments of weakness, as well as how to capitalize on them. They also possess the ability to track others by scent, though this scent isn't a physical one, but instead a psychic one. This makes nightmares near perfect ambushers.
- **Chaos Puppets (600cp, Free Nightmare):** While the aura of the nightmare makes them intimidating, it is not why they are feared, no, that comes from this ability. Nightmares are able to copy their own form and will into bound chaos, or even unbound chaos if they are willful enough, and control these simulacrums across great distances, seeing through their eyes, and even using them to fight in their stead with most of their strength. While these simulacra are not quite as strong as the nightmare, they carry all the skills of the nightmare that created them.

  At first, a nightmare will only be able to use one such simulacrum, but through experience and practice they can conjure and control more, with most never getting more than five such simulacra. When a simulacrum is destroyed, it causes a bit of mental pain and prevents them from creating new simulacra for a few days, which grows worse as more are destroyed, the worst cases, where all five are destroyed at once, this can leave the nightmare without their simulacra for up to a month.

Dreamings (100cp): Also called imagines by some, dreamings can appear as just about anything due to their origins, dreamings are born from the thoughts and dreams of humans, giving them appearances that range the gamut of human imagination. Some are even the results of a tulpa gaining a complete sense of self that allows them to maintain their own existence. This means their appearance is nearly as varied as the changeling, however, unlike the changeling, a dreaming cannot change their appearance. The biggest features of a dreaming, however, are their ability to reside within the minds of others and their ability to produce their own form of planar chaos that comes into existence already bound closely to their own will. Dreamings do not need to sleep.

- **Dreamseeker (100cp, Free Dreaming):** Dreamings are unique in that they can sense the thoughts of sentient beings. While this doesn't allow them to listen in to those thoughts, it does allow them to find and identify people by the feeling of their psychic resonance. A dreaming's ability to sense thoughts extends up to a mile out from themselves and they can track everyone within that range with near perfect clarity. They can also feel sudden shifts in a person's psyche or thought patterns caused by trauma or other sources, including if something else overshadows their mind.

Dreamings are also able to sense horrors, nightmares, and similar creatures within that range, though some can potentially be hard to pinpoint, only able to sense that they are in range, and not where they are.

- **Chaotic Dreams (200cp, Free Dreaming):** Dreamings are known for one thing above all others, a unique substance produced by them known as dream smoke. Originally thought to be a form of planar chaos that the dreamings naturally distilled within their body, it was found to only be partially true within the last few years. Dream smoke is a mixture of distilled chaos and the very essence of the dreaming, imprinting their truename into the chaos-like substance.

  Dream smoke will act near identically to bound chaos, except it is perfectly bonded and reactive to the will of the dreaming and is immune to the common methods of interference some chaos binders are trained with. Unlike bound chaos, which appears as a blob of a scintillating mix of colors, dream smoke is almost completely invisible, only taking on a physical appearance once shaped.

  The amount of dream smoke a dreaming can produce and maintain, baseline, is equal to a chaos binder using five nodes to control bound chaos. This can be increased, but is not based on the number of nodes the dreaming has available, instead requiring them to draw power from minds.
- **Mindwalker (300cp, Free Dreaming):** Dreamings possess the ability to enter the minds of others, forming a mindscape from the unconscious mind of the individual, the same part of the mind that tends to deal with dreams in most races. While in this mindscape, the dreaming can grant access to their dream smoke, add their will to their host's, and can both use the senses of their host and speak telepathically with them. The telepathic speech from this perk does not distract the host or dreaming.

  The main draw of this ability, however, lies in the dreaming's ability to patch up damage done to the mind, physically going through the mindscape, finding problem areas, and repairing the damage done. Such damaged components, once replaced and repaired, will turn into more dream smoke that the dreaming can then use for their own purposes. There are some dangers, however, some of the damage can take the form of creatures that could potentially become horrors if allowed the chance to manifest. To mitigate some of this danger, dreamings possess the ability to create a safe space within the mindscape.

Changelings (100cp): Before the first humans came to D'void, a machine of unknown origin was sent into the plane, one that interacted with the Planar Chaos in an attempt to make it habitable. While it succeeded in its goal, it was also corrupted by the Planar Chaos. This corruption caused it to start producing two races, the second of which is the changeling race, born from corrupted bits of programming shed from the original machine, some of which resulted in the basis of genius loci. Changelings are essentially a self-actualized mind bound to a bit of distilled Planar Chaos that they use as their own body, which is just as mutable the rest of the Planar Chaos, but so responsive to the mind bound to it that it is impossible to take control of it away. While they are shapeshifters, changelings do have a form that is considered their base form, instead possessing a self-image that acts as their default or preferred form.

- **Body of Chaos (600cp, Free Changeling):** Changelings don't have a proper body, their physical form is the result of their mind manipulating bound Planar Chaos. This gives a changeling an incredibly mutable form that they can change on a whim, a very potent form of shapeshifting as they can make themselves look like just about anyone or even create entirely new forms if they want to. This is, however, more than simply cosmetic as a changeling mimics actual body parts and structures, forming muscle, bone, blood, and more with their transformation. This means that adding muscle mass to a form will make that form stronger, making bones denser will make them harder to break, and forming armor plating will actually provide an appreciable defense, among other things. Practice and knowledge of biology can refine these traits to be stronger, though there is a limit to just how far it can go. Changelings can even go anywhere from twice to half the size of the average human, though they can learn to push this farther over time, to a maximum of six times in either direction.

Damage done to a changeling's body does cause actual damage to the changeling even if they repair their body, specifically, it damages their connection to the Planar Chaos that makes up their physical form. Too much damage will result in this connection being severed, which means the death of the changeling. This damage will result in them acting as if they are injured; soreness, fatigue, spasms, and other signs of pain or injury. These will naturally lessen until the changeling is fully healed, which is roughly done at the same rate as a human would. While changelings lack vital organs, and thus aren't as easily damaged by striking certain points of the body, removing a piece of their body is far more damaging and reduces their overall mass to work with in their shapeshifting.

Non-changelings that take this perk are attuned with Planar Chaos, allowing them to create and interface with a shell of bound Chaos that has similar properties. This does not, however, remove the vital organs of the individual and they can be damaged or killed if an attack lands at just the right point, nor does it allow them to reduce in size below their body's natural proportions unless they can do so another way.

Human (+100cp): While not the first race to interact with D'void, humans were the first race to live in D'void and the one that created so many others. The wild imaginations and strong wills possessed by humans, enhanced by Planar Chaos, gave rise to nearly a dozen other races found within D'void, with only the devils and changelings not being made as a direct result of the human mind, intentional or otherwise. Humans are also masters of introspection and autohypnosis, a way of keeping their minds intact so they do not harm their new home.

- **Auto-Psychology (100cp, Free Human):** It takes a lot to crack a human mind, however, once the cracks start, they're very hard to fix. At least, that was the case when humans first came to D'void. Long term use of Trance and other forms of hypnosis, both self-targeted and otherwise, has given humans a sort of mental healing factor. The mental health of a human will normalize and repair itself over time. Even if a human were to crack and go insane, they'd eventually recover and return to sanity. This also means that damage that would drive a human to such a state is healed over time. This can be improved with introspection, meditation, and rest that reduces stress on the mind. As an added benefit, humans gain skill in the use of hypnosis, self-hypnosis, meditation, and calming techniques, as well as knowledge of psychology.
- **Vivid Imagination (100cp, Free Human):** Humans have the most active minds of any race on D'void, considering all other races are derived from humanity and are essentially shades of the human mind, this makes sense. However, this is pushed further with the Planar Chaos of D'void being present as humans gain the ability to shape and hold complex imagery within their minds, to the point of holding the picture of an entire city block within their head and being able to keep it there down to the last, seemingly insignificant detail. Such images can be held in a human's mind within a Node, which allows them to instantly shape Bound Chaos to match the image when needed with no focus necessary, keeping their willpower free for other tasks, or simply conjured with a bit of time and focus.
- **Trancer (200cp, Free Human):** Trance is often considered a purely human power, one born of desperation and necessity when the first humans came to D'void and realized their dreams and thoughts could become reality in dangerous ways. Trance is a meditation technique that uses a form of autohypnosis to enter into a restful state of lucid awareness, where the body and mind relax and slow down, becoming more fluid and calm. This naturally helps in the recovery of the body and mind, and can even aid in spiritual ailments, while allowing a user to maintain their awareness and ability to act. It can also be used to induce dreamless sleep or as a gateway to lucid dreaming, useful for self protection during an otherwise vulnerable period.

  The technique has since been refined heavily to offer far more benefit than simply avoiding the hazards of D'void. Firstly, it enhances the effects of Chaos Binding as the restrictions on the mind are loosened somewhat, making the use of chaos binding both faster and more resilient. Secondly, it gives the user access to their subconscious mind and makes them more aware of what they see, able to pick out details more easily. And finally, it causes a resonant effect with Void Runes. This final benefit is a complex interaction and can lead to a number of useful and unusual effects, depending on the Runes used.

Continuous use can weaken a user's will, eventually resulting in their ability to control chaos, even bound chaos, to dwindle to the most basic of basics, until they can't stay up anymore and fall asleep, with all the potential problems that can incur. This is, however, able to give a user the ability to go for days, or even weeks, without sleep if they need to. Those with truly exceptional wills or that already have a reduced need for sleep can keep it going longer, possibly indefinitely depending on how far it goes.

Trance is a technique, not a racial ability, however, all humans are taught it to the point of being instinctive. Other races can be taught the technique, however, creatures that don't sleep or dream, including most races other than humans in D'void, cannot benefit from Trance, making this trait somewhat less useful.

Origin Perks

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

Edge of Reality (200cp, Discount Drop In): As the horrors show, going unprotected from the rules of a world beyond your own can have unforeseen, and often dangerous, consequences. Without this protection, human dreams and nightmares bleed into reality to take on a life of their own. Going to other worlds may result in similar results if you don't have some form of protection. With that being the case, you are now protected from all of the negative side effects of going to a world with different rules of reality.

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

Realms of Chaos (600cp, Discount Drop In): Chaos, by its very nature, is unpredictable, and you've been infused with the very essence of chaos with your trip here. You are a font of planar chaos, able to produce as much as you can control in a single day, already set to be bound to you. Chaos in excess of your ability to control can be stored, up to five times what you can normally control, and drawn out later for your use. You can tune the planar chaos you produce to someone else to give them control over it if you choose.

This has the added benefit that any power, machine, or magic designed to predict you simply cannot do so reliably due to the chaos interfering with it, even simple hyper intelligence can't fully predict your actions as it just seems to throw up false trails for them to follow. This even applies in battle, where your opponent will expect one thing and get another, always seeming to expect a feint where there is none, though this ability is more geared towards disrupting long term plans rather than short term events.

Effects to divine your location, intentions, or otherwise gain information on or from you simply fizzle out, if someone were to use magic to try and locate you, the spell would trigger, then immediately show a null result.

Tandem Will (100cp, Free Settler): While not the most skilled of individuals on their own, settlers are able to work wonders when working in tandem. When working with others, you find that your abilities easily synergize and combine with those of your allies to achieve a result greater than it otherwise would have been, whether that's crafting, fighting a foe, or reinforcing a settlement, your efforts when combined with others will result in something greater than the sum of their parts.

Additionally, you have exceptional communication skills and can get your ideas across to others easily.

A Moment of Serenity (200cp, Discount Settler): With so many people in one place, the chances of one going off the deep end can increase quite a bit, so, every settler is taught how to de-stress themselves, how to push away the stress of the day and leave themselves relaxed, even if only for a little while. This isn't a perfect solution, by any means, but it does reduce the strain such stresses would put on a person and keep them from lashing out. And for those that dream, this even acts as a perfect method to prevent nightmares and ensure a refreshing, restful sleep.

This works more by imposing a calm over your mind rather than actually dealing with any issues causing the stress, this makes it easier to deal with such things, but will not handle such on its own.

Reinforcement (400cp, Discount Settler): You are able to render chaos into a more stable form and shape it in such a way that it will maintain that shape even should you leave it outside your range, only tossing it into the planar chaos being able to cause it to break down, and even then it would take years to do so. This makes any item you make or work on more resilient and less prone to wear and tear.

As an added benefit, this allows you to use your will to reinforce objects in your possession, effectively making them even more resilient than they already were based on how much will you devote to keeping it reinforced. Given practice, you could use this to reinforce other inherent properties of an object. This can also work passively on your surroundings if you so desire, giving a small boost to the resilience of your environment.

The pinnacle of this skill is Self-Actualization, where you make an object that reinforces itself because it gains a will that keeps it in the shape it currently has. While you won't have this skill to start (unless you also take the Genius Loci perk) you can learn it or figure it out yourself.

Genius Loci (600cp, Discount Settler): With a city made of chaos, there's so many people and ways they could see the world that it can cause conflicts in how things are supposed to manifest as the two views try to impose themselves simultaneously. To counter this, a technique was developed to emulate the effects of the machine that originally tamed D'void's chaos, the development of the Genius Loci. You now know this technique and can use it to create genius loci yourself.

With a touch of chaos and your will as a catalyst, you can take in the wills and beliefs of others to forge them into a spiritual entity that acts as a focus for the will used to create it. This entity is connected to all that donated to it to some extent, but can be connected to the land instead, where it will act to stabilize the land, act as a protector by reinforcing it, and preventing the land from dissolving into chaos in general using the immense reserves of willpower used to create it.

Most genius loci are simplistic and will simply keep their land stable, however, it is possible to empower one with other abilities by infusing it with greater will, adding void runes, sealing off nodes, and similar things, it is possible for them to elevate to a more potent form and gain the ability to connect and grant power to those under their care.

Genius Loci not bound to land are often weaker than their land bound brethren, but they are more likely to develop a personality and abilities of their own as they are exposed to a wider variety of powers, wills, and experiences.

Prospecting (100cp, Free Prospector): You have the uncanny ability to find unusual and valuable resources, such as the bits of matter formed from chaos naturally stabilizing into a coherent form, even having a sense for what's different or unusual in an area. You could pick out a needle in a haystack by simply reaching in and grabbing it with this ability. Additionally, you are talented at figuring out and identifying the properties of such things even if you've never once encountered them before.

Call to Order (200cp, Discount Prospector): As a prospector, you can always find your way back to where you've been before. You feel a pull towards civilized or ordered places in particular that makes them easier and faster to reach compared to before. This lets you seemingly shorten the distance between two places, allowing you to travel faster between locales you've been to before or between places that are more structured and/or civilized. This effect compounds on itself so places you've been to before that are structured and civilized would let you get there even faster than if it met only one of these criteria.

Willful Warrior (400cp, Discount Prospector): Nodes are naturally able to be filled in various ways, taking control of bound chaos and imprinting void runes being the most common examples, but prospectors such as yourself have found another use, filling them with mental fortitude and willpower. You are able to use this collected will to resist mental attacks, fend off boredom, improve your mental stability, and even give greater focus for better control over chaos to a degree. However, prospectors have found ways to use this to enhance themselves in other ways instead.

You know the prospector techniques that allow the use of the will stored in a node for brief boosts in physical ability instead of affecting their will. These bursts of power are relatively short, lasting only a few seconds, but timing them right and knowing the right movements is the basis of the prospector's martial arts. With training, a user could manifest their stored will in a more physical way, creating potent techniques that could be used to fight off horrors and nightmares.

Compounded Force (600cp, Discount Prospector): You have gained the ability to overcharge abilities you possess by simply pumping more power into them than normal. Throw a punch? Double the stamina it takes up to increase your striking power. Cast a spell? Put in more mana to make it stronger. Use two nodes for a single void rune? Double up the strength of that void rune. While this may cause you to use up your stamina faster, it can save your life in a pinch.

You can use this for any ability that requires a non-physical resource you yourself provide, such as mana or nodes, that is in your grasp, though it does not work for things such as electricity in a held piece of technology or an enchantment inherent to a sword unless you fuel the enchantment yourself.

Additionally, you find that you can more easily expand your reserves of power and stamina and/or reduce the base energy cost of your abilities by a great deal, roughly cutting the cost by half, with enough training. Further training can reduce the cost of an ability further, but it is slower and more difficult to achieve beyond that point.

A Terrible Thing to Waste (100cp, Free Mentalist): You are able to get into the head of a person, analyze how they think, and figure out their triggers and buttons with an unnatural level of skill, practically needing to just look at them for a few moments. This allows you to identify who would work well together, who would push each other to do better (either through rivalry and spite or simple encouragement), and who would clash in an unproductive way. You can also pick out mental traits or talents in such individuals, such as an eidetic memory or the ability to hold up a mask of civility despite seething underneath.

Additionally, you have the skills to diagnose and treat most mental disorders.

Counter Will (200cp, Discount Mentalist): When it comes to contests of will, you have an advantage. Mentalists are trained to do just this, using finesse and mental tricks to unravel the will of others, especially the mad, even when their wills would overpower your own normally. When pitting your will against another, you can use these tricks and your precise application of will to unravel another's control, whether that control is over chaos or not. This is most effective on will-based forms of control. This is equally useful against mind altering spells and effects, even mind-numbing drugs or sensations can be suppressed with this powerful will, able to strip their effects down to nothing in a short time, and doing so near instinctively if you'd want them to without that effect affecting your mind. Even madness from your own mind can be unraveled in this way, for a time at least.

Additionally, this has the side effect of giving you a greater degree of precision with bound chaos, which can allow for more complex constructs to be created, even creating environmental hazards at a moment's notice.

Master of the Mind (400cp, Discount Mentalist): While magic and psionics are largely suppressed within D'void, with few exceptions, the emphasis on will and the mind has allowed some, yourself included, to develop their mental abilities to a nearly mystical state. Your powers of observation and intuition are greatly enhanced, to the point where you can effectively read a person's mental state and get a clear picture of their thoughts with just the physical cues they give off unconsciously.

You are also exceptionally skilled in the use of hypnotic and subliminal techniques, even subtle ones like holding yourself in a particular way to give off a feeling of comfort to another, making them less likely to react with hostility. More overt variations, such as those that use a person focusing on something to induce a hypnotic state, are more potent in what they can accomplish, but are obvious enough to resist more easily.

Finally, you can use self hypnosis to suppress unconscious tics or movements and create natural seeming tics that point to something completely different, to the point you could fool even high level magic designed to detect if you are lying. This can also help with the hypnotic abilities above to make them more realistic.

Mental Mountain (600cp, Discount Mentalist): Through the use of various mental techniques and autohypnotic treatments, you have unlocked portions of your mind and made it into a fortress against outside influences of all sorts. Mentally damaging phenomena no longer have any hold over you, you could stare at the entire pantheon of old ones of Lovecraftian mythology and come out completely unscathed as a result. This means that cognitive and memetic hazards are as harmless to you as reading a book would be, possibly even less since it won't strain your eyes after a while.

This also allows you to perceive things that would normally be ignored, see the true nature of things, and gain awareness of when someone is trying to affect your mind in any way. Illusions are little more than a faint impression to you, enough to know they're there and what they should be while still letting you easily look past them, shapeshifters and disguises will do little to hide someone's identity from your eyes, and charms and enchantments will fall flat as you become aware of them and can suppress their effects with your will, even keeping it in place enough to fool the one that used the effect.

Additionally, your willpower is now effectively endless, never weakening from fatigue or being worn down, though how strong your will is remains unchanged. Meaning, if you can resist something with your will then you can do so indefinitely, but powerful effects or many different ones can still overpower your will.

Tongue Tied (100cp, Free Invoker): With such a focus on speaking names of power, it makes sense for an Invoker to be practiced in their speech and be able to recite complex words and names without mistakes. And now, you are a master of it. You never misspeak, able to say complex phrases, tongue twisters, and other such things with incredible ease. This even extends to the complexities of truenames, allowing you to speak them without error, though recitations are another story as they are more about tone and inflection.

You also find that you never get a sore throat, canker sores, or similar afflictions. You also never accidentally bite your tongue, lips, or cheeks and can speak clearly even when you're impaired or injured.

Truename Researcher (200cp, Discount Invoker): You are skilled in tracking down and intuiting the truenames of people, objects, and places. This also lends itself to skill in recitations, you know what the inflections used for a recitation actually do and can use them on the fly to achieve desired results. Because of this, you can use recitations on others to aid or, if you intentionally misspeak the recitation, hinder them.

Additionally, due to the advanced knowledge you possess, you can use multiple recitations at the same time, though you'll need to practice to go beyond two, able to do up to one additional recitation per four nodes you possess.

Words of Power (400cp, Discount Invoker): Some believe words mean nothing, that only action means anything, however, when one sees what your carefully chosen words can do, even without an invocation to back it up, their tune changes. You are a master wordsmith and orator. However, if this was all this provided, it wouldn't be here. Your insights into people resonate with their truenames, allowing you to pick your words for how they interact with their truename, able to cut into them at the deepest level and make you nearly impossible to ignore when you put the effort in to use this ability. An insult given with a touch of bite to it and backed by the insights of their truename, can cut near as deep as any knife and can shake them to their core, if given the chance. You don't even need to know their truename to use this ability, just feel for its reactions to your words.

As an additional benefit, you are able to slot a recitation within a node to make its effects persistent until it is unslotted or replaced. Only one in five Nodes may have a recitation slotted into it in this way, however.

Finally, by taking this perk, you gain a discount on the upgraded version of the Truename perk, which becomes free if it is already discounted. This comes with insight into yourself and a degree of acceptance into who you really are, in a way. You can see the truth and lies in people's words when it comes to you as a result.

The Voice of All Things (600cp, Discount Invoker): You have taken the final steps to become a true invoker, able to go beyond recitations to directly speaking the Void Runes to conjure Invocations. Invocations are the vocalization of a void rune that is capable of carrying the power of the rune through the Planar Chaos to cause an effect to propagate. These invocations are usable anywhere, but are particularly potent in D'void and similar locales of chaotic and mutable energies and matter.

A single void rune can have an amazing effect, however, without other words to direct and focus the power, it can backlash on the user unless they are particularly willful, resilient, healthy, and skilled in the use of invocations. Such backlashes are universally harmful to the user, such as one that causes a burst of force breaking the teeth of the invoker while an invocation of earth may abrade the skin. However, using a more complex invocation of multiple words to direct the effect will cut down on the backlash, or potentially remove it entirely.

Additionally, when you see a mundane word written down, you instantly know how to pronounce it correctly and can do so with a little bit of practice, even if the actual word should be difficult to speak with human vocal abilities. This does not, however, cover non-vocal components of the words. This does make it easier to interpret and learn words that are innately magical, however, it is not instant.

Dabbler (100cp, Free Dreamcatcher): You, like all dreamcatchers, learn a little bit of every discipline in D'void when going through your training, this has adapted how you learn to pick up the basics of nearly anything relatively quickly, so long as it doesn't require advanced knowledge you don't already have, and even then you can likely "get the idea" even if you lack the proper understanding of the mechanics behind it.

Additionally, this gives you a discount on all 100cp general and origin perks from this jump. In future jumps, you may gain a discount on a single 100cp or gain a single 50cp perk for free in each jump.

Multifaceted (200cp, Discount Dreamcatcher): Your nodes have been partially crystalized, allowing for more to be slotted into them than normal. Your nodes may have three different things slotted into them at once. For example, you can have a single node filled with three different void runes, two void runes and bound chaos, two caught objects and a void rune, a caught object, a caught creature, and bound chaos, or any other combination. A side benefit of this makes your nodes now reinforce your ability to multitask, with each crystalized node granting another stream of thought without losing efficiency.

Dreamcatching (400cp, Discount Dreamcatcher): You've unlocked one of the early teachings of tulpamancy, the namesake ability of the dreamcatchers, and can now "Catch" items and creatures within your nodes to access some of their traits and abilities. This ability is not infallible; it can be easily resisted through a combination of resolve, intelligence, and a sufficiently powerful soul in either the target or its wielder. There are no guaranteed means of circumventing a targets' defense, but it could potentially be accomplished through, pain, persuasion, death, or any number of other methods. Another limiting factor to the use of dreamcatching is the mass of the object or creature being caught. You can potentially catch any object or creature with a mass no greater than a hundred kilograms for every node you possess, though some items and creatures (tulpa in particular) can be made to exceed this limit and chaos binding is unaffected by this limitation.

Anything stored within a node is held in stasis and can be fully summoned at will and recaught to be returned to a node, but the more common use of caught items involves channeling one of their properties into another object. For example, a burlap robe can be made to feel as soft and smooth as silk, while taking on the enchantments of a stored robe and the material durability of a stored breastplate, or, an old axe could have its edge honed to match that of a finely made knife while channeling the heat of an ingot of metal fresh from the forge and carry the weight of a chunk of dense stone to make its impacts more devastating. These effects last as long as you desire and can be quickly dismissed and reallocated at will.

Creatures can be slotted into a node, if they are willing, weakened enough, or even if they are recently dead, but if they've been dead for more than a few hours it ceases to be a creature and is treated as an object. Unlike caught objects, each creature can be manifested in myriad different forms, including weapons, garments, armor pieces, and a variety of other objects with unique qualities and abilities based on the creature's own. All manifestations leave the creature within the node it is in, and any damage to its manifested form is considered separate from damage to the main creature and will repair itself over time, with full breaks taking considerably more time. Furthermore, all creature manifested equipment can be dismissed and reformed at will, regardless of distance or circumstance as well as channel the properties of other stored objects and creatures, or be imbued into an existing item to change their form to match the object in question. You can also access some of the knowledge and skill of the stored creatures.

Dreams Beget Reality (600cp, Discount Dreamcatcher): The true purpose of tulpamancy is the creation of a tulpa, a being born of thought, belief, and dreams that serve their creator in some manner, and this ability is the mark of a master dreamcatcher. You have the knowledge of how to form a tulpa, an extensive process that requires many materials and considerable investments of will. A tulpa requires at least three void runes, at least one node's worth of bound chaos, a bit of the body of a horror (or another monstrous, magical, or thought-based creature), and a single node able to slot in the resulting mass. Anything that is slotted into a node, such as imprints made with conceptual condensation or objects caught using dreamcatching (exempting ensouled objects or creatures), can be incorporated into this mass. Each incorporated material will change the appearance, skills, and abilities of your tulpa.

This mass, often called a chaos egg or tulpa embryo, is stored in a node to incubate, during which time the dreamcatcher can shape the tulpa with their will to bring out only desired properties. Leaving the tulpa to form itself can result in a completely random set of abilities that often comes with negative qualities and weaknesses. More void runes will give greater abilities and a more prominent intellect and personality. More chaos allows for a more powerful, complex, and/or substantial body, along with being able to manifest a standard outfit or set of equipment the tulpa can use. A stronger fragment of a horror or using multiple fragments give the tulpa greater independence and the ability to travel farther from their creator. Tulpa made with the bare minimum are fairly simple and unintelligent beings, often seen as little more than animal level creatures, but well trained ones that are able to follow the commands of their creator with ease. It is possible to create a tulpa with something less than the minimum, however, these tulpa are almost completely uncontrollable for their creator and will soon fade to nothing.

After forming, the tulpa will take residence within the node it was incubated in, creating its own miniature world within the node. While in its node, it will heal quickly and can be sustained entirely by your will. However, at any point, you may manifest your tulpa in a physical form. While manifested, the tulpa can be injured and will need to eat, drink, breathe, and sleep like a normal living being unless designed with abilities to mitigate those needs, though this only prolongs their existence as they must return to their node, relying on the will stored within. A slain tulpa will be returned to the node they manifested from, slowly healing them, and removing any mental, physical, or spiritual corruption. You can return the tulpa to their node at will, as may the tulpa themself, so long as you aren't pushing them to remain manifested.

It is possible to further improve upon and add to an existing tulpa with their consent, though they rely on their own will instead of yours for these improvements or additions. Some enjoy their form and abilities too much to add something new, while others will readily accept such changes. For those that do not wish to gain new abilities, it is still possible to improve upon them through training instead of adding new things to them. There is no limit to how far either method can push a Tulpa's strength or ability, but there is a sense of diminishing return as they grow. It is also possible to release a tulpa from your service, such tulpa are able to contract with others to sustain themselves similar to a dreaming and can be sustained by the wills of others. Some tulpa, however, do not react well to this and can slowly devolve into a horror over time if they are not kept stable by the will of another being. There are cases of tulpa bonding to each other and becoming entwined with each other in a way.

You may speak with your tulpa mentally, even when they are not manifested, talking to them from their inner world, assuming they are intelligent enough to do so. You can also draw on your tulpa's will to enhance your own to a degree, though this is best done by allowing the tulpa to focus their will through you rather than using it yourself. These conversations are not as distracting as they would normally be and some have been known to hold full conversations with several tulpa at once while in the middle of a fight with no effects on their combat abilities or concentration.

If you have Dreamcatching, you can manifest your tulpas in the form of objects as if they were a creature slotted into a node via Dreamcatching. This can keep your tulpa safe from harm by still allowing you to benefit from their abilities and existence while allowing them to remain within your node. Such manifestations are also more intuitive to use due to the tulpa helping you along with their form and abilities.

Finally, a tulpa can survive its creator's final death, becoming an independent creature just as if they were relieved of service from their master. However, it is possible for a tulpa to bind their creator to them and sustain it, allowing them to bring their master back as an ethereal spirit akin to a revenant's ethereal side, with the tulpa able to act as the corporeal side until they can find a new body for the creator's spirit, grown within the nodes of the creator over the course of a month, at minimum. This is, however, a rare occurrence. For an additional 200cp (discounted for Dreamcatchers), you can guarantee this would happen once every jump or once a decade, whichever comes first, so long as you have a tulpa manifested that is manifested or still able to manifest.

Items

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

Distilled Chaos (50cp, One Free): A small, filled vial that is actually densely packed distilled Chaos, enough for a single Node to control, which you can easily bind. Additional purchases increase the amount you get from this by an additional Node's worth. As each Node increases the amount of Chaos you can control, each purchase of this item gives increasingly more distilled Chaos.

Mentalists instead get two nodes worth of Chaos per purchase.

Void Runes (50cp): A porous, stone-like material shaped into a symbol of power, each of them representing a single word. By holding this rune, a person can carve it into a node within their mind (a person without nodes may still have a single rune carved into their mind). A rune so carved has a mental and/or physical effect on the person based on the meaning of the rune. Each purchase gives an additional two void runes.

Prospectors gain twice the number of runes per purchase.

Naming Stone (300cp): This tablet, made of a ceramic-like material, is fairly simple, but also incredibly sought after. The naming stone is able to show a person their truename, complete with a phonetic spelling of it as well as a few methods to change the pronunciation for recitations. It can recall any truename it's ever shown.

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

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

Tower of Babel (200cp, Discount Drop In): This warehouse attachment comes in the form of a door (or extradimensional space) that leads to a massive tower with a near endless number of floors, each only the size of a decently sized apartment. When you learn a language, a floor starts to develop adornments based on the peoples and cultures that primarily speak that language. The more you know of the language, the more adorned the associated floor becomes, and the more adorned the floor becomes, the greater the boons provided. Each language is associated with a culture, tradition, and people, and those are known for certain things, which are in turn improved upon by this item's power. For example, those that speak German may provide prowess in engineering and improve the quality of things you make and they may provide strength and speed. Russian, on the other hand, would provide durability, strength, resistance to cold and poison, and a strengthened will. While these bonuses are small, even when mastered, they stack with each other and will improve as your mastery of the language grows. Magical languages, such as that of Void Runes or the Thu'um of Nirn, will provide a much greater benefit and will focus on your skill at wielding the language as well as your knowledge of it.

If you already know one or more languages on obtaining this item, their floors are already filled out and you will gain the appropriate boons. Obtaining a language via a perk will provide a lesser benefit than learning it yourself, though it will still benefit you and grow to the full strength as you master the language and properly internalize it.

You can explore the floors of this tower easily and, when transitioning from one floor to another, can choose what floor you enter next..

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

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

Fruits of Labor (100cp, Free Settler): A common sight in the markets of D'void, the Fruits of Labor are a purpose made food that is meant to give ideal nutrition and hydration to any that eat them, sustaining them for a full day with a single fruit, complete with context for what their needs are at the moment of consumption and taste like whatever the person eating them would most enjoy in that moment as well. This basket carries a full three dozen such fruits.

Comes with instructions on how to process chaos to cultivate more of these fruits as well as how to cultivate the plants that can be grown from the seeds, something the native variants cannot do at present.

For an additional 100cp (undiscounted), these instructions also come with potential research into preparations that can change their effects, such as one preparation that gives the equivalent of eight hours of general exercise to the eater along with another that is supposed to give the equivalent amount of physical and mental rest and recovery.

Genius Loci Fragment (200cp, Discount Settler): A small bit of somehow solid mystic coding, this small piece of a genius loci is able to take in a considerable amount of data and run simulations that you can watch based on that data. However, it is more useful if slotted into one or more nodes. When slotted into a node, the genius loci fragment condenses itself and the data it's absorbed into a mind of its own, forming the mystical equivalent of an VI assistant. This fragment can rapidly calculate complex equations, recognize seemingly random patterns, and keep track of information with exceptional ease, as well as store vast amounts of information. Slotting the fragment into more nodes at once increases its processing power and how quickly it can simulate information.

Given time and considerable effort it is possible the fragment could evolve to become closer to an AI than a VI, gaining a proper intelligence and becoming a properly sophont being as a result. This would greatly improve upon the fragment's abilities and allow them to maintain consciousness even when not slotted into a node. If given a means to control bound chaos, such as a Node Charm or unlocking nodes of its own, the fragment could form its own body in a method similar to a changeling, which would allow it to become a companion. You can choose to prevent this evolution from occurring, however, by simply not putting in the effort.

If taken with the Dreams Beget Reality perk and progressed to the point where it evolves into an AI, this item can be used as the basis of a tulpa while keeping the fragment itself in its own set of nodes, keeping the two linked but also able to act as an independent individual.

Grain of Order (600cp, Discount Settler): A small, thumbnail-sized chunk of glass-like material that swirls with blue, orange, and white light, sometimes seeming to merge into some unnameable color of light, this is a tiny piece of the Shard of Order that was shed when it first entered D'void, along with a few other pieces placed on it like ablative armor.

These tiny fragments of the shard have the ability to set chaos into a specific form, making it completely unresponsive to the wills of others, until the grain is either out of range or the holder undoes the effects. To do so, the user must slot the grain into one or more nodes. For each node, the effects can extend out by one hundred meters (extending to two hundred with two nodes) and may affect as much chaos as those number of nodes could give control over. This can also be used to suppress magical effects within that range, either weakening them or negating them entirely, however, this is based on the will of the user and binds up some of the ability to set chaos within range.

An individual without nodes may slot this into their mind as if they possessed a single node.

If taken with Genius Loci Fragment, you can combine them and their effects together.

Node Charm (100cp, Free Prospector): This small black opal-like lump of material is a node charm, something rarely found in a planar cyst by prospectors. A node charm is able to be attuned to an individual to allow them to slot something into the charm as if it were a node and gain the benefits of it. This benefit is the base effect with no interaction with other nodes, however. This cannot be used for the incubation of a tulpa or other, more complex uses of nodes. Additional purchases are instead discounted for prospectors.

If taken with Planar Cysts, you may find an additional Node Charms for each purchase of this item once per jump within the cyst, though a single person may only benefit from a maximum of five at any given time.

A Collection of Runestones (200cp, Discount Prospector): Runestones are prepared bits of stabilized chaos with the express purpose of being engraved with a void rune within the mind of the one using it. This process turns the runestone into a Void Rune Stone, able to be used to imprint the rune placed onto it into the node of the user. You have a bag that is seemingly always full of these runestones.

These runestones also have an additional trick, however, they can merge into an object or person to perfectly replicate the rune on the object it is fused into. This effectively uses up and destroys the runestone.

Planar Cyst (600cp, Discount Prospector): This large, stony structure that floats in the chaos of D'void is a planar cyst, a region of naturally stabilized material that seems to "metabolize" the planar chaos around it and convert it into useful materials. Once per month, as long as the cyst has a ready supply of planar chaos, the cyst will produce a bit of a random stable material, a void rune, or a bit of material that can be used as the base for a tulpa in place of fragments of a horror or another tulpa.

Outside of D'void, where planar chaos is less prevalent, this can only provide something once per year, though feeding it bound chaos will accelerate the rate by a fair bit. Additionally, post jump, this item becomes a warehouse attachment or can be placed on a property you own.

Zen Stone (100cp, Free Mentalist): The zen stone is a creation of mentalists used by apprentices to aid in a series of techniques useful in their craft. By focusing bound chaos and will through the stone it can generate scents, sounds, patterns, and even slight air currents that lightly stimulate the sense of touch. When used carefully, these create a feeling of tranquility in a room that can persist for a few minutes to a few hours after leaving their effects. Used incorrectly, either through inexperience or deliberate abuse, they can cause agitation, paranoia, and anger akin to a misophonic response.

Repeated or constant use of this item can allow you to replicate the effects without it so long as you have bound chaos on hand. There's also instructions to help you along in learning the techniques yourself.

Chaos Vial & Injection (200cp, Discount Mentalist): Chaos vials are a potent medicine fashioned from highly refined distilled chaos that was never bound, given an inherent purpose to help the body maintain health and strength, especially if damaged. The chaos repurposes itself to the current needs of the body, though it will not act to nourish or hydrate the body under normal conditions. It may, for example, increase the blood's ability to carry oxygen, neutralize toxins and damaging acids, and carry clotting compounds to open wounds.

Ingesting the fluid chaos within the vial is a slow onset effect that lasts for a considerable period of time as it is slowly released into the body through the digestive system. The injector included, however, allows for the chaos to be directly introduced into the bloodstream, offering more immediate effects, though this also means the effects are much reduced. The needle of the injector is automatically cleaned between uses.

This isn't a replacement for proper treatment from a doctor or surgeon, but is good for getting people to someone that can treat their injuries or keep injuries from worsening over time.

Someone that is good with autohypnosis could hijack the effects of the chaos vial and direct its effects to their own desires rather than what they'd normally do, such as acting as extra muscle to augment the user's strength or becoming a stimulant to wake their mind up and speed their thoughts. If they know what they're doing, they can improve on the effects of the chaos vial to act more like proper treatment as well.

Soul Surgery Kit (600cp, Discount Mentalist): This array of tools is highly regulated and possession, let alone use, of these tools without the proper licenses, something you possess if you are a mentalist, can carry heavy consequences. These tools are able to open into the spirit and mind of an individual and allow you to perform surgeries and procedures directly on the mind itself, allowing you to carve out emotional reactions, stitch together mental scarring, cleaning up memories, piece together a shattered psyche, and similar procedures. This also comes with jars that can store extracted bits of mind safely, preventing a persistent nightmare removed from the patient's mind developing into a horror. Such bits have potential uses as they count as horror flesh in many cases.

The reason for these tools being so regulated, however, is how they can be misused to change a person's mind and thoughts to more closely match the desires of another, including the surgeon doing the procedure. Extracting and altering memories, inducing emotional responses, creating additional personalities that trigger under certain conditions, and the like are all possible with these tools, and anyone found performing such surgeries is immediately arrested and imprisoned, or possibly executed depending on the situation.

Runic Scroll (100cp, Free Invoker): This scroll contains a list of every void rune you've ever had in your possession, a phonetic spelling of the void rune in question, its meaning in every language you understand, the basic effects of that void rune, for if it is carved, imprinted, or used in an invocation, as well as a primer on proper sentence structuring for the Void Rune language. This information is fairly basic to begin with, only giving the basic effects with no interactions between the various runes, however, combinations are described as you discover and try them out.

Crown of the Voice (200cp, Discount Invoker): Not necessarily a crown, this object can be a necklace, circlet, earring, choker, tongue piercing, hat, or anything else so long as it rests on or near the head or throat of the person wearing it. This is able to store up some of the will and mental fortitude of the wearer within itself, which acts as an ablative barrier against things that would normally drain their mental strength, such as the use of an invocation or an effect that would drain someone's will to live, a tactic of some varieties of horror.

The will stored within this crown can also be concentrated, condensed into a stronger state where it is stored in a secondary part of it. This concentrated form of will can enhance the effects of any will-based effects, including invocations, that are powered by it.

This item normally only recharges when the wearer is at rest and calm and does not harm their will in the process of charging, however, if someone has a reserve of some sort of power, they can fill the crown with that in place of their will to the same end result. This has the added effect of concentrating that energy, which can be tapped into for a more potent effect.

Enchanter's Catalyst (600cp, Discount Invoker): Found under the machine that stabilized D'void into its current state and thought to be the very first shard of chaos so stabilized, the enchanter's catalyst is a tan stone with intricate markings that seem to be a little different every time you look at it. It can be stored in the mind, or even slotted into a node, which gives an innate understanding of any object or substance you come into contact with, though when slotted into a node it provides a much clearer understanding, including a lot of useful information such as mystical and medicinal qualities.

However, this is just to aid the primary purpose of the catalyst, the oil it can produce. This oil can be produced from the stone directly, pouring out of the markings on the stone, or conjured if it is currently held in mind. The oil itself is fairly thin, on the same level as normal water, however, by adding materials to it with the intent to do so, you can extract some of the qualities of them, something the understanding provided by the catalyst helps with greatly. As more qualities are added, the oil thickens, and can even become more of a paste than an oil with enough additions made. This thickened oil can then be used to temper another object. Plunging an object into the prepared oil with the intent to use this feature will cause the extracted qualities to bond to that object and the oil to evaporate. This can form a number of unique enchantments given the right materials on hand. The oil, when thickened, can also be used as a material all its own, and is quite useful in the creation of medicines.

There is one other use for this oil, when applied directly to an object, it reinforces the mystical qualities within the object and allows them to express themselves even in regions or under effects that would normally suppress them and makes them resistant to effects that would completely destroy an enchantment within the object. This even works when applied to a person, allowing magic users to use their abilities even in D'void where they would normally be suppressed and negated.

Collection (100cp, Free Dreamcatcher): Just as dreamcatchers are dabblers in a great many skills, so to do they use many tools, as such, they gain a discount on all other 100cp items in this jump and may take each 50cp item once for free. This is in addition to any free purchases you may already have.

In future jumps, you may gain a discount on a single 100cp item or gain a single 50cp item for free in each jump.

Tulpa Egg (200cp, Discount Dreamcatcher): This mass of distilled chaos and horror blood only needs the imprinting of a few void runes and time within a node to become a proper tulpa. However, unlike most tulpa, this mass is completely stable and able to be built up over time and can be used even if you lack the knowledge of tulpamancy normally necessary for such a thing or even if you lack Nodes entirely. However, it is unable to take in anything other than Void Runes and pieces of horrors or similarly supernatural creatures, disallowing other items and materials from being incorporated.

Even those without nodes may store and incubate the tulpa this egg will develop into, however, the mind acting as a single node on its own. If this is done, however, the tulpa is unable to physically manifest for extended periods of time and can only do so for brief periods without damaging the psyche of their host.

Should the tulpa from this egg permanently die or leave your service in some fashion, then you will receive another egg in its place. If given to another individual to allow them access to a tulpa, you'll receive a new egg at the start of your next jump.

Silver Cords (600cp, Discount Dreamcatcher): A tool commonly associated with dreamcatchers, the silver cords are given to those that have shown exceptional skill in combat. The silver cords are traditionally a set of five glittering silver strands, but this is only one interpretation, and their appearance can be modified as the wielder sees fit. Each cord can extend out to a few dozen meters and retract down to a size that can easily wrap around the hand of the wielder without being bulky. The five cords themselves are connected and are considered a single item rather than five separate ones, allowing them to occupy only one node.

The cords are only partially physical in nature, being more of a spiritual construct, making them reactive to the will and intentions of their wielder, more so than even bound chaos would be. Combined with exceptional skill, this reactiveness allows the cords to move along seemingly impossible trajectories while striking faster and with more precision than bound chaos that has taken on a similar form and function. This reactiveness also allows the cords to anchor themselves to anything, even a specific point midair, and retract to carry the wielder towards that point, which gives a unique mode of transportation to those that are skilled with their use.

Because of their partially spiritual nature, the cords are fairly fragile when not wielded, however, they are reinforced by the will of their wielder, even passively, making them as tough as steel cable for even average members of D'void's populace. This only grows tougher as the strength of will of the wielder increases, and they will naturally repair damage done to them over time, faster if their wielder is allowed to rest and recover their mental strength. When used as weapons, the cords do little physical damage, however, their spiritual nature allows the cords to weaken the mind and will of those struck or bound by it instead, similarly weakening abilities that rely on will and focus. Extended exposure, either through binding or repeated lashings can weaken the will on a more lasting basis, resulting in more submissive and easily controlled behaviors, but this weakening of will fades over the course of a week at most. This is considered an extreme form of punishment, and should it come to light that a dreamcatcher abused another for selfish gain it will often result in the same punishment being given to them.

However, the primary use of the silver cord is for it to dominate and control the horrors of D'void, though it is just as effective when used on creatures of all sorts. Using the silver cords to weaken the mind and will of the horror sufficiently, or just having it physically weakened to the point it can no longer pose a threat, allows the wielder to wrap part of one strand around the neck (or closest equivalent) of the horror to tame its natural instincts and impulses and turn it subservient, with the cord around its neck able to carry the mental commands of the wielder. A horror bound in this way will start to take on an appearance closely matching the cords of the wielder and, when the transformation stops, the horror will be fully subservient and tamed. This does, however, shorten the length of the cord used in the process by a few meters. A cord can only have a single creature bound in this way. Releasing a creature from this bond will see it slowly revert to its original wild and feral state, barring other influences keeping it docile.

If you possess Dreamcatching, you may store away and summon a creature bound by a silver cord regardless of its physical condition, even if it is perfectly healthy.

Companions

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

Tulpa (Special): If you obtain any tulpa during your time here, they may join you as followers at no cost to yourself. They may be imported as companions in future jumps if you so choose. This includes the one created from the Tulpa Egg if you use it yourself.

Item Import (Special): As a special consideration, when you create a Tsukumogami companion, you may import one of your items as the companion, so long as the item is a tool, and when you create a Manitou companion, you may align it with a property you own.

Drawbacks

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

Destabilization (+100cp): Chaos becomes just a little more chaotic in your presence, as if agitated in some way. This causes things that would normally remain stable to start breaking down more quickly in the planar chaos. In regions reinforced by a genius loci, this basically does nothing, but in encampments away from such a thing, this will make it more difficult for yourself and others to maintain a region of chaos in a desired form without it breaking down or spending a considerable amount of mental effort to keep it stabilized.

Obscure Name (+100cp/+150cp/+200cp): Your truename is locked away from you, you can't even hear it if others say it directly to you. This means you cannot use recitations on yourself, though others are able to use your truename for recitations in your stead should they know your truename. For an additional +50cp, you aren't able to be affected by recitations at all, however, a final +50cp (bringing this to +200cp total) makes it so only beneficial recitations don't affect you while negative ones can. You gain no additional points from the upgraded versions of this drawback if you've taken the Hidden Name perk.

Closed Nodes (+100cp/+300cp): You do not open additional nodes while in this jump, only possessing the first five you have from the Nodes perk and nothing more until after the jump ends. For an additional +200cp, however, you lack nodes entirely. While this doesn't completely lock you out from using abilities that require nodes, you are only able to ever benefit from a single one at any given time, and only if it is an item that explicitly states it can do so.

Disgusting (+100cp/+600cp): You are ugly. Not just the normal sort either, you've got a veritable aura of disgust and slime about you that makes people revolted by you, even if you were a changeling making yourself as attractive as possible, people would still feel you were ugly. If taken with Horror Hunt, the horror from that drawback will be empowered by the disgust of the people you've encountered during your time in this jump and may even bring it back if enough disgust is built up. This grants you an additional +500cp if taken with Horror Hunt as a result.

Reviled (+200cp): You, for any number of reasons, are considered persona non grata in most settlements of D'void. You are treated with a similar level of prejudice, scorn, and fear as a Nightmare, wariness and ready to kill if it becomes necessary.

Night Terrors (+200cp): You are exceptionally prone to nightmares and horrifically surreal dreams, which will regularly leave you lacking in proper sleep. On top of that, these nightmares are highly reactive to the planar chaos and can easily spawn horrors if you are not in a stable region, such as the settlements around a genius loci. This occurs even if your race doesn't normally dream or sleep, giving you the need to sleep and the ability to dream.

Horror Hunt (+200cp/+400cp): A particularly intelligent and patient horror has begun to hunt you, for reasons you can't comprehend. It will do everything in its power to make your time here miserable, including attacking those close to you, breaking your things, and attacking you seemingly at random. It is of middling power at first, but will grow over time, regardless if you improve yourself or not, with it being fairly consistent. If you manage to kill it, it won't come back (unless taken with the Disgusting drawback).

You can instead, or in addition to this effect, make it so horrors target you with a higher priority than others and will seem attracted to your current location when not protected by a genius loci or similar means of stabilizing the local chaos. If added to the above effect, it will provide an additional +200cp as the horror focused on you will command those attracted to you by this effect.

Weak Willed (+300cp/+400cp): Your will, for any number of reasons, cannot easily be expressed outwards to control the planar chaos or bound chaos. Will based abilities simply function less effectively for you and are greatly weakened as a result. For an additional +100cp, your mental stamina is reduced as well, making it difficult to resist mental effects or make use of things that expend your will for anything but the most trivial of effects.

Horrific (+300cp/+400cp): For reasons you cannot understand, your very presence registers as that of a horror to all methods of detection, which will lead to dangerous situations unless you can somehow convince people you aren't, in fact, a horror. And your appearance will not aid you as some horrors are known to be able to take on a more normalized appearance to blend in until their lust for destruction can't be contained any longer. If taken with reviled this gives another +100cp and there is no convincing others you are not a horror. Your companions are not influenced by this drawback.

Depressed (+400cp): You suffer from depression. This has a number of effects that makes life considerably less bright and drain your motivation, will, and energy levels. In D'void this has some additional downsides. Anything you make from chaos will be fragile, void runes will have their effects reduced to a tenth of what they once were, and you are more likely to create minor horrors that will torment you and those around you. It is possible for therapy and treatments to help you get through this depression, but it is a long and extended process even with how skilled the mentalists of D'void are at treating mental illnesses and similar problems.

Blood in the Water (+400cp): Normally, the people of D'void are fairly friendly, however, recent tensions have caused them to become a little more willing to manipulate and cause trouble, and you may just be the perfect pawn for them to do so. You will be dragged into at least one major political mess during your time here, with a very high chance of having at least one more minor one every year, though this is minor by comparison rather than actually minor. Your actions, or inactions, during these events may just cause the first major war of D'void if you aren't careful.

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

Jump End

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

Scenarios

Echoes of Reality: This scenario is only able to be taken by Scrawls, Revenants, Efreeti, Tsukumogami, or Manitou. Individuals with all the perks of one these races may be counted as that race for this scenario.

Many of the races found in D'void have unknown qualities, ones they often fail to explore due to a noticeable decrease in ability, the oncoming of madness, or similar such conditions. However, a select few have done so, some falling to the perils of the exploration, but others... others thrive and become something greater than they once were. Each race carries their own path, but, they all have similarities. A steadily growing decrease in ability or a wearing of their sanity that leads them to a critical point, a challenge where their body simply ceases to follow their desires and becomes a type of horror, trapped within the beast until they overcome the challenge or the horror, and the individual within, is slain. Those that fail to do so are driven mad and fused into the horror permanently, but those that succeed… they are gifted great boons.

For the scrawls, they must study the markings that cover their body, steadily imprinting them into their Void Nodes and locking them with whispers of madness until they are trapped in their own mind and imprisoned within a cloud of these markings they must decode to escape, becoming a tree-like horror that spreads the maddening whispers of the trapped markings. All the while, the scrawl's mind is impared by the sanity eroding whispers of the horror they've become.

For the revenants, they meditate on a feeling that only they can experience known as the Deathbite, observing and interpreting every aspect of it. As this is done, the distance between the two halves of the revenant closes, reducing the distance their two forms can be from each other, but also overlapping the two halves in a dangerous, disorienting fashion. Senses blend, desires to move will affect the wrong body, or one body will seem to act on its own from time to time. This eventually leads to a complete overlap that leaves the body incapable of even moving and blunts the senses to the point of uselessness. The deathbite becomes an actual mark on the body and grows until it covers the body and shifts it into an almost dog-like horror that starts to, quite literally, digest the revenant. The revenant must find their meaning behind the deathbite, what it represents before this happens or become a part of the horror permanently.

For the efreeti, this is a mentally taxing trial. The efreeti feel the soul of the nation they are born from and must bring themselves closer to it, which reduces the effects of all of their perks. They lose sight of their biases, become less driven and motivated, their ability to estimate their limits is shot, and their very soul seems to quake. This usually causes panic and them to either close themselves off or put on a display of false confidence that bridges dangerously into arrogance. However, eventually, this will cause them to cease functioning externally and create a bird-like horror around them. They must commune with the spirit of their nation, the collective souls of the people, and bring them to harmony within themselves in order to avoid being trapped forever within the horror.

For the tsukumogami, this is a more common thing than one would expect, but it usually comes as a surprise and they are unable to adapt. The inciting incident is remembrance, the hands of the creator and the users of their original form as a tool, the feeling of it and the emotions attached to them. This brings the tsukumogami into a dream-like state where their humanoid form slowly fades into their tool form, only for an ogre-like horror to pick it up, part of its form wrapping around the tool to turn it into a proper weapon. Even a simple steak knife would reshape to become a naginata-like weapon under this effect. Most lose themselves in the dream, but those that don't are able to condense down these memories, creating a conceptual wielder for themselves from these memories and dreams. Then, they must find a way to merge with them, becoming creator, user, and tool all at once, the ogre horror destroyed by a pulse of power from their natural form.

For the manitou, they invest into the creation of their chosen land and bonding deeply with it, so deeply so that they spread themselves thin through their created domain. This leaves the body of the manitou behind, where chaos encompasses it and transforms it into a predatory beast ideal for the environment the manitou has created, as large as a bear and ready to hunt. While spread so thin, the manitou must tame their own nature, draw it inwards, and recreate their own body from the newly created environment rather than reclaiming their old one. However, with how spread they are, their instincts are heightened while their sense of reason is impaired, making this exceptionally difficult to accomplish.

Rewards: Each of the races has their own sets of rewards, listed below.

Scrawl Reward: When a scrawl succeeds in decoding their prison, the whispers stop and their sanity rapidly returns as the void nodes unlock and remove the bits of their markings from them, condensing into five identical rings of text that imprint into five of their void nodes. These marked void nodes are empowered by the text, to the point where a single void rune could have the same power as a Void Trance without the need to trance themselves. The power of this grows with each language the scrawl has three void nodes from.

As an additional bonus, they discover a second truename that can be used in conjunction with their original truename to improve the power of any recitation they use with it. This second truename also causes a physical change in the scrawl, giving them a ring of text bordering the outer edge of their iris that seems to shift in language every few moments and removing all the markings from their body.

Finally, the horror that grew from the scrawl has its physical form shift into that of a scroll or tome. This tome is illegible to all but the scrawl that it came from, but has the power to permanently imprint void runes and project them into the mind of the scrawl that created the tome. This tome can be stored in any Node, including Void Nodes, though this provides no benefit from the runes in the tome itself.

Revenant Reward: When a revenant succeeds in understanding the deathbite, their two bodies fuse, giving the effects of being Complete, as with the Duality perk, except they have both sides of it, both able to project the auras of their Complete Ethereal state and having the monstrously powerful form of their Corporeal Complete state. This also gives them an enhanced rate of healing that extends to their body, mind, and soul. This can even reconstitute the revenant's body if they are killed (and you, as a jumper, may now come back three times through the Dead Yet Living perk instead of once).

Additionally, the revenant can pull themselves farther into an ethereal state, reducing their effects on the physical world but also reducing the physical world's effect on them. This can be used either fully or partially, allowing them to phase parts of their body into an ethereal state while leaving the rest corporeal or to go completely so. Even when completely ethereal, the revenant can sense the physical world, though it is dulled. They may instead drag themselves into a more corporeal state, which enhances their effect on the physical world, but also enhances the physical world's effect on them, allowing them to do considerable damage, but also making them more vulnerable. This can similarly be done partially or fully.

Lastly, the dog-like horror dissolving off the revenant reshapes into a mask-like construct with the look of a wolf skull. The revenant can imbue this mask with bound chaos to gain control over it and sense through it. It has a significant range, farther than the revenant could normally use bound chaos from, and is easy to control, seeming to predict what the revenant wants of it and starting the process before the revenant even directs it. The mask can be used to bite but is able to phase through reality at will and can be used as the origin point for abilities of the revenant, including their auras. The mask can eventually become a tulpa, given time. This mask may be stored within any node.

Efreeti Rewards: When the efreet reaches harmony with the spirit of their nation, their own soul becomes significantly harder to influence, bordering on immunity to any effect that would target it or use it as a medium of attack, though some rare or esoteric abilities may still cause issues. This also makes their truename significantly stronger, with a proportional increase in the potency of soul-based abilities, including many of the magics found in the various realities, and reducing the impact of anti-magic on them.

Additionally, as a side effect of their strengthened truename, the efreet gains a new form of magic that was previously inaccessible due to the anti-magic qualities of D'void and the lack of harmony within the efreet's own soul. This magic focuses on the build up of energy within the efreet or an external vessel (which can hold more than the efreet's own body) and can be used to alter the perceptions of those around them in several ways, both subtle and overt. It can also make illusions or delusions more real, after a fashion, giving them a physical presence and a means to affect the world. This can greatly enhance the abilities of a tulpa as long as the energy lasts. While it is possible to unlock this ability outside of D'void without this scenario, it would be significantly weaker and barely manifest as anything more than a parlor trick.

Lastly, the feathers of the bird-like horror they became condense down into a feather-like talisman. This talisman has two main functions, the first allows it to expand into a weapon that grows with the strength of the efreet that spawned it and the second allows the efreet to float, which can be turned into flight through the use of chaos binding. This talisman can be stored within the mind without taking up a Node.

Tsukumogami Rewards: The new human form of the tsukumogami is made to be ideal and is thus far more physically capable than other races of D’void, even more so than a standard war devil. They are also able to reshape themselves in subtle ways to perfectly utilize any weapon or tool they come in contact with if they so choose. Their tool form also becomes virtually indestructible and is greatly enhanced in ability and any enchantments placed on their tool form directly are doubled in strength.

Additionally, the tsukumogami gains the ability to develop an Arsenal. The tsukumogami may absorb any tool, as described under the Living Tool perk, and add it to their Arsenal. Such tools become new forms the tsukumogami may access for themselves as if they had chosen the tool for the Living Tool perk. The tsukumogami may also apply any qualities from any of their tool forms to their human form, such as one with a hammer in their arsenal being able to harden their body to match the resilience of the hammer or applying the enchantment on a suit of armor to their natural body. This is similar to the effects of Dreamcatching but applied to the tsukumogami’s body rather than another piece of equipment.

Lastly, the horror that wielded them becomes a jewel that can fuse itself to nearly any non-living object. The jewel can hold nearly any enchantment and express these enchantments through the object it is currently fused into. It can be stored in a node to apply the enchantments to the tsukumogami’s tool forms.

Manitou Rewards: The manitou, on recreating their body, coalesce a special, node-like structure that naturally produces a sort of energy. This energy can be saturated into their surroundings and make them act as an extension of the manitou’s will, slowly giving them greater and greater control and awareness of their surroundings. The longer this energy is allowed to saturate, the more it spreads and lingers in those surroundings, with many manitou being able to set up entire demesnes where their influence is immense even when not physically present and can last for years without being exposed to this energy anew. This energy can be used on a smaller scale to infuse into specific objects instead of environments, where their innate traits can be shifted slightly. This works exceptionally well on enchanted objects where their effects can be shifted around slightly, such as turning a flaming sword into one sheathed in lightning or an aura of biting cold. Spells can be similarly affected.

Additionally, the node-like structure formed when the manitou manages to recreate their physical form, called a Locus, contains a perfect copy of the environment the manitou invested themselves into for this scenario. The locus itself reinforces the body of the manitou, grants them a more human rate of healing, and gives them resistances to some of the conditions found within the environment. Over time the manitou can condense additional loci as they develop connections to new lands, containing a copy of these new environments or being a composite of a few different ones. These new loci similarly reinforce the body of the manitou in the same way the first does, they also increase the energy production of the original Locus. The Loci also make it easier to influence their surroundings towards one of the environments in their Loci, even allowing the growth of plants from those environments from seemingly nowhere.

Lastly, the pelt of the horror that prowled the manitou's environmental form is shed and able to be worn like a cloak. The cloak allows the wearer to blend into their surroundings and cause perceptions to slide off of them, making them nearly invisible to all but the most esoteric of senses. It can also be aligned with a Locus, causing the cloak to fuse with the manitou and shift their form, giving them increased physical and mental abilities based on the environment within the aligned Locus. The cloak can also be aligned with a Node with a Void Rune imprinted, however, this changes the cloak and grants it a few abilities instead of fusing with the wearer like it does with a Locus.

Order From Chaos: This scenario is only able to be taken by War Devils, Contract Devils, Tinker Devils, or Life Devils. Individuals with all the perks of one these races may be counted as that race for this scenario.

The d'vel race, as a whole, was born from order imposed on chaos, however, they lean heavily on the chaotic side of their nature, going into nearly mad fugues where their minds aren't in full control and their chaos takes the reigns for a time. And yet, it is their order that defines and empowers them, allowing them to live and think as their own selves. Theories abound about the idea that a d'vel could increase their power and reduce the downsides of their fugues if they could only impose greater order on themselves, leading to many trying to keep strict discipline, codes of conduct, or otherwise making themselves more rigid. This has never fully worked as, while their control over their fugues was increased, they did not achieve the theorized evolution that would come from it. However, there is a single example of an evolved d'vel, an amnesiac life devil that managed it, but cannot remember how it was accomplished. All they know is that they woke up, heavily injured, next to a dead horror.

You must find the correct path to this evolution, which you can potentially accomplish in a number of ways. However, one thing is agreed upon, stress is an important component, a catalyst for the evolution that was found when some studied what happened to the one known example. Some also believe a horror is necessary, but this is not confirmed. Few are willing to be subjected to the stresses some wish to test, but those that do, there are many scientifically minded or ambitious individuals looking to discover the methodology, even if they are not d'vel.

Rewards: Regardless of the specific subspecies, the d'vel find that they have greater control over their fugue and the downsides are reduced in intensity. Additionally, the fugue reduces the needs of the devil during as long as it's active, reducing their need for sustenance and sleep for the duration of the fugue.

War Devil Rewards: War devils that complete their scenario are naturally more skilled fighters, having a more instinctive grasp of their combat abilities and how to refine them in a way that complements how they approach a fight. This has the added benefit of bringing the refinement to a more conscious level, allowing the war devil to catalog such refinements and adaptations to access again when they want to.

Additionally, the war devil can use less stamina to sustain the aura of pressure they can project by drawing on some of the stamina drained from those affected by the aura to fuel it in their stead. This comes with a sense of dread hanging in the air when they do so.

Alternatively, the drained stamina can be used to increase the physical abilities of the war devil. Baseline, this is a general buff to all physical abilities, however, the war devil can direct the buff to be focused in specific directions and will do so subconsciously as needed during a fight.

Contract Devil Rewards: A contract devil that completes their scenario gains the ability to do more than just read a person, but peer into their minds to directly read emotions and desires. This takes some focus and a small investment of energy from the Vertrag to do. With practice and skill, this could actually allow the contract devil to read minds, though it may take practice to interpret a specific mind.

Additionally, the contract devil gains a second, much smaller Vertrag that can actually store up some of the power they naturally produce. While this secondary Vertrag can only store a small amount, it is a naturally replenishing supply of power that they can utilize even when lacking contracts to draw energy from.

As a final benefit, the contract devil can recognize individuals based on the feel of their mind and soul rather than their physical attributes, so even those that can change their form and mannerisms, can be recognized without needing to see them.

Tinker Devil Rewards: When a tinker devil completes their scenario, they gain an extensive form of technopathy and have an innate understanding of most forms of technology they could possibly encounter, enough to be able to repair, maintain, and use it, though they'd need some work to be able to construct such things themselves. This is perfect for learning to reverse engineer any form of technology, even magitech.

Additionally, the tinker devil's ability to passively have Eureka moments is enhanced and won't drag the tinker devil into a fugue when they occur. This provides a similar increase to their fugue, giving context to the Eureka moments they have while in their fugue that they can use to expand their knowledge base.

Finally, the tinker devil's memories become far more organized and easily accessed, giving instant recall, perfect indexing, and the ability to compartmentalize their memories to keep hazardous memories from influencing them. This has the secondary effect of tamper-proofing their memories.

Life Devil Rewards: A life devil completing their scenario gains the ability to create new personalities for themselves, with all the benefits of the Mind of Many perk extended to these created personalities. They can sustain a number of these personalities equal to the number of (normal) nodes they possess. These personalities will form a mental landscape they can reside and train in as physical beings despite being purely mental entities. When switching, they carry the development with them to the main body.

Additionally, the life devil can gestalt their various personalities, fusing multiple personalities into a single one for a time. This brings out all the skills of each personality and the physical development of each one all at once, however, the effect is physically and mentally straining to sustain and will undo itself within a few minutes, though training can extend this time or even get it to the point of being indefinite. Fused personalities still count as each individual personality for how many the life devil can have.

However, it is the final ability that life devils possess that is considered their most useful and dangerous, they can induce, dampen, enhance, and otherwise manipulate fugues, both in others and in themselves. This is enhanced further by the fact the life devil can link one of their personalities to a fugue, allowing them to effectively possess and influence an individual put into such a fugue. These manipulations can be subtle or overt in nature. Such individuals are also able to be targeted by the life devil with any ability that requires proximity as long as the personality remains linked to the fugue, and the personality so linked can open up their skills and physical development to their host.

The Primordial Chaos: This scenario is only able to be taken by Nightmares, Changelings, or Dreamings. Individuals with all the perks of one these races may be counted as that race for this scenario.

Before the machine stabilized it and allowed it to be shaped by the minds of others, allowing living beings to survive within its boundaries, D'void was an inhospitable place of roiling matter and energy that refused to settle, refused to be tamed, and refused to let anything within it be tamed. The machine changed that. However, despite the machine, some parts of D'void still refuse to be tamed, forming pools of what is known as Primordial Chaos. Such pools are hazardous and naturally destructive, ripping apart anything put into it down into chaos, though overflow turns into normal planar chaos rather than allowing the pool to expand.

However, there are stories of beings surviving them, specifically, certain horrors, Nightmares, Changelings, and Dreamings that have been thrown into these pools only to come out stronger. Some, chasing these stories, have ended up dead while trying to accomplish what these fabled beings did, ripped apart and destroyed by their own recklessness. The only reason credence is given to these stories are the abnormally powerful horrors that prowl the most well known pools of primordial chaos and a single, still living tulpa that resides in Qu Rosala that managed to survive falling into such a pool.

To succeed in this scenario, you must find a pool of primordial chaos, get to it, submerge yourself in it, and survive the process. While simple to say, it is much more difficult to accomplish. The most well known pools are guarded by powerful horrors that need to be circumvented somehow and those that aren't well known are difficult to find, information on those that have survived and their experiences are few and far between, and getting them to actually discuss it is difficult, however, if you succeed, you will be remade in a more potent form.

A warning, before you proceed. It is believed that there is a measure of affinity and attunement necessary for this to work, if you don't have an affinity with a specific pool of primordial chaos, it will simply kill you. It is also believed that individuals attune to specific pools over time and that, if too many attune to it, the pool becomes more dangerous to use, even if you do have the right affinity.

Rewards: Each of the races has their own sets of rewards, listed below.

Nightmare Rewards: A nightmare that survives the primordial chaos becomes more capable with their simulacra in many ways, making them more entwined with their mind. Firstly, the nightmare's mind expands and allows them to control every one of their simulacra as if it were the entirety of their focus as well as their own body, giving them exceptional multitasking abilities.

Additionally, they can form simulacra equal to the number of nodes they possess and can store their simulacra within their nodes, one simulacra per node. This is in addition to whatever else the node can normally store.

Finally, simulacra increase the effects of any void runes the nightmare has in their nodes as long as they are stored and the simulacra themselves benefit from the effects of void runes and objects stored in the nightmare's nodes.

Dreaming Rewards: A dreaming that survives the pool of primordial chaos finds their connections to dreams and the mindscape enhanced in a number of ways. First and foremost, the dreaming can produce an orb of solidified dream smoke that can be placed into a node (or the mind itself if a person lacks nodes) and gives access to a small reserve of dream smoke they can wield and helps to reinforce and repair the mind of the individual hosting the orb. The dreaming can extend their consciousness into any mind hosting one of these orbs to more directly aid the reinforcement and repairs.

Additionally, the amount of dream smoke a dreaming naturally produces is greatly increased, now equalling the amount of chaos the dreaming could have bound with half the number of nodes they possess. However, the biggest benefit here is their ability to process dream smoke into an increasing variety of materials based on the mindscapes they've accessed before. These can have mystical, and often whimsical, qualities to them, such as a soft wood that naturally floats in air.

Finally, the dreaming's ability to sense thoughts is much more potent, able to pick up on surface thoughts, emotional states, and find even hidden horrors with ease as they can now sense their exact location relative to the dreaming. They can also telepathically speak to anyone hosting an orb of dream smoke.

Changeling Rewards: A changeling emerging from the pool has the chaos that composes their body reinforced with the primordial chaos itself. This grants the changeling the ability to exaggerate traits of their form, such as making muscle stronger than it should or chitin armor to be more in line with plate steel in durability as the more potent primordial chaos used in their form enhances these qualities. Such exaggerations take an investment of bound chaos and some will to maintain. This can even be used to mimic magical biology with the aid of the primordial chaos.

Additionally, the changeling is less stressed when their physical form is damaged and can recover more easily from it as the mix of planar and primordial chaos is more closely tied to their mind and soul than it was before. This also has the benefit of making the chaos react to the changeling's will more quickly and giving them the ability to shapeshift in a fraction of the time it would have previously taken.

Finally, the changeling can hold specific forms within their mind, up to the number of nodes they possess, and take on that form perfectly in moments. 'Saving' one of these forms takes time, a few hours normally, to familiarize and imprint the form, the process repeating to update or replace a currently imprinted form, however, these forms are naturally exaggerated without the need to invest bound chaos or willpower.

The Outsiders: This scenario is only able to be taken by Humans. Individuals with all the Human perks may be counted as that race for this scenario.

Humans are not native to D'void, not born of it the way the other races are, even those races born from things outside the demiplane as they are still formed from the essence of D'void. Humans are not. They are outsiders, different, but also integral to D'void as their dreams and thoughts infuse into the reality of this realm. However, there is one other outsider to this realm; the Shard of Order, the very machine that stabilized the primordial chaos of D'void into planar chaos instead.

The genius loci of the Shard of Order will only speak with humans, but is cryptic, hinting at things. If you can piece together these hints, there is a path that they direct you towards and, should you walk it, you will find strange occurrences happening that seem to encourage certain patterns of thought and the survival of several dangers that could easily end the chain even for an experienced jumper. Following this path to its conclusion will provide this scenario's rewards.

Rewards: Following the path laid out to the end gives a human a unique ability, they can adapt their thoughts and metaphysical leanings in a manner that allows them to learn and utilize skills and magics that would normally be harmful to them without any negative side effects. A skill or magic so learned will not stop working when they move to a new universe or jump, continuing to function in spite of the changed physical and metaphysical laws of that universe.

An example of this would be to use a type of soul magic that burns away the soul of the user, eating memories in the process. A human that has completed this scenario would not suffer from the memory loss and be able to use the magic freely. Or if a technique increases physical power at the cost of severe strain that could literally rip the body apart if not careful would be entirely safe to use near constantly.

Notes

On Nodes and Future Jumps: Basically, Nodes are a means of storing Void Runes and Planar Chaos (or similarly chaotic and/or reactive materials). Everything held in a node is kept in perfect stasis, with only Tulpas and Dreamings being unaffected by the effect. With techniques like dreamcatching, they can also store objects, and living creatures while still maintaining a connection to whatever is stored within. When you retrieve stored items, they can be summoned (or manifested) from a node at will, appearing anywhere within a radius equal to your maximum physical reach (normally 3 meters) in any orientation that you wish.

Nodes are useful tools, but they are not without flaws; they can be damaged, destroyed, and plundered for their contents through esoteric spiritual or mental abilities. Such abilities are agonizing, but damaged or destroyed nodes will always recover, albeit slowly, sometimes even forming additional nodes when they do so. Anything within a destroyed node will be evacuated without harm but must be recovered and re-caught. Tulpa's that resided in a destroyed node can be moved to an empty node, but the process can take significant amounts of time.

Individual nodes can always be improved through a process known as crystallization to increase their resistance to external effects while simultaneously granting effects like the ability to maintain multiple simultaneous streams of thought and the ability to store multiple dissimilar objects in a node. The process of crystallizing a node is arduous and unforgiving, requiring that you guide the crystallization process from start to finish and even minor errors will result in improved, but imperfect, crystallizations. These techniques can be learned without purchasing their respective perks, but it may take tremendous amounts of effort and guidance to make any significant progress while delivering an inferior product.

Finally, just having the Nodes perk allows you to allow others to grant nodes to others. This starts with a single node, with the next four coming in fairly quickly. From there, you can influence the rate at which they emerge, either making it occur on regular intervals, rapidly at first then slowing for later nodes, starting slow and speeding up over time or completely random and irregular. With considerable time and practice, you could modify this further to more accurately place when nodes will open up. This only allows you to influence up to the number of nodes you possess, after that number is reached, the rate is based on the individual and is randomly determined rather than following how you set it up.

On Revenant Auras: While there is no real limit on what the auras can *eventually* accomplish, the following ones are the easiest effects to produce and few will exceed the power level of these auras.

- The simplest of them makes it harder for someone to manipulate unbound Chaos, which can also be inverted to allow easier use of bound Chaos.
- Another allows the bolstering of the wills of those under the aura's effects, which can easily be inverted to put pressure on the mind to divert someone's will and weaken them.
- A third acts as a simple stamina replenisher, giving the benefits of a good rest, which can stack with and improve the rest someone is already doing. This can be inverted to instead cause fatigue.
- The last of the easy ones gives clarity and dulls emotions, which can be inverted to instead enflame emotions and cause one's judgment to be clouded.

On Chaos Distillery: The slow and methodical version of this perk allows you to break down something the size of a bowling ball in about an hour and learn pretty much everything about it, barring truly exotic and esoteric effects you won't find in any reality (unreality is another story).

The faster method could be used to break down that bowling ball sized chunk in under a minute, but you'd get only a minimum of information from doing so.

Racial Magic: Only the one, but a useful one.

Vertrag: Every living, ensouled being in D'void (and any other reality) possesses a small well that is constantly generating an inert energy, virtually useless for most individuals, however, Contract Devils have the ability to interact with and process this energy, then store the resulting power within a node-like structure called the Vertrag. This power can safely be taken by the contract devil, though many claim the sensation of the energy being taken is uncomfortable, however, there are restrictions to how and when this energy can be taken.

The first such method is Donation, a willing individual pulls their will away from the energy and allows the contract devil to simply siphon it away and into their Vertrag, requiring physical contact, even something as simple as a single strand of hair is enough for this contact. Either side can cut off the flow, either by breaking contact or the donor willing it as their will naturally blocks the siphoning effect.

The second method is a little more nuanced, requiring the formation of a tether that allows the energy to travel from the donor to the contract devil. This is a little more persistent, but still requires the will of the donor to be pulled away from the energy source when initially set up. After the tether is formed, however, the energy will flow unless the donor actively plugs the tether with their will, it is not as simple as cutting off a normal donation. Such tethers, however, are much slower unless paired with the third method.

The third method involves using a Contract, the source of the contract devil's name, written or spoken at least partially in Void Runes that then imparts terms and conditions on the collection, usually through a tether as formed in the second method, but this can also be done in a "lump sum" by having the energy build in a node for the contract devil to collect when they provide their end of the bargain. The tethered version builds the terms into the tether, making it so that as long as the deal is upheld, the bond remains, though this usually comes with a penalty if either side breaks their end. For the contract devil, this is usually just the bond snapping if they break their end, for the donor, however, this usually takes the form of energy building in a node then flowing along the tether to the contract devil along with which part of the deal they broke imprinted into it.

Finally, it is actually possible for a contract devil to obtain part of the wellspring of energy a donor has, often through a Contract as explained in the third method, however, this method sets a "hook" into that wellspring and makes it so that certain rules, if pushed, will cause that hook to catch and tug on the wellspring, a painful feeling in many cases. If a set part of the Contract is broken, the hook will pull a piece of the wellspring away and down the tether to the devil, where it will then merge with their own wellspring and increase the amount of energy they naturally produce outside their Vertrag. This not only weakens the wellspring of the one that broke the deal and marks them as a deal breaker, which has social consequences in future dealings with contract devils, but also slows how quickly that individual's nodes emerge and affects their dreams. If the wellspring is damaged to the point it stops producing energy, no more nodes will emerge for that individual and they stop dreaming completely, which reduces the effects of rest they may have. If only damaged but still producing energy, the wellspring will regenerate over a few years time.

Through these methods, the contract devil collects energy in their Vertrag that can then be used to manipulate people and situations to their advantage, usually in the form of karmic and empathic manipulations, both subtle and not-so-subtle. This can be done either with the energy within the Vertrag itself, usually for much larger feats, or with the small amounts they naturally generate from being an ensouled being, which is more useful for small things. There are a few other minor cantrips that can be performed by contract devils, minor effects such as removing dirt from an object, making something damp, drying things. This is almost identical to the prestidigitation spell from D&D, except it has no time constraints on it. Skilled users can push these effects to a small degree, but they are never very strong and are rarely damaging. A final use is the ability to push back on effects that would dampen, disperse, or neutralize mystical energies of any sort, effectively allowing even outside magics to work within D'void when normally they would be suppressed.

Once this jump ends, it's actually possible to create "subnodes" of the Vertrag that can process and store other forms of energy, but this requires extensive work and great expenditures of the energy within the Vertrag to properly form these subnodes. They operate nearly identically to the Vertrag except they store other forms of energy, such as the energy generated from Seeds in Nexus or the Spark energies of Betwixt. This greatly expands on what the contract devil can deal in.

On Genius Loci Fragment and Grain of Order: A Genius Loci Fragment fused with a Grain of Order allowed to mature into an AI could potentially develop a method to condense void runes more reliably than anything in D'void could, especially if its intelligence has been boosted in some fashion, such as if it were imported as a companion and gained a perk to do so. An individual with a similar ability to process large amounts of information and recognize chaos could do the same, however, the insights of the Grain of Order makes this significantly easier for the Genius Loci Fragment.

On Void Runes: Void runes are a ubiquitous aspect of D’void and have many potential uses.

Node Carving: The simplest use of a void rune is to imprint it into a node, done simply by staring at the rune and opening the node to allow it to project into the space. This gives a minor effect based on the rune in question, such as a blood rune increasing blood flow and oxygenation or a peace rune acting to calm the mind and giving a similarly calming quality to their voice. When used in this way, a void rune will vanish as it is stored in the Node. Removing it will manifest the void rune in the hands of the user once again. Having multiple void runes will cause their effects to combine in a limited fashion, such as the blood and peace runes giving someone the ability to slow their heartbeat and enhance the clotting of their blood so they heal faster. Conflicting runes will have no effect on each other or dampen each other's effects, depending on the runes, though they will never cancel out entirely due to intent aiding them along.

Rune Printing: Another simple and straightforward method of using a Void Rune is to carve, paint, or otherwise imprint a copy of it into an object or location, often with several others to direct the effect. This provides an effect to the object the rune is printed onto, such as a rune for keeping the edge of a knife sharp or a rune for cool causing the object to always be a slightly lower temperature than normal. Using multiple runes directs the effects more readily, such as using the runes for recover, time, and reduce to make an object that shortens the period of time for a wound to close, while recover, reduce, time, would actually make the opposite happen, making a wound take longer to heal. This can lead to disastrous effects if the wrong rune is used in the wrong place. Despite this, rune printed tattoos are fairly common practice in D'void.

Unlike with Node Carving, Rune Printing can have conflicting runes cancel each other out if you inscribe them incorrectly as there is no consistent intent put behind their effects.

Void Trance: Trance has an interesting interaction with Node Carved Runes, bolstering the interactions between the runes, enhancing their power, twining them together, and forming new abilities as a result. As an example, the use of blood and peace together would allow the trancer to use their blood as a medium to enforce a calm, peaceful state on someone, though without a way to use their blood for the purpose. Adding Lash would let them manipulate their blood as a whip that would impart the same effect and adding Bind would cause those struck to be shackled in blood bindings. These abilities are fueled by bound chaos, which is funneled through the formation of the runes to create the desired effect, rendering the chaos inert and stored in a node until it has time to reattune itself. A trancer with no bound chaos or all their bound chaos rendered inert cannot use these active abilities. However, the passive effects of the runes are also enhanced, such as the effects of blood and peace providing rapid healing turning into actual regeneration. The trance can have select Runes expressed for the purposes of it while leaving others untouched, but once started, the expressed runes cannot be swapped without ending the current trance.

Invocations: One of the most potent manifestations of Void Runes is Invocations, where someone learns how to speak the words themselves. The words sound utterly alien to those that do not have the ability to speak them, but the word echoes in the mind to allow someone to understand the word anyway. Saying the word for Wealth, for example, would sound like a string of alien and inhuman utterances, but those that hear it will understand it means Wealth regardless. However, this is not a truly special aspect of them.

Speaking an invocation with the intent to use it will cause an effect to manifest based on the word spoken as well as the will and intent of the invoker. To use the prior example of Wealth, an Invoker could conjure an effect based on this word, such as the corrosion of metal, commonly seen as a symbol of wealth, including the iron found in blood, leading to the effects of iron deficiency, or, it may make something more elegant and attractive in appearance, increasing its wealth based on appearance alone, or, it can have a truly massive effect by temporarily rewriting existence to make the speaker have the benefits of wealth; a good upbringing, good and nutritious food, and training from highly valued tutors, giving them a better build, a calmer mind, and skills suited to their intent when speaking it. However, this final example would require mastery of the word and would have the effect of changing their perspective as it temporarily overwrites their existence and cuts off their ability to use invocations, at least until the transformation wears off.

Invocations have one key flaw, however, they are draining to a person's will. A small effect will be barely noticeable by most invokers, however, the cost of doing so would increase as the depth and scale of the change made with its effects increased. Even the duration of the effect will increase the cost. This cost is reflected more in the abilities based on willpower rather than the actual will of the user, as such abilities simply weaken as more invocations are used. Even chaos binding becomes less effective with extensive use.

On Dreamcatching: The objects manifested through dreamcatching can take a variety of forms, but each one is made to represent a focused aspect of a caught creature's power. For example, given a caught turtle-like horror whose main ability is the expulsion of foul-smelling poisonous spores, a dreamcatcher could have it manifest in the form of a censer that creates and controls a foul-smelling poisonous cloud while later having it manifest as a robust shield that may only be capable of producing a foul scent.

Manifested objects cannot be duplicated, but certain creatures can manifest as a set of objects. As an example, a bird-like horror manifesting as a weapon may manifest as a bandoleer of feathered throwing knives with dozens of replenishing knives on it, but you can't simultaneously manifest a second bandoleer or a sword based on the same creature.

Order From Chaos: This is intentionally left vague, it's meant to be a significant challenge, but one that can be accomplished if you're resourceful and can pick up on the little nuances. Three words to keep in mind, however, are: Balance, Stress, and Catalyst.