

OUTWARD

Welcome to the world of Outward, otherwise known as Aurai. Aurai itself is a harsh and hostile land. Monsters and various beasts roam the land, evil Liches and their creations torment settlements and bandits constantly harass travelers and the weather even more harsh somehow. Yet it is a land of many opportunities, of buried treasures and lost knowledge, if one were willing to brave the journey.

Hundreds of years ago, the Scourge, a mysterious corruptive force, appeared in northeastern Aurai, creating a horde of mutated monstrosities and rendering entire regions uninhabitable, destroying what little stability the region ever had. Trades and travel halted to a standstill, as any traveller unarmed or unaccompanied is an easy prey. Civilizations and cultures became increasingly isolated and paranoid, with conflicts being commonplace.

Today, due to the work of Elatt, the region is slowly stabilizing, having only periodic disagreements between settlements rather than all out chaos. Yet, political tensions remain high, and no two cultures can agree on a single course of action. As a Jumper, you enter the world amidst such situation.

Take 1000CP (Cierzo Points) with you, you'll need it.

Locations:

Roll a D6 or chose for free



1. **Cierzo**:

"A bustling little fishing village in the Chersonese region, Cierzo was once the largest settlement in the region by far, but it experienced a bloody tragedy not long after the monsters of the Scourge swarmed the region. A former Chamberlady of Cierzo distrusted and turned away the warriors and scholars of Elatt when they came to their aid, preferring to rely on the protection of the Five Winds instead. As a result, the Scourge tore through the settlement, killing dozens.

The Chamberlady was exiled for her actions, and her few surviving family members were shackled with a truly enormous Blood Price that they still pay off to this day.

Over the last century, the village has rebuilt on the ruins, and has once again become the dominant tribe in the region, now under the guidance of the Aberdeen family."



2. **Berg**:

"The ancient city of Berg is the seat of the Blue Chamber Collective's power, and the location of the eponymous Blue Chamber. When a tribal council is called upon to discuss major decisions, Chamberlords gather here from across Aurai.

Despite the high stone walls, defensible doors and the ancient Forge Golems to defend it, Berg too was struck hard by the beasts of the Scourge. A large section of the city lies in ruins and is currently uninhabited."



3. **Monsoon**:

"The Hallowed Marsh is a dangerous region, teeming with reptilian predators and flooded with toxic water. The solution to keep the town safe from attack was thus very simple. Build it on an island surrounded by a considerable length of water and use a fleet of ships for transportation.

This protected it from the worst of the Scourge, keeping most of the Beasts at bay. The small settlement on the mainland was not so lucky.

Monsoon also boasts two Chamberlords instead of the usual one. One represents Monsoon itself, the other represents the Holy Mission. This sharing of power, as one might expect, leads to feelings of frustration between the two."



4. **Levant**:

"The city of Levant is built into one of the old fortresses of the Old Levant tribes that came before them, modernized and expanded to be fit for a kingdom. Built on top of a freshwater river and decorated with marble, the city is a bustling place full of merchants, artists, engineers and smiths.

Due to the huge influx of new citizens, a sizable slum has formed in one of the ruined southern districts of the city."



5. **Harmattan**:

"A city within the Antique Plateau. Being the home of the Sorobor Academy, the city is a center of commerce and academia, with a history of magic. Once upon a time, when the Scourge threatened Harmattan, an army of golems appeared and defended it, leading the city's inhabitants to be knowledgeable when it comes to golems of any kind, even able to fashion arms and armor out of golem parts. Recently however, there have been rumours of an ancient threat ready to wake up and cause havoc."



6. **New Sirocco**:

"A settlement within the volcanic region of Caldera. This newly formed city consists primarily of the workforce of Old Sirocco, having rebelled against the Nobles that have oppressed them for a long time, using the opportunity that the recent volcanic eruption has caused. While still quite small, with a bit of help, it could one day grow into a place worth living in.

However, the Nobles still remain, and with them still a chance for everything to go wrong and oppression to return."

Factions:

Choose a single faction to start in



• **Blue Chamber Collective**:

"The core belief of the Blue Chamber Collective is that nothing matters more than family, and that all members of a tribe are an extension of one's family. As such, everyone is expected to look after one another and pull their own weight as best they can. However, their laws are harsh. Citizens are judged as bloodlines, not as individuals.

Therefore, if someone commits a crime, their entire family must pay what is known as a Blood Price, a repayment of silver to the wronged party. The Blood Price is rarely demanded at once, but rather is paid off in smaller payments, especially in situations where the family has limited wealth or family members to draw from. Through this system, mob rule and revenge are usually avoided, although not always.

For crimes that are unforgivably awful, or if an individual continually shows no desire to mend the wrongs they have committed, the guilty individual is exiled from their tribe forever.

The Collective prefers not to take lives, seeing it as a horrible waste, and will only mete out death as punishment in the most dire of emergencies, or in self-defense.

Lineage is traced from the mother's side in the Collective."



• **Holy Mission of Elatt**:

"The Holy Mission began as the Tribe Without Name in the town of Monsoon, under the guidance of a Philosopher and Mage named Elatt.

Then came the Scourge, whose beasts rampaged across Aurai, even attacking the very town of Monsoon.

However, not long later, burning javelins of light rained from the sky above the Hallowed Marsh and drove the beasts to flee. Elatt revealed that he had found a way to transcend his mortal flesh and become a "Living Thought". He imbued his followers with pieces of his essence and sent them to defend Aurai's people from the Scourge.

Now, they play the role of peacekeepers and arbitrators, generally well respected across Aurai."



• **Heroic Kingdom of Levant**:

"After the Scourge struck Aurai, the Abrassar region swiftly turned into an inhospitable desert and was overrun by the Beasts of the Scourge. Worst of all, it was beset by a truly

enormous Scourge Beast, the Devourer, that forced the residents of Abrassar to flee for their lives.

Many years later, a mercenary couple, King Simeon and Queen Calixa, led an army into the Abrassar Desert and purged it of the Scourge, managing to do the impossible and slay the huge Beast.

The bounty they reaped for their deeds was enough to found a kingdom. So, under the advice of their dear friend Kirouac, and with the blessing of Elatt that's exactly what they did. They repurposed one of the ancient fortresses of the Old Levant tribes into a great walled city and set about trying to bring about their vision of a utopia.

The Heroic Kingdom of Levant operates outside of the Blue Chamber's authority, and does not recognize the usual tenets of Tribal Law, opting instead for a much more individualistic approach. Rather than focus on the survival of the group, Levant champions the ideals of progress and personal freedom, believing that if everyone gets the chance to chase their dreams, everyone will eventually benefit.

Levant has a standing army that answers to the Royal Family, but also employs many mercenary bands, relying on them to do most of the work to keep the region safe from the many dangerous animals and bandits that make Abrassar their home.

In recent times, the Heroic Kingdom has begun to suffer an overpopulation problem as people flock to the city, eager for a new start. A rugged slum has cropped up in the ruined district to the south of the city as a result."



- **Sorobor Academy**:

"The Sorobor Academy is a very powerful institution, they are the highest authority in academic knowledge throughout the land. They are also deeply involved in commerce, using information as a key resource in their expansion.

While they are technically under the banner of the Blue Chamber Collective and have a seat at council meetings, their vast resources give them much the same power and reach of the Collective itself. Their knowledge in the arts of alchemy, magic, mathematics, literature, and many other topics is dwarfed only by the reach of their vast trade networks."

• **Factionless**:

"You belong to no one and beholden to no one, you walk your own path and believe in your own ideals."

Each faction has discounts on their faction's perks.

Discounted perks cheaper than 100CP are free.

Perks:

General Perks:

- **Survival Crafter (100CP):** To be able to survive in Aurai, a traveler must be able to utilize everything they come across, ranging from the remains of beasts and creatures, to the many herbs and metals of the land and even stranger ingredients can be found during their journey. You have an internal store of knowledge on how to make tools, armor, weapons, various kinds of food, beverages, and restoratives and are able to put them together in just a few moments. And as you come across more materials, this store of knowledge will grow, giving you more recipes to work with.
- **Elemental Affinity (100CP):** Maybe it was a quirk of your birth, or you are simply blessed in some way, you now have an affinity towards one of the five elemental forces of Aurai, that being: Ethereal, Decay, Lightning, Frost and Fire. You now inflict more and are more resistant to your elemental affinity, and can withstand environmental factors related to the element of your affinity.
- **Boon Of The Elements (400CP):** You must be quite fortunate, for all the elements of Aurai have granted you a boon. You now deal more and take less damage from all the elements and will count as having all elemental boons for the purpose of magical spells and rituals. Additionally, you will come across various elemental stones and essences more often.
- **Magical Potential (400CP):** To use magic, you must sacrifice a portion of your vitality to a ley line. While the ability to gain magic is very tempting, many find the sacrifice too costly. However, you needn't concern yourself with such sacrifice, for you have gained a well of mana equivalent to your vitality, and are treated as such. As you grow, your mana grows with you and will naturally regenerate similar to your stamina, allowing you to cast spells with much less concern than normal. Additionally, you also know some of the basic spells any mage would naturally know of such as Spark and Flamethrower.
- **Cabal Hermit (400CP):** Once, the people of Aurai worshipped the Five Winds, however, when the Scourge struck, the Five Winds proved too capricious and unreliable to be of any help. And once Elatt appeared, few would ever choose to worship the Winds again, leaving their temples and Totems abandoned. Yet, a few practitioners remained, teaching others the magic of the Winds. You yourself have studied under one of these, and have become an expert in the Winds. You are able to reveal the souls of the recently deceased, call upon nature to grant you a boon appropriate to the environment, use mana to create a powerful force to push foes away, create wind sigils, infuse your weapons with the Wind and conjure an ethereal spirit to do your bidding, while you are more enduring against the climate and the boon you

gained are enhanced. While all these spells normally require communing with an altar in a region, you don't have to as the Winds seem particularly helpful to you.

- **Kazite Spellblade (400CP):** The Kazite people are tough and skilled, born from a life on the sea due to their island's destruction. While many have become allies of the Blue Chamber, some have decided to live a life of banditry, but all of them are well known for their prowess in combat, mundane or magical, and in the case of the Kazite Spellblade, both. You have mastered all of the skills of the Spellblade, your body are more enduring, you are an expert in using the shield, able to charge forward and slam it into your enemies, you can infuse your weapons with Fire or Frost, discharging elemental infusion as projectiles or slamming it on your shield to create a devastating explosion.
- **Enchanter Supreme (400CP):** A rather esoteric and complicated art of using incense and magical equipment in very specific placements and conditions to infuse objects with potent magical effects like turning indestructible or inflicting various effects. You are a master at this art, able to discern the proper placement to achieve the best results and knowing every single enchanting recipe ever known to man, you even know how to create vampiric weapons without the use of a Blood Altar.

Faction Perks:

Blue Chamber Collective:

- **Familial Face (100CP):** As a part of the Collective, you are not treated as an individual, but as a member of a bloodline, and each member must take responsibility for each other. Living under this system, you have learned how to promote familial cohesion, resolving conflicts and distrust within the family with just a few words. This skill doesn't just apply to those that share your blood but also those that you consider to be family as well. Additionally, you can infuse your weapons with Blood after achieving an understanding of the Blood Price.
- **Wild Hunter (200CP):** In the earliest, most primitive families, the most important members are those that gather and hunt the food that nurtures its members, and while their role nowadays is heavily diminished, their practice is still respected, and you are among its most accomplished. You are an expert hunter, as deft at the bow as you are at the blade, able to let loose evasive shots in the middle of combat, highly accurate shots from great distances or a powerful piercing shot that leaves any foe not killed immediately profusely bleeding. Not only that, you are able to tap into a primal rage, allowing you to knock down foes more easily and being able to unleash devastating leaps and ferocious strikes. Naturally, you are more resilient as a result of your lifestyle.
- **Rune Sage (400CP):** Runes are magical symbols that alone do nothing, but when combined in a specific sequence can create a variety of magical effects, ranging from conjuring a floating light to summoning ethereal weapons. As a Rune Sage, these symbols and their combinations have been ingrained into your mind, allowing you to use them without a lexicon in hand, granting access to more advanced combinations and empowering your runic spells with additional power or added effects. Additionally, your well of mana has been expanded considerably.
- **Whispering Bones (600CP):** Beneath the surface layer of the Collective lies a vast ocean of memories gathered through generations, this is the Ancestral Memories, and its guardian is the blue Lich, known as Whispering Bones, and you have become its

permanent vessel. Being a vessel of such a long-lived and powerful Lich naturally grants you great power over Frost, allowing you to freeze an entire army with just a wave of your hand or summon icy minions powerful enough to contend with elite warriors. But this is not the only thing you have access to, for you have also acquired the entire knowledge that all the clans of the Collective have gathered through generations from the founding of the Collective to this day, and should you start a bloodline of your own, you will gain the knowledge of each member as well.

Holy Mission of Elatt:

- **Missionary Monk (100CP):** One of the positions of the martial branch of the Holy Mission, missionaries are wandering warriors often meant to sort out human problems and root out minor Scourge threats. You have been a missionary for a while and have learnt how to recognize any signs of trouble no matter how minor and how to effectively combat the Scourge and its corruption. Additionally, you are able to infuse your weapons with light to better be able to combat the Scourge.
- **Philosopher (200CP):** A sort of scholar that ponders the position of man within the world, although they're more well known for their mastery of magic and the Chakram. You have learnt all that a master philosopher can teach you, being able to create sigils of frost and fire, enveloping yourself with a barrier of mana and making the Chakram dance in the midst of battle. Additionally, your body naturally recovers mana over time, or recover it faster should you already be able to naturally recover it.
- **Warrior Monk (400CP):** Elatt is first and foremost, the God of Discipline, and his followers do their best to embody this aspect, both in peace and in battle, creating a sect of warriors able to use their discipline to achieve a state of skill nearly unreachable by normal men. You are a master of this discipline, able to focus your mind or brace yourself to consciously enter a state of discipline, and in this state, you are able to achieve a strike so perfect no defenses can stop it, unleash an onslaught to every foe near you or turning the enemy's attack against them and unleash a counterstrike. Additionally, your discipline causes you to tire less, require less sustenance and reduce all incoming damage while in a state of discipline.
- **Living Thought (600CP):** That is the true form of the God Elatt, a living of pure thought, of which you and a certain future person will soon become. While you are nowhere near Elatt's power, being Living Thought has conferred to you a variety of abilities. Firstly, you have your own personal realm, starting off being the size of a very small island. This place serves as your personal safe place, as you cannot be harmed willingly while you are here and will very quickly recover any damage you have incurred. Secondly, you have a vast store of mana, never truly tiring unless you constantly cast your most expensive spells over the course of days. Thirdly, you have no need for any sustenance. And finally, you may choose a particular concept to represent, much like how Ellatt is a God of Discipline, you have great influence over the particular concept, which will only grow as you grow stronger, and should you gain worshippers, their actions that benefit your chosen concept will strengthen you to in return.

Heroic Kingdom of Levant:

- **Fortune Fighter (100CP):** As a mercenary of the Kingdom, you understand very well its core tenet, being that of every one being able to chase their dream, and to fund that

dream, you need to fight. You are able to discern the most profitable missions and bounties, and how to best ensure that you are paid once you finish them. Your experience also makes you tougher and your strikes hit harder.

- **Rogue Engineer (200CP):** Unlike the cleaner and safer main districts, the slums are a particularly harsh place, even by the standard of the region, crimes and chaos run rampant, as the Kingdom struggles to manage them all. To survive such a place, one must be rather crafty, and you are among the craftiest of them all. You are very devious with a knife, knowing how to slip it in between some poor soul's ribs, neck or back, you can sweep someone off balance with a kick, and even use the knife as a parrying tool. Not only that, you can create complex traps filled with cruel contraptions that can be reused, easily sneak around enemies and deftly dodge even with a cumbersome backpack.
- **The Mercenary (400CP):** The firearms of Levant are perhaps the most advanced and potent weapons within the region, capable of felling armored opponents with a well placed shot, yet it must go through a lengthy reloading process once it is fired. Having served in a Levantine mercenary band, you have mastered the use of these complicated weapons. You are able to maintain your tools and equipment more easily, move faster, run for longer and utilize your armor better to cover for your reloads. With a firearm, you are able to turn metal scraps into shatter bullets that knock your foes to the ground, load your firearm with an icy bullet that makes a short-distance blast that can freeze multiple opponents or absorb the enemy's life into your firearm as a blood bullet and heal yourself. You can also infuse your shield by blocking an elemental attack and unleash it as an explosion.
- **Legendary Hero (600CP):** Ever since you were born, your caretakers knew that you were destined for greatness. Your strength, extraordinary, your charisma, magnetic, and you exude a presence that would cower any lesser men. However, these things pale in comparison to your fortune. Riches and treasures gather around you naturally just by walking around, any action you take will only serve to spread your fame across the land, and should you have a goal in mind, you will soon discover many opportunities to achieve it. With this, making a grand kingdom from just a few pieces of silver is a matter of time rather than a daydream.

Sorobor Academy:

- **Arcane Academic (100CP):** As an academic of the Academy, you have spent a large portion of your life absorbing knowledge, and you have learnt that you can retain such knowledge much more easily than normal, turning you into somewhat of a living academy. You have a wide range of knowledge regarding magic and the supernatural, knowing many miscellaneous spells and potions, and can infuse your weapons with Mana.
- **The Speedster (200CP):** In battle, even a moment of stillness can spell doom, and you have learnt how to best remain in motion and even speed up as you become more aware and alert. You know of a technique that, while starting off weak, gradually grows stronger as you grow more alert over the course of battle and can make you more alert. And the more alert you are, the faster you move, you strike faster, cast faster, and can even chain complex techniques together instantly or use your speed to dodge any incoming attack. However, this state of alertness will quickly fade should you get hit by any attack of any kind.
- **Hex Mage (400CP):** A rather dark branch of magic that uses hexes, blood and even

the Corruption. You know a variety of spells that can inflict a variety of elemental hexes upon an enemy, and can trigger related reactions or detonate them for devastating effects, you also know how to create sigils of blood, how to cleanse your body of corruption by bleeding yourself and how to use death to fuel your body. Additionally, you tire less and your magic grows stronger the more tired you are.

- **Avicebron (600CP):** A long time ago, when the Scourge scoured the land, a powerful Lich rose up and used his army of magical mechanical creations to fend off the threat and bring peace to Sorobor. Nowadays, he is believed to have been lost to time, yet his genius remained within you. Within your mind lies the plants and blueprints of wondrous Golems, mechanical beings controlled remotely by an intelligent mind, with even the weakest being a credible threat to even experienced fighters. But not only that, you also know how to create entire industrial complexes to extract and refine materials to create these Golems, factories and foundries to manufacture an entire army of mechanical creations and even magical trains to transport them across the land. And as you refine your knowledge, this archive expands and evolves, granting you more and better blueprints until one day you can become a Lich of your own.

Factionless:

- **Vigilante Vagrant (100CP):** Being without a faction is quite an unusual thing in the region, as being alone is at best extremely foolish and at worst, suicidal. However, you have been traveling alone for a while now and have adapted to a life of solitude. You require less to survive and any sustenance you take in lasts longer in your body, and you can adapt to most environments much quicker.
- **Master Of Arms (200CP):** Throughout your journey across Aurai, it's natural for you to encounter a variety of weapons both used by and against you, and you have mastered them all. Not only does this grant you a veteran's expertise and experience for just about every weapon, from swords and spears to bows and firearms, you also have learned a variety of techniques for them all. From simple sword punctures to masterful spear gambits, and even vital crashes using your own fists, if someone invented it, you likely knew it already.
- **Primal Ritualist (400CP):** While many know of one way of acquiring magic, that being of ley lines, few know of ways to utilize magic without the need of such a method, except for you. Through the use of special musical instruments, of which you know how to create, you can call upon nature to haunt and doom your enemies while also protecting you and providing a restorative effect. Additionally, you are more resilient towards status effects and magic in general.
- **Master Of Aurai (600CP):** You are no Lich, no God and certainly no Legendary Hero, you are but a humble survivor, yet you have conquered all that Aurai could offer. You do not have the strength of many men, yet any weapon you wield can reliably threaten even terrible beasts, your skill in the arcane is just about average, yet your spells can match even the greatest of the Academy. Anything you use seems to just become more, weapons strike deeper, armor protects more, potions and food are more potent and their effects last longer, magic becomes more efficient, enchantments stronger, and so on and so on. You alone may not be much, but give you a single stick and you can slay a God with enough time and effort.

Items:

- **Starting Gear (Free):** You gain a set of basic survival gear that any traveller will need for their journey, that being: a week's supply of travel rations, a waterskin filled with clean water, a set of flint and steel that will start a fire without fail, a simple tent, a couple pieces of wood for making campfire, a set of comfortable clothing, a small backpack, an oil lamp and a single iron weapon of your choice with ammunition if applicable.
- **Gourmet Kit (100CP):** A set of cooking and alchemy gear that allows you to create complex dishes and potions even in the middle of a desert. This particular kit is particularly effective, creating items much faster and needing less ingredients overall.
- **Enchanting Kit (100CP):** A set of enchanting pedestal and incense pillars that allows for enchanting on the go. This particular set is unusually lenient, needing less precise placements and allowing for more leeway when it comes to the environmental conditions, so you don't have to go to a desert to enchant and can just wait for the weather to turn warm instead. The incense pillars also take less incense to burn and can inform you if an enchantment will be successful or not.
- **Veteran Gear (200CP):** A set of plate armor and palladium weapon that can turn even a novice into a formidable warrior. While lacking in magical effects, its sheer effectiveness and simplicity can be rather attractive for warriors that seek a reliable companion on the battlefield. Curiously, this set of equipment has been enchanted to be unbreakable.
- **Mage Gear (200CP):** A set of comfortable enchanted clothing and a magical staff of an element of your choice. The clothes act as a conduit of magic, allowing the wearer to cast magic with less cost and greater effects while not hindering their movement and the staff as a focus for an elemental force, causing such elemental spells to strike with greater force, they are unbreakable as well.
- **Legacy Chest (400CP):** A large, ornate chest that strangely can only hold four individual items. This chest does not act as conventional storage, but as a means of ageing the items put inside. By leaving these items within the chest for about a week, they will age rapidly until they reach a certain stage. Items aged this way do not rust or rot away, but will instead be improved in some way, either becoming much stronger or gaining additional effects.
- **Material Storage (400CP):** A large container holding just about any kinds of materials and ingredients that can be found in Aurai, ranging from simple herbs, animal products and ores to rare gems, remains of powerful beasts and even a Tsar Stone. These materials will be replenished gradually, with more common items being restocked daily while something as rare as a Tsar Stone can only reappear once a year.

Companions:

- **Split Screen Play (100CP):** Import up to 8 companions to travel with you, each will gain 800CP and can choose a faction to receive their discounts.

Drawbacks:

- **Pitch Black (+100CP):** Your eyes can no longer adapt to the dark, you will very quickly lose sight in even low light environments, and you cannot see any more than a few meters at night. I suggest bringing a bright lantern and a lot of oil.
- **Illness Prone (+100CP):** You catch diseases more often, and even in a clean

environment you will occasionally fall ill for no discernable reason. This does not make these diseases any more severe nor will you catch any truly deadly diseases for no reason.

- **Clumsy Fingers (+100CP):** You are not particularly dextrous with your hands, while this does not interfere in combat, this does make you craft things slower than normal and makes you take more time to repair and maintain your equipment.
- **Slick Back (+200CP):** Backpacks just seem to slide off of your back. When you are in any kind of intense situations like combat, your backpack has a small chance to slip off your back and fall to the ground, this will not damage its contents.
- **Kitchen Nightmare (+200CP):** You cannot cook even if your life depended on it. At most, you can cook simple recipes that only contain no more than two ingredients excluding water and even then it will cost more than you expect. This does not interfere with alchemy or tea brewing.
- **Hexed (+200CP):** You are permanently hexed with an element of your choice, causing you to become more vulnerable to the element and making you deal less damage with the element. Luckily, any Hex Mage you come across cannot instantly trigger a reaction or explode you, they must still apply a hex beforehand. For an additional +200CP, to a total of +400CP, you can choose an additional element to be hexed. And for an additional +200CP, to a total of 600CP, you can become hexed by all five elements.
- **Exiled (+400CP):** You have been convicted of a grave crime against your chosen faction and have been exiled permanently. You cannot enter the primary settlement of your faction without being hounded by a horde of guards, and any member you encounter will be highly suspicious of you and become less inclined to offer any assistance. Should you be without a faction, you will not be denied entrance, but every member of each faction will become suspicious of you instantly, drastically hampering your ability to gain any favor.
- **Life Drain (+600CP):** A potent disease borne from a powerful sacrifice. This disease, as its name implies, drains your life, at first down to two thirds. Gradually, this drain will become worse, down to a third, and finally, to a tenth. There is no way to mitigate this and though the disease will not kill you on its own, it can guarantee something else will.

Notes:

- I had to rewrite the entirety of the doc from the perks down, no idea why, but I got to do it.
- There is still more I could add, but for now I'm somewhat satisfied.
- If you die with the Life Drain drawback you could go to a very chill place and talk to a very chill guy.
- As always, fanwank irresponsibly, Elatt knows I do it all the time.
- Credit to the wiki (no not the Fandom one), I stole all of the beginning segments from there.