Xam'd: Lost Memories

What a strange time to be alive...

In a strange, waterlogged world where the fastest travel is by airship, the conflict between the Southern and Northern Governments continues to rage and build in intensity. The South says it is because of the continued crimes against humanity that the Northern's biological Humanform technology produces, while the North claims that the South's transgression has roused the fury of their mysterious Hiruken Emperor.

Maybe you're a part of that, maybe you're not.

All that is apparent is that there is clearly more to this conflict than meets the eye. Underlying everything in this world is the spiritual energy possessed by all things with a soul- what has been termed *prana force* **by the scientists of the Southern Government.** *Prana force* **can be harnessed in many ways. The humans known as Mainsouls use it to interact with and manipulate technology, while it is also the driving force behind Humanform weapons that seem to move forever without need for food or water.**

Even stranger forces in the world use them for things that should seem impossible: mysterious beings called Xam'd – neither human nor Humanform – fly on wings of light and fire green tendrils of raw *prana force* **as weapons, while the Ancient Religion in the North has priests capable of stranger things still.**

What's more, all over the world, there are reports of terrorist bombings being carried out by the exiled Gibashiri of the Northern Religion. Each child sneaks into a public place, then detonates the seed inside of them to implant the people around them with *hiroko* **– the spirits of the dead – in order to turn those people into Xam'd. Those infected are forever marked by a blue gem on their body, and very few survive without training and usually turn to stone within days.**

Like the world is rushing towards it's doom.

Take these. You'll need them.

+1000 Choice Points

I. Identity

Choose one of the following to determine who you are – and where you come from.
Each identity comes with memories that will affect you for the duration of your stay in this world.
Fittingly enough for this world, however, all backgrounds don't necessarily come with memories, and in fact may be selected to be drop-ins at will. However, beware what a lack of knowledge with this world can do to you.

Neutral Zone Resident – Free

There are not always two sides to the war- regardless of what the Northern and Southern Governments want you to believe. There are many territories neutral to the North-South conflict scattered throughout the world, probably the most notable of which being Sentan Island. Technology is mild here, with Humanforms and Mainsouls practically unheard of, while *some* innovations do make their way to your shores.

The war seems far off and distant where you grew up, with perhaps the only reminder that there is war anywhere memorials or older veterans. People from the time when the island *wasn't* neutral territory.

Northern Government – Free

Regimented and instilled with the propoganda and philosophical musings of the Hiruken Emperor since birth, it is unlikely that you've ever seen the world before. In fact, there are very few Northerners who ever choose to leave their homeland, with the most common example being the elite Angoru Users hired by the Southern Government to track Humanforms for them.

Life in the North practically revolves around the pleasing of the Emperor's every whim to a fanatical exent, as when he rages, the North can be devastated. There is a small resistance group that operates against him, but they haven't been seen for many years.

Southern Government – Free

A collection of islands hailing from the south, they are currently at war with the Northern Government and their enigmatic and warlike Hiruken Emperor. Expansionist and not without their fair share of conflicts in the past, the South has a great focus on mechanical technology, including teaching humans how to wield technopathic powers.

Many conflicts with the North before full-blown war has instilled a cultural attitude of hatred towards all Humanform Users and Xam'd- even the ones that are on their side.

Tessik Tribe – Free

A persecuted people known for their strange haircolors, tattoos and exotic religion, the Tessik have routinely been driven back and back from their holy land – The Quickening Chamber, located between the North and the South – by military conflict throughout time. Those who have chosen not to stay in Tessik Village have instead become nomads, wandering to where they can find work.

Unfortunately, all too often this ends with them working in unfavorable jobs, with further fuels the Tessik reputation as dirty lowlifes. Something not helped due to the widely reviled Humanform Technology's origin in the Tessik Village...

In the below sections, 100cp perks are free for their respective origins, and all other perks are 50% off.

II. Perks

Voices
100cp | Neutral

"You heard it as well? ...I see that you did."

A rare talent among humans, you can hear the 'voices' of humans who have been transformed into Humanform weapons – whether Xam'd or Northern Humanforms.

In worlds after this one, this perk works on anyone who has been transformed into a creature incapable of speech- with or without their consent.

Shinbuto Philosophy
200cp | Neutral

"Concentration is the most important thing. You must face you opponent head on and without hesitation."

You find it easy to adapt to foreign or unorthodox combat styles. By taking the strengths of your enemies, you can figure out ways to redirect them so that they become weaknesses instead.

Redirect someone's punches into their face, or use their own strength and size against them. You can even do this at a scale other than personal combat or in unorthodox ways.

Humanity
400cp | Neutral

"...He's a monster? Of course he's human!"

So many Xam'd here- hell, even some *humans* want to decry themselves as 'inhuman' or 'monsters'. We've got no clue what that's supposed to mean either, but someone has to talk them off the ledge.

When people are at the end of their rope, ready to end it all, you know how to talk them down and help convince them of their own humanity- er, or personhood, however you want to phrase it.

Incredible Will
600cp | Neutral

"Didn't you promise me that you wanted to live? Accept that your life will be painful, bite back your grief, and find the courage to stand again."

You have an extremely powerful will, which provides more benefits than simple determination and endurance in this world. Here, it strongly benefits Xam'd powers and other spiritual abilities – translating to a incredible increase in *prana force*. In worlds after this one, you'll find a strong force of will amplifies and strengthens spiritual powers in much the same way.

I Remember You Now
100cp | Northerner

"Akiyuki... I remember you now! I finally found you! Now come! Come and kill me!"

You've got this bizzare tendency to meet important people- long before you (or even *they*) find out that they are.

That nice lady who lived next door to you? Turns out she's the mother of the antagonist. Or maybe the man you were once enslaved with went on to become the doctor of the village you're passing through.

Satisfaction Guraenteed
200cp | Northerner

"A parting gift from the Northern Government's First Squadron. I dug it up myself."

Wheeling and dealing is your trade, and- yes, your competition can drive their prices lower than you can match, or deal in bulk, but they don't have what you have, and that's discretion and quality.

You've got a knack for finding the right palms to grease, the right contacts to ping and the right places to go to find the best quality goods, and all under the table, too.

Insignificant Suffering
400cp | Northerner

"Trivial. Too trivial. This is not pain! It cannot be your way out!"

You cannot claim that strength comes from suffering until you have experienced what true suffering is.

When you suffer, albiet emotionally, or physically, you will find your abilities boosted for a time. In the light of true, real suffering – the kind that wears on the soul - that cheap boost will become a true, permamenent increase in strength.

Enemy
600cp | Northerner

"Ah, but do you not see that this is the easy answer? Words from those who look without seeing. Perhaps that is the real enemy..."

This is your enemy. That is your enemy. They are you enemy. That is not your enemy. A skilled orator beyond measure, you are capable of influencing people with powerful lectures, poems and speeches.

With enough effort, preparation and foreknowledge, you could potentially break someone through speech alone.

Ethically Evil
100cp | Southerner

"It is you who has changed, not me!"
"Precisely. I've become evil."

Who knew there was such a thing? Even when you must commit evil in the name of your ideals, you never lose sight of what drove you to do so in the first place.

No matter how low the atrocities you sink to are, your moral chain will help pull you back from the edge, keeping you off the slippery slope- until the day you decide to dive down it yourself.

The Enemy of Today
200cp | Southerner

"Enemies no longer charge out in helmet and armor- as in the old days. Nowadays, they use slide rules, advanced mathematics and data to make their calculations..."

You are versed in a wide variety of the sciences- not a genius by any means, but instead of focusing soley on a specific field, you instead have a strong foundation in most of them. A bonus to this is that the variety gives you an leg up understanding highly esoteric fields- such as the manipulation and creation of Hiroko.

It Is a Cleansing Rain
400cp | Southerner

"Sir, you'll get wet..."
"No, it is a cleansing rain. It will reveal my true character."

Despite being, completely by your own admittance, an evil man, people find it hard to truly fault you for it. Casually evil acts are easiy dismissed, with the people around you making up excuses in your stead.

Over time, you may even pull them down with you...

Once of the Past
600cp | Southerner

"A new form of soul-stealer..."

The Southern Government will deny it, but the ASP Suit that's become a mainstay unit in the Mainsoul Military was actually developed by studying Humanform weapons. The 'soulless' body of the ASP Suit is actually a Humanform created soley by artificial means, and thus lacks the soul that a normal Humanform hijacks from it's victim.

Now, you can do much of the same. By studying the technology of others, you can take the same principles and apply them in new and unusual ways. Humanforms were used to develop the ASP Suits, perhaps something similar is possible with Xam'd?

Listen
100cp | Tessik

"Right now you are being devoured by this stone. Come with me if you don't want to die!"

You can stop someone in their tracks for just a few seconds- either by placing your hand directly in front of someone's face or just with words.

It puts you in a compromising should they choose to attack you, but it will buy you enough time to get out a few words- maybe even enough to halt a rampaging Xam'd if well chosen.

Focus
200cp | Tessik

"Don't worry, he won't turn to stone. Not **yet** *anyway."*

In this world, losing consciousness and mental strain are much more deadly than they are in other worlds, for Xam'd, it's perfectly possibly to die from it.

You've honed your focus, always keeping some mental strength ready at all times, meaning you can be at repetitive tasks for hours and still switch to intense tasks with minimum delay until you hit your limit.

You Need To *Think*
400cp | Tessik

"What's this? Another male... stopped thinking."

If a Xam'd ever stops thinking, they will go insane and turn to stone. The same applies to humans, when you think about it. You have a way of provoking thought, with just a few short words from you possibly disrupting someone's entire worldview, sending them into a spiral of self-questioning and introspection.

No More Tears
600cp | Tessik

"Tell me, what does Xam'd can't help but seek?"

You have the marking of a great spiritual leader. Quite literally, actually, as you have the tattoos to prove that you are an ordained speaker of the Ancient Religion. Your very presence exerts a calming, thought-provoking mentality in people around you, and you find it easy to help people achieve a better understanding of themselves or others.

In jumps past this, the tattoos will serve the same purpose- easily identifying you as a *friendly* spiritual leader so you can resume your work once again. The tattoos may even change to something more appropriate to the world, if you wish.

Hatred
300cp

Instead of simply blindly using an emotion to fuel powers, you may replace it with another emotion. Hatred can be replaced with Peace. Rage may become Fear. What's more, you may teach others how to effect a similar conversion with effort.

...Are Those Bifocals?
100cp

People like to try and hide certain traits that come with aging- glasses, or perhaps a cane. With you, those things only serve as an enhancement. You can pull off accessories and glasses with a great deal of style and look fantastic in them to boot.

Oh Captain, My Captain
200cp

Just like a certain beautiful airship captain, you possess great beauty. While not exactly hypnotizing, you definitely don't show you age, and can pull off outfits more appropriate for someone much younger than you well into middle age.

Purity of Sacrifice
300cp

Isn't the strength of a child something beautiful? When someone sacrifices for you, willingly, and of their own free will- you receive the effects tenfold. A personal loan spirals into a nest egg, or gift of food will feed you for a week. Especially potent if from a stranger.

Gibashiri
400cp

"Yes, a gibashiri- one of those said to gather Hiroko from towns destroyed by war."

You're a white-haired child- a messenger from Tessik village who gathers Hiroko from those who have died. Using a rod with a petal-shaped mouth and a bird-masked getup, Hiroko can be drawn out and stored. You are a guide to the stranger things that are in this world. Perhaps with time you achieve the level of spiritual manipulation that a Lady Tenjo commands.

They are revered greatly by the Tessik, but are also immediately recognizable to most, and are targets because of it. As a side benefit- when you die, you will automatically transform into a Hiroko, leaving no body behind.

Life Cycle
400cp

"Life is a duality between life and death. The bearer of that life must decide which side they value more."

Life itself is a fragile balance between birth and death. People are born into this world, only to inevitably die and pass onto the next world. The vacuum the passing of their soul leaves behind invites the creation of a Hiroko. By carefully managing the flux between these two concepts, you can strengthen and weaken the spirit of individual people.

Perhaps you can stall the growth of a garden of flowers to increase the strength of your own soul- or maybe you could do the opposite, inhibiting yourself for the benefit of the garden.

Lady Tenjo
200cp | Requires Gibashiri

"For generations, we have lived in this place, bearing the burden as midwife to the heir's of the Imperial line."

...Except, this time, you are not just a Gibashiri. Instead you are a child born to the Sannoba bloodline, a Lady Tenjo of the Ancient Religion.

Your influence over the spiritual world is greatly enhanced, instead of simple being able to harvest Hiroko from the dead, you are capable of full-on manipulation, even the removal of a Hiroko from a Xam'd is possible. Other feats include the projection of a spiritual world, communication with the dead and prophetic dreams of those who are close to you.

A Mother's Right
200cp

"If I could not cradle or bury him. If I couldn't cut the chain of sadness known as the Great Pilgrimage, then I would create countless Xam'd to face him- to answer that scream in the void."
"But the sadness that he bears is great- it is too great!"

Life and identity begin with a name. As long as you have your name, you won't forget yourself fully, and become a monster. Sadly, some people are cursed to not have a name, cursed into being irredeemable monsters forever.

When you come upon someone without a name, lacking identity and cursed to die a tragic monster- you may take it upon yourself to nurture them and grant one to them. It is no easy task, and will require effort and a close bond, but would any mother say it's not worth the risk?

III-A. Items

100cp is free for the related Identity as above. 50% discount otherwise.

Black Tears
100cp | Neutral

A vial containing a small amount of a strangely warm black fluid. On contact with something, they quickly burst into black crystal that envelopes it. Freeing them is possible, but there is a chance their spirit may be captured by the stone...

Armband
100cp | Southerner

Looks pretty regular to you- and even comes in a design of your choice. However, guards who look at this will tend to assume that you are someone important and will either ignore you or buzz you through with minimum fuss.

Control Harness
100cp | Northerner

A strange helmet with animal designs, which when worn by an experienced user allows them to control and see through the eyes of any Humanforms they may possess. Also includes a heavy cloak and goggles for protection against cold.

Stone Cane
100cp | Tessik

This cane can generate a versatile electric shock used to remove light Humanform crystalization when used on the surface. When implanted deeper within them, it also rends apart Humanform flesh. Works on similar beings in addition.

Beat Kayak
200cp | Neutral

Small, single-seat scout craft. May have room for two if you're comfy sharing. Runs indefinitely, but the engine still requires maintenance and red sky stone oil- which will require regular changes.

Armored Car
200cp | Southerner

Considered a bit archaic for being landbound, the turret on this reliable six-wheel machine is still powerful enough to take a chunk out of a Humanform. The internal compartment seats six, while the cab seats three.

Angoru Staff
200cp | Northerner

A staff which is home to a set of three small, worm-like Humanforms. They can sniff out the *prana* emitted by Humanforms and other related technology, to help track them over great distances. Often used by the South.

Igniter and Seed
200cp | Tessik

This strange drive causes people who have swallowed a seed – a seed of the Hiroko – to explosively release many Hirokos that will implant in others to form Xam'd. The user does not literally explode. You only get one.

Ututu Seed
400cp | Neutral

A very rare and pure Ututu Seed. Has the capacity to return Humanforms entirely to their original form, instead of simply 'disassembling' them as with less pure seeds. You only get one, but it's replaced every month.

ASP Suit
400cp | Southerner

A military-grade Anti-Soul Prowered Exoskeleton equipped with either an armor-piercing cannon or a semi-automatic rifle. Can fly with the use of an small airship engine and actually runs off of the *prana force* generated by a Mainsoul.

Airship
400cp | Northerner

An airship – one of the most common ways of traversing between islands in a timely manner. You may choose one of several styles: a large, postal-style transport ship; a medium single-crew northern ship or an ASP dropship.

Guardian Spirits
400cp | Tessik

A small jar filled with green fluid and a rather limited Angoru. Breaking or opening it when a biological weapon is near will release the guardian, who will proceed to envelope it and turn the weapon to stone.

Green Soul Stone
400cp

A 'pure' crystal that generates large amounts of *prana* energy. These may be used for a variety of purposes, including the artifical manipulation and creation of Hiroko. Small fragments of the less pure red versions of these are used in the construction of ASP Suits and airship engines.

This is a particularly large sample that generates a massive amount of *prana*, far beyond what could be practically utilized by present technology.

Angoru Fruit
400cp

Created by mixing willingly given blood with purified Ututu Seeds before they can blossom into Angoru, this hard, black 'Fruit' is technically one massive Ututu Seed. Brittle and bitter tasting, just a bite can amplify spiritual and biological powers, even bringing dormant Hiroko into an induced state of cooperation, effectively forcing a Xam'd transformation. While eating an entire Fruit is going to yield painful results, no one can deny the power it gives.

III-B. Companions

Companion Import
200cp

You may 'import' up to eight companions with this option, and you may also give them a history in the form of an Identity with all of the discounts and freebies this entails. Each companion recieves 600cp to spend as they wish- although they may not purchase anything from the 'Companions' section.

Should you not *have* eight companions, you can optionally create someone from this world to join you as a companion with this option to fill the vacancy.

Canon Companion
100cp

Taking this will set up a sort of 'destined meeting' between you and a canon character of your choice. You are guarenteed to meet them during your stay here, and should they be willing, they can join you as a companion once you leave this world.

For something a bit extra- should you be willing to fork over an extra 100cp with this purchase, you can give them 600cp with which to spend in the rest of the jump. They may not buy anything from the 'Companions' section with this cp.

Micro-Humanform
100cp

This little cutie resembles a very small Humanform without a user – it's about the size of a medium sized dog. It's not particularly deadly, only launching it's eye spores in self-defense, and they hit with the force of a good punch, which is a far cry from the shots that normally level city blocks.

Speaking of dogs- it *behaves* like one, too, nuzzling up anyone it can and making cutesy little noises. The better question probably is- what does it *eat?*

Angoru
100cp

Where'd you pick up this adorable little guy? This small green humanoid guy is a guardian spirit, also known as an Angoru. They're the form a Hiroko takes when it is not forcibly implanted into a human to create a Xam'd. It's a helpful, if a bit quirky and can change into various stone shapes to seal exits or form bridges. Given enough time, it'll complete it's life cycle and form a new Ututu pod, from which you can produce more Angoru.

A Rock
200cp

...No, I'm serious. This is a strangely shaped rock – almost like a person kneeling – that you've somehow come into possession to. Southern instruments pick it up as having a *very* strong *prana force* emanating from it, although it's not harnessable in the way a soul stone is.

Possibly more alarming, it seems to follow you wherever you go, appearing in a nearby grove or park, and also convienently happens to mark the area of a relatively safe location. It's possible that- no, it couldn't be? Is this a hibernating Xam'd?

IV. Humanform Weapons

A mysterious type of weapon created in the North and adapted from the symbiotic guardian spirits of the Tessik Tribe. Relies on the base of a living thing to take shape, and can be controlled from afar depending on the type.

Despite being so different and alien to the cold, hard machinery used in the South, Humanforms share startling similarities with Mainsouls, as both are highly dependent on the mental stability, focus and emotional harmony of the user in order to function correctly. *Northerners and Tessiks may choose one of the two options directly below for free. All others must pay the price for Fluid Core first before picking Humanform or Xam'd*. **See notes.**

Humanform

While technically all bioweapons – Xam'd included – are Humanform Weapons, the ones used by the Northern Government are explicitly designed to never create a Xam'd. They are more easily dispersed-through gas bombing or other contaminants created by an aerial raid, but are of limited power compared to a Xam'd. Can be controlled from afar.

Once a Humanform has transformed, the passenger inside is generally lost forever, unless a very powerful and pure Ututu Seed can be ued.

Xam'd

A Xam'd is a subset of a Humanform, created when a Hiroko – a type of semi-physical spirit of the dead – is embedded within a human being. A completed Xam'd is capable of freely transforming into a Humanform. However, to become a completed Xam'd is no small feat, requiring a great deal of introspection and communining with the Hiroko within. If a Xam'd ceases to 'think', they will crystalize and turn to stone.

Appearance Mod
100cp

Skin with the apparent texture of a whoopie cushion not doing it for you? For a small price, you can modify your Humanform's appearance to your desire, changing the texture, size (to an extent) and shape of the body. A Xam'd mask is unique to the Xam'd and must remain, however.

Fluid Core
Free | 200cp

Humanforms do not actually have internal organs. Instead, they possess a solid shell over a liquid interior that functions as all of their internal organs. The human 'pilot' is more or less dissolved in this once the outer shell forms.

Spore Launchers
100cp | One Pair Free

The primary armament of most Humanform weapons. Usually created from the eyes of the victim, these launchers project a single, powerful energy shot that levels buildings before quickly drawing the resulting explosion into itself.

Appendage
200cp

An extra limb- usually a tail or other strange implement formed by the Humanform. Used for swiping attacks and to dislodge unwanted passengers from it's hide. Usually for reaching the parts of it's body otherwise unreachable.

Flight
200cp

A pair of powerful wings replacing the legs that allows Humanforms flight. Quite capable of keeping up with an airship, and like all Humanforms, it lacks a skeleton, so it can squeeze into tight spaces for storage. Buy twice for retractable energy wings.

Pattern
400cp | Northerner

It seems this Humanform has developed a sort of environmental adaptation based on a type of animal. Pick a general category of animal (fish, canine, etc) to derive it from. A more... *exotic* type may be used if you have access to it.

Liquid Biology
400cp | Northerner

The Humanform is capable of shifting it's exterior flesh around like liquid in order to form basic, clumsy tools, such as a shield, sword or tentacle-like appendages. Can be used for limited repair capabilities.

Forceshell
400cp | Tessik

Using it's hands, the Humanform may spin a small bubbel of energy which may either be used as a protective shield or an explosive ordnance. It takes a moment to form one, but they are very powerful.

Regeneration
400cp | Tessik

Mass seems to come from nowhere, even after the initial transformation into a Humanform. Wounds close up easily as new mass grows in from invisible stores, sealing breaches in the outer layer.

V. Mainsoul Abilities

No one knows exactly what the mysterious powersource known as 'prana force' is meant to be, but the Southern Government has developed teachings that allows humans – known as Mainsouls – to harness those abilities to harmonize with technology. In truth, while the Southern Government would never admit it, the prana force is far closer to Humanform technology than they would like to admit...

Drop-Ins and Southerners may take both of the 100cp abilities for free.

Auxiliary Soul Projection

The first basic Mainsoul ability is communication with technology. As detailed in *Nerve Impulse* below, all Mainsouls are essentially technopaths. Ultimately, the power they weild comes from themselves, with equipment such as the nerve jacks in an ASP suit merely enhancing those abilities. Greater *prana force* will allow you greater and greater feats of control.

Sapper

The second basic Mainsoul ability is the manipulation of technology, similar to what is detailed in *Percussive Maintenance* below. At it's most basic, a Mainsoul is the type of person who walks into a room and miraculously causes electronics to spring to life again, but with the right training and *prana force* levels may intentionally invoke this effect to manipulate technology.

Nerve Impulse
100cp

One of the most basic abilities of a Mainsoul is the ability to influence machinery. They just seem to spring to life in your hands, responding easily and quickly to your input in a way that other people just don't get. With a bit of conscious effort, it's even possible to exert minor technopathic abilities.

Percussive Maintenance
100cp

Work, dammit! If there's no time, or no tools, or you're simply just *frustrated,* then you can never go wrong by just taking a swing back and giving the damn thing a good fucking whack. If you're angry enough, maybe it'll start working!

Red Flight
200cp

You know how to refine the Red Sky stones that coast above the sky in enormous clouds into oil and components for use in airship engines. They provide limitless thrust until the components and oil wear down without any need for a powerplant.

Auxiliary Soul Projection
200cp

Via a specialized control system, you may allow a pilot to channel their *prana force* into machinery, giving them a much greater degree of control over machinery than the base and even allowing them to channel their spirit through the machine in question.

Form Factor
400cp | Drop-In

It's pretty easy to fit a lot of machinery into a small space if you know what you're doing. If you have any technology not of this world, you'll find it easy to integrate what you've learned here into their inner workings, bringing them up to at least the capabilities of an ASP suit, accounting for size.

Body Without A Soul
400cp | Drop-In

You may give machinery a true, real soul. This doesn't make it autonomous – or even sentient, but it does allow a machine to benefit from that which affects the soul- with it sort of acting like an auxiliary soul for it's pilot, enhancing any similar powers they may possess..

First Soul
400cp | Southerner

The manipulation of the spirit was once purely the domain of the mysterious Tessik tribe. No more, with this and a sufficiently powerful source of *prana* such as a soul stone, you may manipulate the soul. It is posibble to amplify *prana force*, or even to transform someone into a Humanform with this.

Interference Pattern
400cp | Southerner

From the same way that clouds of Red Sky Stone interefere with airship engines, you've realized it's possible to do the same with nearly any other power source. By studying the material or principle that it operates on, you can develop a jammer that works on all such units in a wide area.

VI. Drawbacks

You may indulge your masochism and take as many drawbacks as you want, as long as you bear the consequences.

Morals - +100

Something that the powers in this world have no patience for is someone with moral character. The Northern and Southern Governments demand that soldiers carry out heinous and inhumane acts in the name of their countries- even neutral countries such as Sentan Island demand zealotry from their residents when acting in self-defense. You've picked up a strong moral code, though- one that will inevitably cause you great pain when it is pushed to it's limit and broken.

The Battle of Barador - +100

You were present at a terrible military battle known as the Battle of Barador. A pretty name for what was essentially a massacre on both sides, with a massive deathtoll of Humanform Users from the North and regular troops from the South. The experience has left you deeply traumatized, perhaps injured more spiritually than you were physically. You are plagued by recurring nightmares about the events of the battle and a deep uncertainty about what you've done, no matter what side you happened to be on at the time.

Overemotional - +200

You've got the emotional capacity of a jar of goddamn jelly with this. Reactionary, shallow and self-centered do not even begin to describe you, but you are certainly wrapped up in yourself and your issues. On top of making any Hiroko you might possess much more difficult to control, you've also got this *one issue* **that you can't seem to get over no matter what. May or may not make frequent, stupid decisions over it.**

Mamma's Boy - +200

You have deep trauma regarding the loss of a close friend or loved one in the past. It's easy to upset you when you're reminded of them – even though you may not show it – and over time, you've become jaded and cynical to the world because of it. With time and aid, your wounds may heal, but as long as you continue to cling to the past you'll never be able to live in the present.

Forgotten Name - +300

Somehow, you have lost your memories. If you are a Xam'd, this leads to an irrevocable loss of control and slow mental degredation. For a human this is less dangerous since you won't turn to stone, but a complete lack of experience with the world would make anyone weak-willed and easy to manipulate.

Final Fate - +300

You now share the final fate of all Xam'd- any use of any of your powers runs the risk of your body slowly turning to crystal. Responsible use and a strong will can help stave off the effects, but strong use will inevitably lead to crystalization.

Stillborn - +600

"I wonder why this seems so familiar- fighting you, that is."
"Let me tell you why... it is because I am a **part of you***!"*
"Part of me?"
"Yes, the darkness inside of you. I have always **loved** *you... and* **hated** *you."*

When people say that you need to 'face yourself', they probably don't mean it this literally. You were born into the world without a name, without a mother and without being given any sort of identity, leaving you a husk of a person without identity. Until this jump is over, you will become a desperate, pitiable person like the Hiruken Emperor. Powerful perhaps, but desparately clinging to philosophical ideals and eventually committing great atrocities to try and fill the meaningless hole in your soul.

Is this worth it?

VII. Notes

Overemotional **is specifically based off of Furuichi and Haru's complete and utter nonsense, as well as Haru's frequent bouts of inagency. Actually, mostly her bouts of inagency at** *every possible moment***. I like to call it 'Overemotional Whiney Bitch' syndrome in private.**

Xam'd powers – or rather, the Hiroko – are not hereditary in any way. I guess if you had a perk where it didn't have to make sense, then it could be inherited, but exempting that, Hiroko aren't passed down – they're symbiotes anyway – and must be given to a person, as they are also spirits of the dead.

A Xam'd that has *self-actualized* **– in that the Hiroko has merged with the bearers soul – will be indicated by their Xam'd gem turning blue in both human and Xam'd form.**

People who are crippled or disabled in some way tend to have greater natural *prana* **force. IE- missing an arm or having a disabled leg, as seen with Midori.**

On the Humanform table: **I'm anticipating questions about how the balls this works, so here's a more detailed explanation. When you buy a purchase of** *Fluid Core* **(which Northerners and Tessiks get for free), you may choose to flavor it as a Humanform or as a Xam'd.**

A Xam'd is as it is in the show, coming in a small, green form which may be swallowed or forced into someone to transform them into a Xam'd – you may choose to start with it in your if you wish.

If you choose a Humanform, what you instead get is a sort of diluted cluster-Hiroko, which you may detonate to spread the shards among the impact site. Whomever is implanted with one will transform into a Humanform with time or the right chemical trigger.

Endnote

Or 'The section where I talk about themes in an effort to make writing for this thing a bit easier'.
Nothing in here in a ruling and explicitly should not be taken as such.

Xam'd: Lost Memories **is a show that bears a startling amount of similarities to** *Eureka Seven***, and it may not surprise you to learn that they are in fact by the same studio: Studio BONES.**

With that in mind, a lot of the completely unexplained and non-sensical shit that shows up in *Xam'd* **might be better explained. Airships rely on** *red sky stone* **that is found floating above the sky in clouds to function, similar to the Trapar Waves of** *Eureka***. They aren't nearly as important to the story as the Trapar is – and most likely do not have nearly the same level of bullshit they can pull off – but they are there, if you would like to look for more specifics on them. I'm not going to give any specific rulings on how they work either way, and simply ask that you be reasonable in your fanwank.**

There are many clear paralells between Akiyuki and Eureka – and likely between Haru and Renton. These can be seen in their design, derivation from non-human life and even their evolving character design (longer hair, gem in the middle of the forehead, growth of wings). They also spend their respective series discovering what it exactly means to be alive, and deciding for themselves why they wish to continue living. The subject is often phrased in regards to their species, but both series conclude in the end that humanity is essentially irrelevant to identity.

Xam'd **is... a very strange series despite that. At it's core, it's mostly a story about learning how to live. Akiyuki's journey in learning how to live – something that clearly takes a lot of inspiration from the Buddhist idea of self-actualization – is framed by his possession of a Hiroko, which will turn his body** *and his heart* **to stone if he doesn't figure out the meaning of his life.**

While becoming 'your perfect self' might be taken a bit literally here in becoming the walking organic weapon that is a Xam'd, it definitely reflects the paralells of how those who cannot overcome those trials (Furuchi, Haru's younger sister Midori) end up dying or turning to stone.

Yes, the ending of this show makes absolutely no goddamn sense. Yeah, feel free to ignore the weird character shit that's involved. I promise the people who live in this world aren't complete goddamn retards. ~~Usually.~~