Outsider Multiverse: The Weave Remnant

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Once, there was the Weave. A grand communications and transportation network stretching over countless realities, linking them together across the unforgiving Void. Host to mighty civilisations, it was a beacon of light in an uncaring multiverse. Now… it lays in ruins, felled by a mighty titan in its death throes. Welcome, welcome to this accursed place. You have heard of the phrase, *in strange aeons, even death may die,* yes? This is the truth of the Outsider Multiverse. For mortals are no more, and all are as gods. But even such gods can only scurry in the shadows of writhing titans. You stand in the ruins of countless multiversal empires, brought low by the entity known as Adremer Tor. In these dark times, every atom's worth of space, every Planck moment of untainted existence is fought over with the zeal of fanatics. Corruption lies at every corner, as do fates worse than death. But even so, there is still hope to be found, if one searches for it. Take these 1000 CP, traveler, for you will need it in the days ahead. Age and gender matters not, for most can shape their form and mind as they wish. While there are many methods of negating death here, your chain will end should your consciousness be permanently erased, whether by methods such as the Opal Light or the corruption of Tor's corpse.

Place and Time

Time

The Scattering

The immediate aftermath of Tor's death saw the complete collapse of the Weave as the entity's corpse shattered and damaged the remaining Weave Nodes. The civilisations of the dead Weave are divided and forced to fend for themselves. Most do not make it through the chaos, and fewer still manage to reunite in the newly reformed Aedentide.

The First Pathfinder War

Also known as the First War of Reclamation, this war saw the establishment of the Weave Remnant's borders. Over a series of pushes spanning centuries, the Remnant managed to reclaim a tenth of the original Weave's territory.

Neirine period

A short respite in between the wars, this period saw some rebuilding and a shift in the various arts and crafts. Many works produced during this period reflected the trauma resulting from the collapse of the Weave.

The Second Pathfinder War

Initially on the back foot, the Remnant manages to launch a counteroffensive against the invading Ulemedi. The Second Pathfinder War is a brief but intense period of conflict, abounding with tales of valiant heroes and depraved villains.

Early Cierarch Period

The Remnant sees a resurgence of arts and disciplines from its pre-collapse predecessor, bringing about a cultural and technological renaissance.

The Waxen Thief Incident

The sudden theft of a Living Mythos brings the Early Cierarch Period to an end. The Remnant searches relentlessly for the one responsible, eventually winning the mobile multiverse back from the thief in a game overseen by the neutral Outer God Szchest.

The Lost Years

This is a period of decline and infighting, the Lost Years sees the Remnant degrade into factionalism and cold war between two groups, the Minsad Coalition and Specter Pact. Skirmishes and subterfuge between the factions are commonplace, and there is unease throughout the Remnant.

Late Cierarch Period

The drain on resources from the Lost Years causes Minsad and the Specter Pact to form a truce in an effort to replenish what was spent in the cold war and rebuild the degraded institutions that govern the Remnant.

The Hunter War

A sudden outbreak of greater Tor fragments subsume much of the Remnant held territories near the Dark Forest. The loss of territory to Tor fragments and collateral damage from its superweapons prompts the Remnant to expand into the Dark Forest itself, concluding the Hunter War.

Place

The region covered by the Weave and its Remnants are known as the Deathless Expanse. So named due to the abundance of Lifebringer Exalts, the great empires and civilisations that once ruled this place are now pitiful ruins.

The Void

The physicsless space between universes, the Void is the birthplace and deathbed for universes. These days, the Void in the Deathless Expanse is a Tor scarred hellscape of roaming

abominations and the corpses of dead titans. The Void provides a barrier against easy travel between distant universes within; even without the corpse of Tor, travelling between distant realities through the absence between spaces is a long and tedious endeavour, unless those universes were linked in some way. Beings that find themselves in this starless, primordial sea must be prepared to fight or run for their right to exist; for while immortal most may be, their consciousness is a fragile construct, and one easily unraveled by the entities here.

Tainted Universe

A universe in the midst of being consumed by a manifestation of a Tor fragment. The creeping nebula of Tor's manifestation has creeped into this universe, and it is only a matter of time before this reality falls. It would be an unwise decision to stay here, for Tor, mindless as it is, has no capacity for mercy.

Weave Fragment

The cataclysm of Tor's arrival was not kind. Countless galaxy sized communication and transport nexuses known as Weave Nodes were shattered or damaged. You begin in the ruins of one of these reality warping galactic constructs, where refugees, raiders and nomads alike make their home.

The Dark Forest

The creation of the Outer God Un-Ruh, the Dark Forest is a region of the Void hosting a multiverse within itself. Each universe within is unique, with its own laws and metaphysical traits that are never the same as another in the same region. Danger lurks in this place, however, for the inside of the realities within obscures even the sight of the Outer Gods. The fragments of the twin entities known as the Empyrean and the Material still stalk this war-torn wasteland, fighting a conflict that has long since passed.

Timeless Eternities

Home to the Old Brethren, the Timeless Eternities are so named due to the large number of universes within that are in a state of permanent stasis. Due to its heavy fortification, this region is relatively safe as far as its constituent realities go. There are, however, many more insidious affairs happening here; as one of the centres of the Weave Remnant's power, there are an innumerable number of plots and conspiracies being executed from parties both friendly and hostile to the Remnant.

Living Mythos

A living Mythos is an artificial construct, created by the more powerful acausal civilisations for habitation and protection. These are immense beings, formed around a central consciousness composed from a pattern in the Void and created as the foundation to the multiverse it spawns. These mobile arks ferry entire civilisations across the Void, taking universes into itself as it roams the great absence. Like any of the more populated regions of the Remnant, living in a Living Mythos comes with certain obligations and tasks that must be attended to. These come

in the form of mandatory contributions to ensure the Remnant's survival, mainly manufacturing its innumerable armies and researching the material and esoteric.

Liminal Gap

Among the most dangerous regions in the Deathless Expanse, the Liminal Gap is so named for its extremely sparse population and strange phenomena. Infested by Tor and predatory universes, the Gap is not a place the wise would tread. Only a few safe havens exist in this hellish region, in the form of The Rest and what few Living Mythos patrol it.

Origins

Bound [+600]

The Bound is a term that acausal beings use to refer to those bound by the flow of time and normal causality. Rare as they are in the ravaged Weave these days, small enclaves exist in areas that Tor has not yet touched. These individuals are by far the most vulnerable of the beings here, for it is not easy for them to combat the various threats that lurk in their pasts and futures.

Acausal Beings

Acausal beings, are as the term suggests, entities unbound from causality. Most acausal beings in the Deathless Expanse only exist within their own frame of reference that they observe themselves to be in, and thus have no past nor future. Acausal beings cannot be affected by time and timeline manipulation, temporal paradoxes, loops and retroactive erasures etc. Likewise, this also prevents other acausal beings from predicting each other with their gaze, but it doesn't prevent them from observing such a person's activity in the target's present.

Transcendent

Among the most common denizens of this multiverse are the Transcends. Beings who have unbound themselves from causality and mortality so as to walk between timelines and universes. Countless Transcended civilisations are scattered across the multiverse, from small galactic communities and universal settlements to multiversal empires. Wherever you go into this multiverse, you are sure to bump into these beings.

Old Brethren

The Old Brethren are strange beings from the Timeless Eternities. Well known for their ability to suppress reality warping and the ability to carry their own laws of reality with them, they are held with a wary eye by some within the Weave's remains. The Old Brethren are as varied as the species they are converted from; from swarms of microorganisms to sentient celestial bodies, every Brethren has some measure of uniqueness.

Shardbearer

Shardbearers are those fused with a fragment of The Silence, an artificial metaphysical force embodying the concepts of Death and Erasure. Often hated by the less developed Bound civilisations, the Shardbearers nonetheless perform roles of vital importance in both the former Weave and its current remnants.

Perks

All 100 CP perks are free for their respective origins. The origin perks (with the exception of the Bound origin) are divided into **Development** and **General** perks. Development perks signal how far you have developed your state of existence and each successive perk requires that the prior one to have been bought as a prerequisite. All acausal entity origins receive all the **Development** perks of their respective perklines for free.

Universal

[Free] The Godseed

Due to the extremely high prevalence of reality warping abilities and beings, the Godseed is one of the most widely used technologies in the Weave and its remains, mostly among the Bound civilisations. A special Void derived Protean Husk pattern is imprinted on an entity's consciousness, acting as a sort of vaccine against hostile laws of reality and esoteric powers and abilities. One such pattern has been imprinted on you. You can no longer be directly manipulated or destroyed by reality warping abilities lower in potency and magnitude than that of a fully realized Transcend or matured Old Brethren. As an example, while an entity might not be able to simply erase you from existence or corrupt you directly, nothing is stopping them from simply blowing you to smithereens with a blast of power or convincing you to fall into corruption. Existing realities with incompatible laws are also no longer a problem for you, as you become able to exist in accordance with the rules within them.

[Free] Technical Knowledge

Many of those who travel the multiverse make use of a basic knowledge package downloaded into their minds. This package contains knowledge to build a habitat, rudimentary resource extraction and self defence tools and a wormhole device for travelling between nearby universes.

[100] A Memory Long Past

It's an infinite multiverse, you know? For all that everything now is terrible in its majesty, there is still so much wonder to be had. The optimistic spirit of the golden age has remained with you. You never lose the capacity to feel childlike wonder, even at small things. Hobbies and tasks remain enjoyable to you, and the fun you had when you first tried them out will never fade. Even the smallest pleasures never lose their luster.

[100] What You Once Were

While many Transcends and Old Brethren may forget what it was to be Bound, you have not. You remember what it once was to be mortal and Bound. No matter the gap in power, intelligence or your state of existence, you are able to empathise with others and have very little difficulty in doing so. You are able to easily see from other perspectives and viewpoints where another being may dismiss them outright.

[100] Regulation of Consciousness

With mental attacks being the standard for combat between many of the beings here, it is only fair that many would have some measure of defense against it. Most beings run several thought partitions completely dedicated to the analysis of their thoughts and personality in order to detect mental intrusions and manipulations. A few take this defence further; each thought partition both self regulates and watches over the other partitions, allowing nearly any hacking attempt and/or mental intrusion to be instantly detected. This same defence is utilised by you, allowing you to instantly detect attempts at subverting or manipulating your mind.

[100] Stranger Things

With the knowledge of the multiverse and all the wonderful and exotic things that lurk there, strange phenomena and abilities aren't going to draw much, if any reaction from the beings here. No matter the place you go, people won't bat an eye at any out of place items and abilities you display, unless you wish to not apply this effect.

[100] Unburdened

In the years following Tor, most have lost much. Be they friends, loved ones and acquaintances, the survivors of the scourge had to come to terms with the fact that in spite of their deathlessness, it was still possible for one's consciousness to cease. For some it was a downward spiral without them, for others it was something to leave behind, and for yet more it is something they continue to deal with. You have come to understand that no matter one's might or capability, it is still possible for something to be lost. You no longer fall into downward spirals of self destructive behaviour, and the parting of someone close is something you will always have the strength to move beyond.

[200] Drinker of the Elixir

The Eternal Elixir is one of the most sought after items within the remains of the Weave, especially by those with some manner of mortality or a lesser degree of deathlessness. The Elixir renders a user's existence permanent. In the same way that a Transcend's Void Core not only lacks Death and its related concepts, but also utterly rejects them, an Elixir user is also rendered deathless. Your soul can no longer die, and should your body be damaged or destroyed, your soul will either repair it or generate a new one. Your mind, however, has no such protections. In this multiverse, ways to destroy the mind are not only great in number, they are extremely common.

[200] Breaching the Threshold

When staring into the abyss, it is often the case that the abyss stares back. Such is the case when one integrates Void Ichor into themselves. Once integrated, Void Ichor imbues one's abilities

with a distinctive trait; powers actively disrupt the effects of suppressive abilities and phenomena such as Reality Anchor and Old Brethren suppression fields, allowing them to be used at their full extent in their presence. So it is that you have undergone the same procedures. Your powers and abilities are not affected by the influence of others, and thus unable to be suppressed by outside forces, allowing their full range of use without worry.

[300] Divider

The adherents of the Thoughts of Division schools of thought believe that existence is best lived via reduction; that a sort of enlightenment can be achieved by taking out the unnecessary and flawed parts of existence while preserving that which makes them great. Militant Transcends who embrace this way of life at its fullest often shape their own Patterns to produce Dividing Tools; extensions of one's soul able to easily carve out concepts from an entity or location permanently, especially in beings normally resistant to such measures. Those who are not Transcended themselves often receive these in the form of metaphysical augments from Transcended adherents. Principally, these extensions take the forms of various tools that may be shaped and manifested at will. Such tools can be used from up close via physical contact and at range through remote operation.

[300] Unifier

The Contemplation of Singularity school of thought was founded as a rebuke to the Thoughts of Division by a breakaway of that group. Instead of living via reduction, those of this school of thought believe that growth and overcoming one's flaws is a better path to enlightenment. In their opposition to the group they spawned from, they are able to form Seed Matrixes; a metaphysical implant that adds and retains the component concepts of a being against outside influence. This is especially effective in guarding against the Dividing Tools and other such methods of removing concepts from a being. However, to maintain such protection, one must strongly adhere to the spirit of Singular Code; that it be used to nurture the mental and metaphysical growth and betterment of others, and never to snuff it out. Acting against the spirit of the code erodes the protection that you are able to erect. With every act in opposition to the code, the complete protection provided by the implant is reduced by a significant amount, opening gaping holes that others can exploit. The protection can be built back up, of course, but it must be through continued acts that adhere to the code.

[300] Shift

Through highly illegal modifications made to Schrodinger Boxes, it is possible to transform some beings into Shifts. Shifts are immaterial beings, little more than a collection of concepts and ideas held together by a consciousness. And now, you are one as well. In your immaterial form you are invisible to most senses and cannot be interacted with, unless you wish to show yourself. You can memetically infect those who observe you, with your component concepts flowing into the observer's mind and placing them under your control. This ability is not effective against psychics of any real power, nor that of the acausal beings here.

[400] Proud Taint

The researchers and scientists of the Itaari Conclave are known to be rather cavalier in the demeanor towards the study and handling of dangerous artifacts and phenomena. It isn't uncommon for many of those in this group to carry some measure of ontological corruption or taint. With that said, most within this group prepare for this eventuality by augmenting themselves to be more tolerant of such influence. These augments allow the researchers and scientists of the conclave to benefit from the more positive effects that come with such influences, while minimising their negative effects, albeit not completely nullifying more powerful forms of corruption or similar alteration.

[500] Lifebringer

In the golden days of the Weave, its powers over immortality and resurrection was one of the incentives for civilisations to join the network.In those times, immortality and resurrection was given freely to the mortal members of the network, thus giving a name to the region the Weave occupied: the Deathless Expanse. Combined with the Weave's logistical network and transportation, cessation was virtually unheard of outside of the very edges of the frontier. Those responsible for this were the Lifebringers, bearers of the Mantle of Death's Defeat. Now, you too bear the same Exaltation. You are able to heal otherwise unhealing wounds or damage, grant complete immortality and resurrect beings that have been physically and metaphysically annihilated or erased from existence. If you were not previously, this Exaltation makes you an acausal being with all the intrinsic protections that entails, alongside the same kind of complete immortality possessed by Transcends and Elixir drinkers. Furthermore, this Exaltation can be spread to others. Once granted, this Exaltation cannot be rescinded nor taken away by any means. Like other Exaltations, the Mantle of Death's Defeat cannot be suppressed or tampered with by outside forces, nor taken from you.

[500] Harmoniser

The Harmonised Echo were the diplomatic core of the Weave and its remnant. Holding together a network of wildly disparate cultures, species and civilisations requires unparalleled diplomacy. The Mantle of Harmony and Mantle of Sophonce are not as overt as the more esoteric Exaltations, but its bearers have been every bit as instrumental to the Weave's existence as the Lifebringers. The Mantle of Sophonce is a cognition focused Exaltation with an emphasis on self awareness and models of cognition. Bearers of this Exaltation can nigh-instantly, and accurately model and simulate the minds of beings they have the barest of exchanges with. Such Exalts also possess a perfect awareness of their own mind, able to detect and track the most subtle of inputs, deviations, influences and intrusions on their cognition. The Mantle of Harmony grants its bearers amplified social abilities and skills; they become able to fluently read body language, intent, tone and emotion of other parties, regardless of prior familiarity. Alongside this is an intuitive sense for how other parties would react to certain actions and words. Entities in the presence of these Exalts also find themselves able to easily understand and relate to different perspectives regardless of how alien they are. These two Exaltations may also be spread to others. So it is that you too bear the same two Exaltations as Echoes, whether it was through a past in the organisation or from a renegade member. Like other Exaltations, these two cannot be suppressed or tampered with by outside forces, nor taken from you.

[600] If A Titan is Listening...

With the widespread knowledge of truly powerful cosmic beings such as the Outer Gods, many acausal and Bound beings make attempts to contact such entities to make pacts for power and material gain. Recently, a cabal known as the Unlasting has appeared in the remnants of the Weave, displaying strange abilities in the area of communication. Especially noteworthy are their gifts in gaining the favour and attention of such immense entities, often negotiating deals for great gain to themselves. Whether from a renegade member of the cabal or from a priest who taught you their ways, you have gained the Kaleidoscopic Gift. This gift entails nearly unparalleled abilities in the area of long distance telepathic communication and information transfer, allowing those endowed to directly communicate between realities across long stretches of the Void. Communication using this gift is extremely difficult to jam or tap, often requiring greater fragments of Tor and being on the order of the Patra and Arish hosts to even begin tampering with its telepathic signals. This gift has also allowed you to utilise the senses of the being you are communicating with, granting you the ability to witness what they perceive so long as they are willing. Such training in the gift has also allowed one such as yourself to coax and negotiate with beings greater than yourself, allowing you to greet them without being met with hostility or aggression.

[600] Sacred Vessel

In search of powerful patrons able to protect them from the dangers that lurk between realities, a few of the refugees of the former Weave made pacts with entities beyond the ken of the average Transcend. In doing so, they became agents of these beings, spreading their influence and performing tasks to further their cause. The most gifted and devoted to their new masters have reforged their beings entirely, allowing them to act as a focus and receptacle of their patron's powers; amplifying the power and control of the abilities that have been cast through them. You, too, have partaken of the augmentation procedures that grant this state of being. You can link yourself to other entities, allowing them to cast their abilities through you, granting them greater power and control over their powers through yourself. The magnitude of this enhancement is not to be underestimated; where before an ability is barely powerful enough to shatter a boulder several metres in diameter, the same power channeled through you is able to completely obliterate a small mountain.

[800] The Azathoth Protocol

After Tor, the civilisations of the former Weave had put numerous contingencies into place. Amongst the most prominent measures was the Azathoth Protocol. A civilisation facing an existential threat will often implement this measure to ensure that if its survival is forfeit, then there are ways to restart its culture and society. In these events, a large number of their members are implanted with the collective knowledge of their civilisation's culture, customs, skills and technology before being scattered throughout the multiverse. You too have partaken in this endeavour, and so these boons have been imparted to you. You carry the collective expertise and knowledge of a collapsed minor civilisation of the Weave, one that had only

controlled a few dozen universes before it met its end. Nonetheless, this is still powerful knowledge; now that it is in your hands, it is up to you to decide what happens with it.

[1000] The Mauretarian Endeavour

Few good things survived Tor. Ways of life died, knowledge and technology was cast away, and many lost their minds to the Scourge, their souls naught but husks. Among those lost was the Brethren/Transcend Exalt known as Mauretar. Their legacy nearly suffered the same fate. Their followers, however, have managed to keep such a thing alive. The followers of the Mauretarian Endeavour each inherit the power that defined their master's wish when they Transcended. Today, the disciples of the path also grant this boon to new initiates of the Endeavour.

This inheritance has granted immense benefits to you. For while you still may plateau or stall, you find that you can break out of stagnation to the next stage of mastery with time and effort. Skills come to you far more easily and you learn at prodigious rates, even for the standards of the beings here. You can learn and master skills with only a glance at them being practiced. Even without guidance from a teacher or observing a practitioner, you can very quickly reach the limits of a given skill by performing its relevant task/s from scratch. The existing limits of your powers and abilities can be broken with extended usage and practice, until you reach the next threshold and must do so again. All the while, you are constantly able to perform at the very limits of your skill without deviation. This power of continued self improvement can be spread to others at will, so that they too may walk upon the path of the Mauretarian Endeavour.

The results of such self improvement are also apparent in others, who become inspired from witnessing the fruits of your success and mastery. A doctor witnessing your medical skills in action will themselves be spurred to improve so as to save more lives, an artist seeing your performances will work to hone themselves further. Those refining their craft will improve by leaps and bounds, finding that things simply click into place as they progress further. Personality flaws such as self-doubt and underconfidence will no longer stop those around you from chasing their goals and ambitions. The potential of others and yourself *will* be realised in the end.

The Bound

[100] Basic Metaphysical Augmentation

Despite their lack of relevance in most current affairs, the Bound still benefit from some of the metaphysical augments that have proliferated throughout the Weave. Among these are universal technology interfaces, which allow Bound beings to remotely interact with a wide array of physical technology, no matter their origin or working principles.

[200] Other Perspectives

One of the most fundamental differences between the Bound and acausal beings are their perspectives. Acausal beings by nature have a greater view of the cosmos, and for this reason a Bound's point of view is often regarded as… limited, to a certain extent. The Bound are often

neglected in discussions for this reason. This, however, is not a hole you will fall into. You can have a foot in discussions so long as you have a measure of expertise within them. Your input is valued, and you have a keen ability to consider the perspectives of other beings.

[200] Safe Entrance

It's generally the case that most Bound beings cannot exist in the hostile environment of the Void, with its tendency of obliterating most anything it touches and erasing space-time. Measures to protect beings in the environment of the Void exist, however, in the various space-time projection devices and reality anchors used by most civilisations. Even so, traversing the Void in its current state is a near suicidal endeavour, with the various roaming threats within. It stands to reason that ship captains and Voidcraft pilots especially must be extremely skilled in their short jumps into the hellscape of its current existence. Such occupations demand immense skill and experience (with no small amount of bravery or foolishness) in the Void's default state, and this is all the more true with the risks involved. Whether as a physical being or an uploaded infomorph, you have a knack for controlling mobile vessels. You are able to perform feats of movement, reactions and coordination that leaves experts impressed, alongside rapidly learning the ins and outs of any craft you pilot. You are able to grasp a vessel's capability and limitations with some cursory observation, and consistently perform up to the physical limits allowed by the craft.

[200] No Such Overpreparation

The phrase 'one can never be too safe' rings very true for just about any Bound being. With an uncaring multiverse and its hostile inhabitants, no amount of preparation is too little. Layers upon layers of fortification and protections are the standard for any permanent residence, be they humble small habitats all the way to immense light year megastructures. So too are you able to combine both physical and metaphysical measures and wildly different disciplines in the act of defense. You can quite easily combine physical technology and more metaphysical acts and arts in ways that build off and resonate with each other.

[200] Life Down Below

With how apathetic most acausal civilisations are towards Bound beings, these polities are often uncaring of any suffering they inadvertently inflict on the latter through their ventures and operations. All too many Bound beings end up as a statistic penned to the end of a report. You, however, seem to have a certain kind of luck. Events line up to keep you from ending up as collateral to whatever cataclysmic clash or operation is going on in the background, keeping you out of the hazard zone. This is not effective if someone is targeting you, however, so keep an eye on direct enemy action.

[400, grants access to Archetype section] Archetype

For all their limitations, the Bound have made many advancements of their own. One of the crowning achievements of Bound civilisation is the creation of the Archetype System, a system of metaphysical enhancements for all the Bound beings of the Weave.

[400] Perpetual Generation

Resources tend to be a concern when a Bound being moves from one universe to another with different laws of existence. Some technologies may not be able to function properly or at all, with whatever resource that powers them missing from their new reality. Often, these technologies are fitted with some sort of perpetual energy generation to be self-sufficient. Less often, a being has such a process fitted to their soul in the form of a metaphysical augment, like you, in this case. This augment enables a being to absorb a small amount of a universe's energy, then allowing them to produce impressive amounts of the absorbed resource indefinitely at a prodigious rate. A single one of these augments is enough to fulfill the full energy requirements of a solar-system sized megastructure for an indefinite period of time.

[400] The Unforgiving Sea

Navigation across the Void is both incredibly dangerous and unpredictable for the Bound. Where Transcends can directly manipulate the Void and Old Brethren can bring their laws of existence with them, the Bound are stuck navigating this absence in the regions right outside realities, where existing universes or decaying remnants of them leak their influence into the great emptiness. You are an expert at this form of Void navigation, able to discern dangers from the most subtle of signs. You have a preternatural sense for danger and an intuition for risk, having an awareness of the relative hazard levels of what's around you. Navigating hostile dimensions is second nature to you, as you are now able to find the routes through their danger back into safer spaces with considerably less risk than others.

[400] There is Only One Life

Unlike the vast majority of acausal beings, mortality is a very real thing for some Bound civilisations, being limited in the ways to avoid death. It is often that these singular lives burn the brightest, in a blazing inferno before they are snuffed out. There are tales, most of which are immensely far fetched, of Bound beings accomplishing impossible feats as their mind and soul burn away. There might perhaps be a grain of truth to them, however. There exist rumours that a few of the Outer Gods of the Weave managed to sneak some of their power across the Creeping Cage to help protect Bound individuals, no matter how paltry that protection may be. The closer your mind or soul is to oblivion, the greater the force and power you can bring to bear. Where you might only have been able to barely force a locked door to open with great effort in good health as a normal person, once you come close to true death you could smash through steel walls with trivial ease.

[600] Transmutation Core

Those few Bound who come into the good graces of acausal beings are sometimes gifted a Transmutation Core. These devices are few and far between, all of which are custom made for their bearers. Transmutation cores can instantly transmute resources into completed pieces of physical technology. These cores are limited only by the understanding of their bearer for the designs it creates. Anything from personal items to megastructures several AU in volume can be created, so long as the user has a comprehensive understanding of what they are making, has

enough resources on hand and isn't trying to make abstract or metaphysical pieces of technology.

Transcendent

Development

[100] The First Stage

You have reached the First Stage of Transcension. In this, you have achieved many things, such as truly absolute immortality and reality warping power. You possess a Void core, which takes the role of mind and soul. Your Void Core not only lacks Death and related concepts such as Erasure, it also completely rejects them, preventing your existence from being destroyed by effects like Void Erasure or entities like the Silence. You are also able to reconstruct your body at will, and as such a being would need to imprison you or use mind-warping measures like the Opal Light on you to take care of you permanently. Your Void Core projects a field of Void protoplasm in a range of several hundred kilometres, granting you reality warping within this radius. These reality warping abilities include the manipulation of time and space in a freeform manner; slowing/accelerating time, looping it over and over, shortening distances and cutting two regions of space from each other and destroying regions of time-space are all things you can perform within this radius, with many more such feats only limited by your imagination. Other abilities include the manipulation of matter and energy within this field, alongside manipulation of fundamental forces and the raw protoplasm of the Void. Your senses are also enhanced, being able to perceive all the energy and matter, alongside the fabric of time and space within several AU of you. You gain some access to Void Erasure.

[200] The Second Stage

The Second Stage of Trancension is a remarkable thing. The senses of a Second Stage individual become enhanced to universal ranges, and it becomes possible to start perceiving time not as a linear construct, but as an infinitely branching tree. Your senses have expanded to span a universe, and you can travel up, down and across these timelines with exertions of effort. The range of the field projected by your Void Core has also expanded, to several dozen AU, or roughly that of a star system. It is at this level that a Transcend can create more complex conceptual items and technology than that of First Stage Transcends outside of those made using Exaltations.

[300] Full Transcension

You have achieved a full transcension. While this is a feat that many within the Weave have achieved, this grants you many greater gifts. You have been fully freed from the bounds of causality, for you do not follow any universe's flow of time. Your senses have vastly expanded in range, able to cover adjacent universes to the one you’re in as well the spaces between those universes. You’re able to freely perform time travel, walking up, down and across timelines (as

well as adjacent universes) as easily as walking from one room to another. Travelling and navigating the Void also becomes part of your baseline capability. The range of your Void Cores projected field now covers a few dozen light years and your conceptual manipulation is also now freeform; for an example, you are easily able to remove the concept of Change in the region of your Void field to put everything within in stasis and reinstate it cancel the effect, or alter the concept of Fate to no longer apply to specific entities. Like any fully acausal being, the power of your action and cognition speed is unlimited; you can have an arbitrary number of partitions running at speeds enough to count planck moments individually with others being decelerated enough to watch the life and death of universes in the blink of an eye.

General

[100] Wanderer's Lifestyle

A Transcend's life is a mobile one, often not being based in any particular universe for long periods of time. As such, living without a permanent residence nor anything that isn't portable tends to be the norm. You are both comfortable with travelling light and skilled in preparing for long journeys. Years of travel has allowed you to instinctively grasp what you need for your journeys and future locations.

[200] Concept Worker

Transcends of all kinds have an innate sense for concepts and metaphysical forces, and to a lesser extent the laws of reality. They are able to perceive whether a universe runs on such things as concepts and ideas or some laws of physics, with especially greater sensitivity to the former. For most, they do not develop this sense beyond a somewhat basic level of proficiency; enough so that their more conceptual abilities are not hindered, but not much further. For many specialists, however, these senses are honed to a razor's edge. As an example, metaphysicists like Entele are able to dissect the metaphysical workings of different realities and entities to a decent level of detail with only a momentary glance. You share this same level of proficiency with these intangible senses, and are able to discern the metaphysical (and to a somewhat lesser extent the physical) workings of beings and universes with but a glance, so long as such things are not being actively hidden from you.

If you are not a Transcend, being in possession of this perk allows you to passively deduce the physical and metaphysical workings of entities and locations through everyday observation. You also possess an intuitive sense for grasping the workings of both different physics and metaphysical laws at a pace most experts would be greatly impressed by.

[200] Sense of Foreboding

Most beings have it hard in these tumultuous times. Transcends especially so. The presence of hostile attacks or harmful cosmic phenomena isn't a question of *if*, but rather of *when*. After years on end of disaster after disaster, many Transcends have developed a sense of foreboding whenever catastrophes are close. An aeon of weathering disasters has given you a sense for

lurking dangers. Whenever events of grave threat to you are around the corner, you feel a sense of foreboding as their presence closes in.

[200] Nova Caster

Novas are minor conceptual abilities that Transcends pass to other beings, being imprinted on them the same way an entity receives a godseed. A Transcend encodes the power or ability onto a Void pattern which is then imprinted on the being in question, granting the entity the encoded ability. Among the most common granted abilities granted as Novas is the Metric Sight, which allows its user to perceive changes in the fabric of time and space. You are particularly adept at the discipline of encoding abilities onto Novas, being able to pass on diminished versions of your own powers to others with minimal effort.

[200] Physical and Immaterial

Transcends in general tend to be very adept at blending together esoteric disciplines with more mundane ones. The results of such fusions can especially be seen in their technology; physical devices tend to never run out of energy or power, and can regenerate even from catastrophic damage or even outright annihilation. The blending of such skills isn't restricted to the sciences, however. Skills such as art can similarly often be seen being combined for a result that is greater than the sum of its parts. You can be regarded as someone who uses such combined disciplines professionally, with greater experience in combining mundane and metaphysical skills for greater results. You are able to incorporate one discipline into another seamlessly, such as combining biomanipulation with organic technology for a multipurpose tool, as an example.

[400] Tor Harness

In their efforts to combat Tor's leftover fragments, Transcends from different parts of the Weave created the Tor Harness. This metaphysical augment stores and combines a small amount of Tor's mass within the Void Core of a Transcend. This allows a Transcend's powers to damage and even destroy Tor fragments, where previously those powers would be completely resisted and their effects undone. Transcends with active harnesses can easily sense Tor where it was once invisible to their senses. The same now applies to you. An activated harness has been metaphysically integrated into you. The Void Core within your being can somewhat purge itself of Tor's corruption at a relatively quick rate, though being ensnared by even a lesser fragment will still prove dangerous. Your Void derived abilities can now damage Tor fragments, and you also possess some of the same powers that Tor blightlings possess; you are extremely resistant to Void based powers and reality warping (with the exception of other Tor/Void amalgamations), with what little effects they inflict being undone on yourself. You are also able to strip away the minds and personalities of other entities with the Tor portion of your powers, and convert them into your own blightlings (thralls) should you completely envelope and saturate them with Tor mass.

In your case, these same effects also apply in a similar, if lesser manner to other esoteric sources of power; you become more resistant to hostile abilities and powers if they come from the same type of source that you also use, and the effects of such are similarly undone, if to a lesser

extent. Your abilities and powers are also effective on entities that might otherwise have an innate resistance to them.

[400] Eintithi Pathfinding

The Eintithi are explorers, scouts and nomads, always remaining several steps ahead of the Tor tendrils that chase them. They are constantly moving through routes that they have divined or pathed out, deftly avoiding multiversal threats with great finesse. Eintithi travelers are known for their prodigious navigation skills, pathing their way through treacherous universes and planes of existence, around titans and other great threats. You too possess such skills. You are a practiced hand in navigating the strange realities of this multiverse, and have a knack for escaping dangers and threats that might rear their head.

[400] Arcana Specialty

A Transcend's capability correlates directly to their knowledge and understanding of concepts and metaphysical forces. Between two Transcends of the same stage of development, the difference in power between their Void fields is negligible if there is any difference at all. In fights between Transcends, their ability to leverage their concept manipulation is what distinguishes one Transcend from their opponent. Transcends who travel more often tend to have a greater pool of metaphysical and conceptual knowledge to draw from, granting them an advantage against their less experienced counterparts. So it is that you can be regarded as decently skilled in the discipline of Void Arcana, casting different concepts and their derivations on beings and entities.

Void Arcana can be roughly divided into three categories; Minor, Major and Ultimate. Minor Arcana can be easily cast at the speed of thought, and is the weakest/most easily dispelled and resisted of the three types. Minor Arcana is usually used for probing strikes and information gathering in a fight though more skilled fighters may overwhelm their opponents with sheer weight of numbers in casting these. Major Arcana is more powerful and is used as the immobilising or killing blow in most fights, though it takes a few subjective moments to prepare. The most skilled of Arcana users are able to cast Major Arcana at the speed of thought. Ultimate Arcana takes subjective weeks to months to prepare, and even then a very select few are able to cast them at all. While difficult to prepare, its potency is not to be underestimated; an unaugmented third stage Transcend can momentarily defend against or even harm the likes of Ulemedi lords and Arish hosts. While you won't be a special agent of the Negentropic Union, you can expect to hold your own against most entities fielded by the non-superpower factions.

[400] Conceptual Martial Art

Related to Void Arcana are the conceptual martial arts wielded by Transcends. Just as Void Arcana shows the breadth of a Transcend's understanding of concepts and metaphysical workings, conceptual martial arts are based on the depth of comprehension. Usage of a conceptual martial art is a sign of complete mastery over a particular concept. An example is Severing, one of the most common martial arts wielded by Transcends of the Weave Remnant, studied and taught for its uses in war. Severing has been used to separate more physical connections (like a portal connecting one space to another) to those of a more metaphysical or

abstract nature, such as the connection a divinity has to their followers or the bond between one concept and another. The techniques associated with these ways allow Transcends to bring to bear effects matching those of Major and Ultimate Arcana with little effort.
You have gained a deep enough understanding of a concept or a narrow range of concepts of your choice that you now command a particular martial art based on them.

[600, Grants access to Exaltation section] Exalt
To possess an Exaltation, an aspirant must hold a strong desire or wish; one which they would crawl an eternity through hell to achieve. Upon reaching the First Stage of Transcension, the aspirant uses that desire to shape part of their Void Cores into a power, a means of achieving that wish. You held such a wish, and thus managed to acquire an Exaltation of your own. Your willpower is unbreakable, able to endure any number of ordeals and conditions inflicted on you; for to be an Exalt, one must be willing to overcome all obstacles in the path of their wish, no matter how difficult. An Exaltation and its powers are absolute and immutable; both it and the abilities derived from it always overcome non-absolute effects, cannot be suppressed and can never be manipulated by outside forces.

Old Brethren

Development

[100] Verdant Fields
The beginning of an Old Brethren's journey begins with the implantation of a Brethren Orb in another being. The recipient of this orb becomes a Brethren larva, their first developmental stage. The signature feature of any Old Brethren is the terraforming field that they carry around. This field grants a number of abilities, most notably its ability to suppress other sources of reality warping and having its own laws of reality inside the field. Old Brethren also lack a concept of Death and this applies to you as well. At this current stage of development, an Old Brethren's field only possesses a radius of a few hundred kilometres. Manipulation with any kind of finesse of the inside of the terraforming field is not something that can be managed, though more development will allow greater control. Unless brute forced by stronger reality warping abilities, it is also only possible to hurt you in accordance to the laws inside the field.

[200] Inner Orb
Once an Old Brethren has grown for a period of time, it enters its second phase of development. The inside of the terraforming field can now be manipulated effortlessly; it is possible to control space-time, matter and energy inside the field in accordance with the laws within. Brethren at this stage of development have native cognition capabilities corresponding to that of second stage Trasncends. The range of the field now reaches several AU. Such a Brethren can produce secondary orbs, which can be shed and which retain the terraforming fields of their former

hosts. The properties of these orbs can be altered by their former holder; i.e passing their traits on to other objects, having an activation switch etc.

[300] Full Maturation

Fully matured Old Brethren are no different from their Transcended counterparts in their relationship with space and time. You have now become fully acausal in the same way full Transcends are, perceiving up, down and along timelines and universes adjacent to your own, coupled with the ability to travel up, down and between them. You can now navigate and traverse the Void without requiring further augmentation. Like other fully acausal beings, you no longer have any limits on your action speed and cognitive processing. It is also now possible for you to convert others into Old Brethren by replacing part of them with one of your orbs. The range of your field has expanded to several dozen light years as well.

General

[100] Settling Down

Unlike most Transcends, Old Brethren tend to prefer to stay in one location for extended periods. Selecting and preparing areas for habitation are nearly universal skills amongst the Old Brethren. You are proficient in these skills, able to discern more stable areas of reality and building structures for habitation.

[200] Hardened Construction

Within the Weave and its remnant, the construction of infrastructure and habitation is commonly entrusted to Brethren teams. It's not difficult to see why; with reality warping abilities and technologies being so widespread and universally used, whatever materials and techniques used must be able to handle a range of wildly different environments. So it is that you have come to acquire the skills of a Brethren builder. The buildings and physical structures you create are very resistant to reality warping and changes in metaphysical conditions, remaining unchanged even after being subject to violence and cosmic cataclysms. It would take purposeful targeting by truly powerful beings like certain Exalts, Arish hosts and Patra to meaningfully damage your constructions.

[200] Stabilising Influence

Even without projecting their terraforming field, Old Brethren have an easier time reordering regions of existence that are either in complete chaos or have unstable laws. Your presence stabilises and strengthens reality and its laws where they are weakest, preventing their collapse. Over an extended period, weaker regions of reality could be permanently strengthened by your presence to the point that they aren't in any danger of collapse.

[200] Enkaure's Touch

Old Brethren reproduction is a long and drawn out process. The first developmental stage after implantation lasts for a considerable period, and at this stage most Brethren larva are rather vulnerable. For many Brethren who were unwilling to commit themselves to such an endeavour,

this incentivised them to create offspring in large batches over many locations in order to stave off attrition. Others kept constant watch over their charges all the way until they could fend for themselves. The former generated no end of friction and conflicts between Brethren societies before they spread from the Timeless Eternities. When they joined the Weave, Enkaure, head of one of the largest Brethren polities of the time, saw the need to institute a series of organisations and standardised practices for converting civilisations and societies into new Brethren. These practices became known as the Enkaure Protocols, a guide towards uplifting societies into Brethrenhood. You have been trained in these practices and have gained proficiency in their use. You are skilled in guiding societies and maintaining their stability, navigating events on both the macro and individual scale. While you are no Echo, you are skilled in social engineering and interacting with alien minds and societies.

[200] The Way Things Were

Repairing regions of reality and returning them to their prior state is one of the key roles of Old Brethren within the Weave and its remnants. Turning a locus of space-time that has had its laws completely overwritten and changed back to its unchanged state is one that tends to be somewhat challenging for Transcends, but comes naturally to most experienced Brethren. You possess a high proficiency in using your projected field to return regions of reality back to their base state, removing reality warping phenomena from them.

[400] Ironbound Self

An Old Brethren's mind is not easily subverted nor altered by others, unlike the Transcends that so often fall prey to the Opal Light and Tor. An Old Brethren's soul will usually break before their mind does. Your terraforming field greatly narrows the range of most attacks that are effective on your mind; however, should those attacks comply with the laws inside of your field, they will strike with their full force and magnitude. Enemies of sufficient power can also brute force their way through your terraforming field, such as beings on par with or above the Patra and Arish hosts.

[400] Sovereign Domain

Among the Old Brethren disciplines is the reinforcement of reality against phenomena and abilities that act against its laws. This usually takes the form of various technologies from reinforced reality anchors to terraforming field projectors, though it is also possible to perform this endeavour with the very same energies and esoterica that those things suppress. It is possible to attune different esoteric materials and energy to a reality's laws in order to reinforce it against other sources of power. This discipline is further enhanced when combined with the terraforming fields all Old Brethren possess.

[400] Counter Arcana

While the passive effects of an Old Brethren field are effective against most types of reality warping, the existence of Void Ichor metaphysical implants tend to be a major thorn in the side of inexperienced Brethren. With its existence came the development of methods to counter it, most prominently in the active method of Brethren Counter Arcana. By manipulating the

physical laws inside their terraforming field, Old Brethren can induce counter effects that negate the reality warping effects of their opponents. Counter Arcana is more effective the more specific it is, where a wide spectrum casting can somewhat blunt an incoming effect, a narrow casting tailored specifically to what it clashes against can cancel the latter entirely. You are an expert at using Counter Arcana, able to contend against multiple experienced Transcended combatants with Void Ichor implants.

[400] Law

Some Old Brethren are particularly persistent in their early training with their terraforming fields. Such is their dedication that they eventually obtain something known as a Law, a fundamental concept or physical law of their field that they have great control over. This power is as absolute as the Exaltations possessed by Transcends, though it is much more narrow in nature and comes with less versatility. You possess one such Law of your own.

[600] Winter Element

The Winter Primordial was a near mythical scientist and explorer among the Old Brethren. Among the pioneers that led them out of the Timeless Eternities, few are held in as high an esteem as this Brethren lord. It was they who first conceived of the Linelayers; intrepid pioneers who dive into the dangerous Void to link universes together. While the skill fell out of use during the period of the Weave, it has now been reintroduced as a valuable profession in the post-Tor era. These days, being a Linelayer is fraught with risk; few survive beyond their first assignments. Those that do, however, tend to have a knack for both being quick on their feet and able to survive even the most lethal situations. The best Linelayers are well known for having an abundance of both and skill, for that is what it takes to survive one's journey to the top. You can be considered a veteran Linelayer in this regard. Stressful situations do not faze you, nor do any number of the threats or horrors you encounter. Luck is on your side; lucrative opportunities for treasure and profit aren't uncommon, while even the most desperate situations have an avenue of escape, if not victory. You are able to link locations in time and space together; as an example you are able to link a location's past and future together such that a Bound being can travel between them with the ease of stepping into another room and do the same for different spatial locations as well. This especially applies to distant universes, which you are able to link together to form bridges between them. These links are extremely difficult to break, often requiring completely overwhelming power to disrupt them from the likes of Arish hosts and Patra.

Shardbearer

Development

[100[A Fragment of Silence

When a fragment of The Silence merges with a being, a Shardbearer is born. Unlike Transcends and Old Brethren, a Shardbearer's growth is not nearly as well defined. For a Shardbearer who has started on their journey, their powers are weak and unrefined. The range of their Shard derived abilities are personal and require physical contact to apply, at least for controlled powers. Their touch can wither and permanently kill most entities, and their fragment is empowered by continued usage of its abilities. Attempting to kill a Shardbearer (especially with abilities related to the concept of death) is a fool's endeavour, instead granting them a temporary boost in power instead. With enough time and practice, the shard may grow beyond this nascent power. The shard's metaphysical presence is muted and somewhat obscured, presenting some difficulty in detection should a Shardbearer be in control of their powers. A Shardbearer's abilities are extremely difficult to defend against; unless something specifically defends against the concept of Death, then such defenses would be bypassed entirely.

[200] Grasp of the Empty

Once a Shard has grown enough, their abilities develop beyond their personal range. Within a few AU, a Shardbearer becomes capable of forcing the concept of Death on physical and incorporeal beings alike. A Shardbearer who has grown enough becomes sensitive to the presence of beings and entities susceptible to their power, and gains an intuitive sense of how best to use their abilities in different situations. A relatively developed shard will also allow a Shardbearer to imbue their other abilities with their Shard's powers, allowing them to pass through most defenses and protections with impunity.

[300] Death of Laws

A Shardbearer who has been given time to mature has the range of their powers increased to several hundred light years. When a Shardbearer finally feeds their fragment enough, they become capable of erasing concepts from existence, at least within the range of their powers. Such erasure is not easily undone; outside of a select few unique powers such as specific Exaltations or Old Brethren Laws a concept or physical law destroyed by a Shardbearer cannot be brought back. Furthermore, a Shardbearer at this level can imbue other entities and objects with their power, albeit often in a more limited and weaker form. Like with Transcends and Old Brethren, mature Shardbearers gain all the traits of completely acausal beings, such as casual time and inter-universal travel alongside unlimited cognition and action speed.

General

[100] Unnoticed

Shardbearers are well known for having relatively obscure physical and metaphysical presences, making them harder to detect and perceive. Almost all Shardbearers learn some measure of control over this aspect of their being. You, too, are able to control your presence, able to inflame it to make yourself more noticeable, or diminish it to the point others' gazes would brush over you in a crowd.

[200] Beloved by Absence

Destruction and cessation surrounds Shardbearers. Experienced Shardbearers are no strangers to grief and loss, and for that reason are often mentors to their younger kin. Such figures are the bedrock many new Shardbearers lean on, after the loss of those close to them and their ostracisation from their home. Guiding new Shardbearers through the hardships they experience is a responsibility taken by older ones, and this task is passed on from one to another. You have a presence about you that makes others more willing to confide in you. Others are more open to sharing their troubles with you, more willing to speak of their hardships and suffering. You are experienced and adept at guiding these souls through their situations, and you can easily empathise with their plights.

[200] Cleanup Team

A part of many Shardbearers' skill sets are those relating to minimising collateral damage. Whether from drawing danger away from vulnerable areas, utilising precision attacks over ones that devastate megastructures and erasing any effects that might injure unintended victims. You have great proficiency in minimising collateral damage, skillfully utilising your abilities in a precise and targeted manner while skilfully erasing active hostile effects and abilities.

[200] The Stench of Death

As beings merged with shards of the Silence, all Shardbearers have an instinctive ability to sense the death and erasure of beings and entities around them. The strength of these senses vary between Shardbearers, but can be trained and honed through certain mindsets. While the demise of beings and entities register extremely clearly to all Shardbearers, some have managed to hone this sense into being able to register injury and near-death states. So too have you honed this skill, that your senses are similarly refined.

[200] Terrible Truth

While most Shardbearers are quickly revealed after their formation, a few are able to avoid detection, whether by extended periods of solitary living to get a grasp on their abilities or through having enough control at the onset to not accidentally discharge their powers. Alongside taking advantage of their muted metaphysical presence, it is not uncommon for these Shardbearers to remain undetected in Bound society. Such people are very adept at keeping their secrets and hiding their true nature, often living indefinitely without anyone the wiser. A skill that you grew proficient with. You have an aptitude for lying and holding your own in interrogations, while also possessing the skill to leverage your lowered presence to obscure your less physical traits.

[400] Something Warm and Pure

There have been attempts by Shardbearers to amend their reputations in the past. Some were successful, some were not. Regardless of the result, every new success or failure added knowledge and experience. This knowledge has granted much needed expertise to newly arisen Shardbearers in their interactions with other beings. Through tough and unforgiving training, a Shardbearer can learn to passively apply their abilities in more positive aspects. This has led to the creation of the art known as the Taking Way. By passively eliminating more malign concepts

in their vicinity, those in proximity to the practitioner feel more vigorous, with a warmth across their bodies and their ailments fading away. Their minds are cleared of effects clouding them, their mental exhaustion disappearing as well. It is thus that you too have learned this art. This effect, however, does not seem to have any effect on Tor and its blightlings nor on metaphysical engineering on the magnitude of Ulemedi soulcraft and manipulation.

[400] Revelations

The most obvious, and by far most deadly way to know when someone unprepared has become a Shardbearer is the spontaneous death of those around them. Once a fragment of the Silence has bonded to an unwitting entity, the first indication is the sudden death of all mortal life within their vicinity. For a short time after merging, most are unable to control their abilities, killing everything around them. Those that aspire to become Shardbearers, however, make the necessary preparations beforehand for such a trial. These aspirants seek guidance and advice from existing Shardbearers and certain Transcended Exalts, along with acquiring specially prepared metaphysical augmentations to ease their transition into their new state of being.

In this way, you have also made the necessary preparations. You possess perfect control of your powers, and your abilities will not do what you do not intend them to do. The adjustment period for any new abilities (if they have any) you acquire is incredibly short, taking no more than a few moments. There is also no backlash from your powers, in control of them as you are.

[400] Cursed Child

The Shardbearers tend to be ostracised, treated as pariahs to their original civilisations. Many are adopted by wandering Transcends and other Shardbearers, but few can deny that the less advanced civilizations across the multiverse hate these beings for their existence. A few, however, could hide their state of being and still be accepted. You are one of those. No matter how utterly monstrous you appear or strange your abilities, others will not discriminate against you in your interactions with them. So long as you don't make a move of aggression nor are on the other side of some conflict, there will be no hostility against you.

[600] All Together

Out of all the acausal beings in the multiverse, Shardbearers are among those that are best able to punch above their weight class. The fact that there are very few defenses against their abilities allow them to strike at foes out of reach of both the Transcends and Old Brethren. Most would argue however, that it is due to an ability known as 'Resonance'. When a Shardbearer is in the presence of another Shardbearer their individual abilities are amplified slightly. More Shardbearers joining this 'chorus' so to speak, would lead to yet more amplification of their individual abilities. It is with this power in mind that many civilizations in the multiverse send massed formations of Shardbearers against powerful foes such as the Ulemedi and Flesh Heralds. Shardbearers of immense skill and experience are known to be able to apply this same effect to their non-Shard abilities, allowing other entities to complement Shardbearer formations. Now you, too, have learnt the same discipline. When you are in proximity to a being, the abilities and powers you have in common with them are amplified by a small amount. This

increases with each such being added to the chorus. As an example, where you might struggle to destroy a boulder before, a dozen people close to you could allow you to shatter it in a single strike.

Items

Universal

Unless specified otherwise, items bought will regenerate in the Warehouse two subjective weeks after destruction or damage.

[Free] Opal Light

The Opal light is considered the standard for defending oneself against hostile Transcends. This is a small, shape shifting device that can fit snugly in your hand/appendage/manipulator for you to aim, or levitate next to you. This one is calibrated to rapidly strip away the personality, mind and memories of the Transcend you point and fire at, and will also work on non-Transcended beings. Your Light is rated as Transparent grade, meaning it will be effective against full Transcends.

[Free] Protean Traces

Ah, yes, the currency of this multiverse. These appear as ethereal smears when viewed within the Void. These Traces can be traded for goods, services or favours. Or be used as feedstock to be converted into nearly any material or energy type you can name. You are in possession of two thousand such Traces, which is a respectable though not extravagant amount; being enough to convert into a few galactic masses worth of matter or energy of your choosing. Your supply of traces renews every subjective month.

[100] Memetic Language

With so many different modes of communication between different beings and species, new, more convenient ways of communication needed to be used. Direct intent and will based communication is the norm for languages, in order to bypass the various language barriers for different beings. The bands of energy within this small cube can be used to imprint text on objects, minds and the very fabric of space and time. The text from these imprints can be detected by any and all kinds of senses and perfectly convey the will and intent behind them to any being.

[100] Parinama Cache

The Parinama is a class of extremely versatile sub-planck scale technology used in practically all Transcended and Void Patterned devices. These infinitely small machines act as information processing units and effectors capable of manipulating physical forces and particles on a similar

scale to themselves. These devices can easily be weaved into materials and objects to allow for perpetual energy generation, shapeshifting and self-repair, as well as less difficult Patterning. You have a self-restoring cache of these little helpers in a volume of 1 cubic metre.

[200] Dyson Sphere

Largely solid Dyson Spheres are the standard manner of comfortable habitation for many beings, be it individuals or populations. Most individuals travelling the multiverse are self-sufficient, making do with their own resources; Dyson Spheres offer plenty of room for different facilities in this regard. Most such megastructures contain residences, space ports/drydocks, wildlife reserves, basic research facilities and manufacturing plants, making them ideal for the general plans of most individuals.

[200] Cosmic Blood

A fluid substance that is quite sought after by those unfortunate enough to not be acausal beings. You have several large containers of this substance, enough to dose several thousand people with it. Once imbibed, this substance grants potent space bending abilities, though improper use of them has seen their owners crush their own bodies into singularities or smear themselves across solar systems. A Cosmic Blood user can control space to the extent of creating wormholes, teleport from one end of a solar system to the other, cut two spaces off from each other and create small pocket universes among others.

[200] Godseed Imprinter

The Godseeds are among the most used technologies of the Weave, and serve as a 'vaccination' of sorts to protect against reality warpers. This machine is able to imprint the necessary Patterns onto beings to defend them against reality warping abilities to a certain degree of strength. The one now in possession can fit several hundred thousand human-sized beings at once for imprinting.

[300] Euphrati Seal

The Euphrati Seals are common devices created for the purpose of permanently imprisoning entities. Once they have locked onto a being, the entity's abilities are suppressed if not outright nullified and they are imprisoned within a pocket universe. Once imprisoned a being's reality warping abilities and powers continue to be suppressed, and few, if any are able to escape this confinement. The one in your possession is a model used for the containment of fully matured Old Brethren and Transcends, and as such beings their equal or lesser will find it next to impossible to break free once they have been imprisoned.

[300] Obliterator

Obliterators are shapeshifting weapons utilising the concept of Destruction and one or more secondary concepts to enact that concept on a target. The number of secondary concepts determine what kind of shapes and how many ways an Obliterator can deal damage. An Obliterator with a secondary concept of cutting, for instance, would be able to take the shape of bladed tools, while with Piercing it would be able to take the form of any pointed implements.

The quality of these weapons is determined by the number of secondary concepts they have built in, with masterwork weapons having a numberless amount of secondary concepts. One such example of expert craftsmanship lies in your hands, bound solely to you.

[300] Metal Sapling

A horrifying legacy left behind by the late Carrion Queen, the aptly named Trees of Pain are weapons used for the purpose of making opponents suffer. The mere act of drawing one of these shapeshifting weapons is seen as a declaration; that no quarter will be given. Once this has struck a being without certain protections (those being ones that prevent them from being erased from existence) the being struck will be forced into an incapacitated state. In this state, the victim is frozen in an agonising process of dying; they are forever falling towards oblivion, yet never quite reach it. An immortal with protections against being erased, however, meets a different fate. They exist in a state of perpetual agony, with episodes of debilitating pain. And so, you have come to possess this instrument. Like most other Exaltation-derived weapons, this one is integrated into your metaphysical makeup, and will repair and reform itself rapidly after being damaged. This weapon can also be 'grown' in another to grant them their own such weapon. A broken piece of this weapon can be embedded into another being, germinating and growing into another full Tree of Pain.

[300] Coloured String

Ah! The iridescent fibres created and sold by the Sublime Entelechy. This material is among the most sought after within all the Weave. This substance is used in most of the Weave's anti-Tor technologies, due to its ability to rapidly purge itself of corruption from both it and other sources. The other ability of coloured string is its ability to self repair and regenerate from complete annihilation: while this is hardly unique among the various materials Transcended use or any Void patterned objects and devices, devices and constructs up to the size of megastructures are known to completely regenerate nigh instantly with only a sliver of the substance integrated into them. You possess a small, replenishing supply of this material; massing around three tonnes and a single cubic meter. This supply replenished once a month, and the batches you receive can be sold for a respectable income within the Weave remnant.

[400] Unmaker Weapon

The Unmaker weapons are as uncommon as they are potent. Built to fight self-replicating swarms, these weapons allow individuals to slay armies with incredible ease. Unmakers are intelligent shapeshifting weapons derived from Shardbearer abilities. To bring out an Unmaker's power, its wielder first slays members of their enemy, whereupon their weapon builds a physical and metaphysical profile of the beings they destroy. Once this profile has reached a sufficient amount of detail, the wielder can release an extinction pulse that targets everything matching that profile within the universe they are fighting in. After a profile has been built, the extinction pulse can be released repeatedly and at will against the same type of enemy.

[400] Reality Anchor

It's a known fact that most individuals who are able to travel this multiverse possess some kind of reality warping capability. To counter this, most civilisations have developed means to suppress such abilities in the form of reality anchors. Once fed with a measure of the esoteric power they are meant to suppress, the anchor becomes active and able to suppress and perhaps even nullify such abilities within its range. The one you now possess has a range of several thousand light years and is capable of suppressing full Transcends and Old Brethren.

Bound

[100] Primordial Fluids

There are ancient entities that sleep in the multitude of realities. Some, in their dreaming rest, allow others to harvest parts from them in return for gifts of their choice. The most common of these among Bound civilizations are the primordial fluids produced by the Nuln, a species of beings that host a whole cocktail of physical and metaphysical mutagens. Such fluids allow the soul a much easier time of integrating with metaphysical changes to it, alongside healing damages incurred. Thus, you now possess a vial of these fluids that replenishes fully every day.

[200] Schrodinger Box

The Schrodinger Box is one of the most widely used technologies by Bound beings right next to the Godseed. A Schrodinger Box 'disconnects' an individual from the timeline of their universe up to the point where they enter the box, ensuring that they can survive the manipulation of the timeline from before their use of the box. Be aware, however; a Schrodinger box needs to be used regularly by a Bound being to be effective for protection, otherwise they will still have a long stretch of causal history to target.

[200] Voidship

The Voidships are the standard for any Bound individual wishing to foray into the Void, as hostile to existence as it is. A Voidship can vary in size from anywhere between small shuttles to moon sized structures. The one you possess is of the former class. A Voidship of any class is able to reliably shield anything within from extremely hostile environments and attacks that might otherwise completely destroy an entity, given that unprotected matter and energy in the Void is erased from existence immediately upon exposure.

[200] Concealment Field

This small device emits certain memetics that make its wearer less noticeable to many beings. Worn by Bound travellers, concealment fields make their bearers more forgettable and less noticeable against a universe's physical and metaphysical background. While it will not stand up to active scrutiny by most acausal beings and forces, the very nature of this device ensures such events are uncommon. The device in your possession has been enhanced to a degree, allowing you to entirely slip beneath the notice of most beings.

[400] Modular Caster

Transcends sometimes entrust a collection of their Void Arcana spells to Bound individuals. These Arcana are stored in special equipment to be released, the most common of which are modular casters. Modular casters resemble a stack of CDs in appearance, and are usually mounted on a user's limb or extremity. Each of these devices hold slots in which a particular Arcana battery can be inserted, after which each held spell can be released at will. Arcana batteries hold a limited number of charges before they are exhausted, though they will slowly recharge on their own. Your own modular caster holds a set of twenty batteries, half of which come with your choice of Major Arcana and the other half on which you can imprint your own abilities and spells.

[400] Moment Capture

The Moment Capture is a small, compact device able to save the physical and metaphysical state of a physical entity in its database. These devices then constantly monitor the entity it has saved, scanning and backing up their states as appropriate. Should an entity that has a save in the Moment Capture be damaged, the device temporally reverts them to their prior state, allowing the instant repair and regeneration of items and beings.

[600] Archetype Station

Archetype stations are a staple of most Bound civilisations of the former Weave. Dealing with the modification of Archetypes, these gargantuan vessels are made to service dozens of billions of physical users at a time. You possess one yourself, a cylinder of six hundred kilometres in length and twenty in diameter, made to grant and modify Archetypes and their underlying Godseeds to others. This one is connected to most of the other remnant networks, and constantly updates. Likewise, you can also send data from any Archetype and Nova research directly to this station for improvement.

Transcendent

[100] Sensorium

Regarded as a must-have for any traveling Transcend, the sensorium suites that many such beings carry are designed to detect and sense the presence of Tor and other such corruptive entities that might not be directly detectable to Transcends. The one you own is a mostly physical device, designed to shapeshift to fit any physical form you choose to take.

[200] Chisel Key

The chisel keys are shape shifting objects designed to unlock metaphysical seals and locks without the use of extreme power and brute force. Designed to be able to adapt to the variable physics and metaphysics of different universes, a chisel key is able to break through most seals and locks given enough time and data. Chisel keys attach to the seals and locks they are supposed to unlock, gathering data on the local physics and metaphysics as well as the seal

itself. After this data gathering phase, the key interferes with its attached seal via Void power. After enough time, a key can usually find a way to exploit weaknesses in the seals or locks to open them, though occasions where the key cannot find a way without brute force are not uncommon. Nevertheless, this is an extremely useful tool for any enterprising treasure hunter. It would do well for you to make use of it.

[200] Amygdalan Armour

Well made examples of these shapeshifting suits of armour are highly prized by many beings, but by Transcends most of all. These regenerating suits of armour act as an ablative layer against the Opal Light and Tor, buying vital time for either escape or counterattack. A standard piece of equipment for any hazardous occupation in both the core realities and the frontier, these armours act primarily as a layer of defense for the mind and soul.

[200] Esoteric Laboratory

Transcends tend to be the beings most commonly versed in various esoterica. The vagaries of Void manipulation are second nature to them, while their senses lend them to skills and disciplines of a more metaphysical nature. It tends to be common for many Transcends to own small laboratories the size of stars in order to experiment with and observe exotic phenomena. This one in your possession is a typical example of one such laboratory. It contains storage facilities connected to pocket universes tailored for containing exotic energies and substances, alongside testing facilities and chambers able to take the full might of an unaugmented Third Stage Transcend.

[200] Avatar

The usage of avatars formed from Void protoplasm is common in cases where one might take jobs of extreme danger. Used by salvagers and cartographers alike, avatars serve to protect their wielder from being directly threatened by other entities. There are certain downsides, of course. Most avatars cannot directly channel the powers that many beings wield, and the link between an avatar and its user can be hijacked and turned against them (as is the case with certain memetic threats). They are still effective however, in the fact that users do not have to directly face harm. Yours is a little different. It has been altered slightly to allow the channeling of your abilities to a lesser extent than yourself.

[400] Void Mirror

The Void Mirrors are specialised devices designed for the purpose of creating a doppelganger of its user with inverted abilities where applicable. Once activated, the mirror reflects a doppelganger into existence. This doppelganger is slightly weaker than its original, but otherwise retains most of its power and is fully under the user's control. While physically indestructible, doppelgangers made with these devices are known to be vulnerable to more metaphysical avenues of attack.

[400] Cosmological Metaphysiology

This is a copy of the original server containing the volumes of Entele's work, including the banned editions from after their exile. Detailing the anatomy and workings of souls across different realities and how different universal laws affect them, these are regarded as essential readings for any aspiring soulcrafter. These volumes contain the blueprints for countless soul-altering technologies, as well as techniques and methods to transmute, transform and alter the souls of others.

[600] Entelethean Construct

Entele's legacy was a grand thing, and none of them exemplified this better than the Entelethean Constructs, machines designed to augment and enhance the soul. This is one in your possession, able to alter a being's soul to new and untold heights. While this is one of the original versions, it can't currently modify a being to the level of the Carolingian. However, given a few trillion procedures to evolve it may be able to create such Gods once again. An Entelethean Construct works by transmuting a soul into its component concepts, and removing or adding concepts to these souls to modify the person. Among the most common ways the Constructs are utilised is the removal of harmful concepts such as Death and/or Mortality from the soul. Adding open ended concepts (like Power) to the soul, however, is more complex as it requires connecting the added concepts to those governing the attributes of the being. For example, adding the aforementioned concept Power by itself will not do anything, unless it is bonded to those such as Mind or Thought to grant a being psychic powers. This construct does not start off with data on any concepts it can add to a being nor on the connections it needs to forge between them to be useful, and thus you will need to add such information to it by enacting its functions on subjects. As such, this construct cannot grant universal or multiversal reality warping power unless it has already dissected the metaphysical makeup of such a being. This construct is unable to be directly used on certain beings, such as Transcends, Shardbearers and Elixir Immortals. Nevertheless, that isn't to say that this cannot augment such entities indirectly, such as through the creation of custom metaphysical augments.

Old Brethren

[100] Septic Epithelium

A fitting name for such a repulsive item. This item has origins in the deepest annals of Brethren history, back when the first Old Brethren were exploring their native multiverse. In that bygone era, pioneers often wore this particular equipment when venturing into the untamed cosmic wilderness. The Septic Epithelium is a thin membrane that wraps itself around the wearer, exuding a repulsive presence that repels predators. The membrane itself resembles pond scum, and has a leathery texture. You now have one such membrane in your possession. This covering repels hostile fauna and beings that might prey on you, as they will find you too disgusting to be near.

[200] Antothane

Antothanes, also known as Resectors, are tools used to extract sections of one reality and place them into another, allowing regions with different (meta)physical laws to exist contiguously in the same universe. Antothanes range in size from infinitely small tools to megastructures on the order of many light years. Yours is around the size of a planet, and can take and place regions of space a few light years in volume.

[200] Talrinada

Talrinadas are small, levitating records that scribe the history of any realities and beings they are in the presence of. Each Talrinada records changes to (meta)physics, cosmology, retroactive shifts etc. These grimoires are the gold standard for information storage in the Deathless Expanse, being extremely resistant to memetic and anti-memetic effects and nigh impossible to rewrite. Having a personal Talrinada is a symbol of status for those in Deathless Expanse, and one that is heavily coveted by many. You now have one such device, following you wherever you go, recording your adventures. Both the tome itself and the information contained within is fully subject to your control; the Talrinada cannot be stolen from you, returning to you immediately, and the information within can be shown or withheld at your whim to whoever views it.

[200] Sanctuary

The Caretaker orders are common monastic sects founded by certain Old Brethren to preserve life in the multiverse. One of the fundamental tasks they perform to further this goal is the evacuation of the vulnerable from the grasping threats that roam dark spaces. Caretakers carry around small devices resembling USBs known as sanctuaries, designed to transmute an entity in its entirety into data and back into its physical form. In the cases where the entities being preserved possess souls, the sanctuaries store them in a separate compartment within itself. A sanctuary can be expected to be able to rapidly preserve an entire solar system at a time and store magnitudes more. The one you hold fits snugly in the palm of your hand.

[400] S Engine

Among the best known tools Old Brethren create are ones transmuted directly from unprotected souls. In order to create such devices, an S Engine is used for this purpose. A being imprisoned inside such an engine has their will subverted, and their soul transmuted into a technological device. S Engines range in size from marble sized cages for transmuting souls into small items all the way to Dyson sphere sized constructions and beyond for megastructures. Yours is on the latter end of the scale. This engine measures a tenth of an AU in diameter, with the capability of transforming souls into megastructures and other large constructs. S Engines, however, tend not to be effective on souls with protective measures nor on those with a metaphysical makeup that are resistant to such changes. Any soul transmuted will be converted into an intelligent technological device that possess enhanced versions of their prior abilities, so long as such powers were tied to their soul.

[400] Linking Strait

Linking Straits are automated infrastructure designed and used by Linelayers for the purpose of handling local logistics. These Straits are a combination of metaphysical sensor arrays, servers

and transport highways. Each Linking Strait has a range of a single universe and can handle the transportation of arbitrarily large volumes and masses of cargo. All of this, contained in a device the size of a marble. These devices are jealously guarded by their users, for they are sought after by many. Each of these masterworks is a symbol of great purpose, and to possess one without being a Linelayer is cause for grave punishment. Be careful who you show this to, jumper, for it may spell your doom.

[600] Seraph Orb

The Seraph Orb is one of the most prized pieces of Old Brethren technology. Seraph Orbs are formed from the collective effort of massive numbers of Old Brethren. By pooling and concentrating their power into a single point, Old Brethren can create an orb that contains the laws of those who partook in their creation. These devices are living archives of the laws from the terraforming fields of the Brethren who created them. Seraph Orbs are used to create completely new orbs for implantation, forming Old Brethren with fields that are not derived from any single lineage. These orbs can also copy the laws of realities they are present in, growing the library within. Those who hold a Seraph Orb can project a terraforming field containing any combination of physical and metaphysical laws within, provided they do not fundamentally clash with each other. Use it wisely, for in your hand is the seed for an entire new civilisation.

Shardbearer

[100] Adaptive Decoy

While effective for evasion and stealth, techniques for foiling Shardbearer presence concealment are not uncommon among important figures within the Deathless Expanse. It is for this reason that Shardbearers often use special decoys that are able to mimic their physical appearance and metaphysical presence, in order to distract and draw attention. These decoys can be produced from a variety of devices, and for you it is a shapeshifting band that can be mounted on your body. This device can produce up to three active decoys at any time, able to be remotely controlled by you. While they won't fool a more detailed examination, they will be plenty convincing in the fog of battle where memetic and antimemetic measures are thrown around to obfuscate one's moves..

[200] Etuzana

Etuzanas, or Delusion Banquets, are rituals held to find and mark targets. During these feasts, partakers consume and imbibe food and drink laced with *tuz*, a hallucinogen. Upon being consumed, tuz induces an extremely short lived, but vivid hallucination. Special music is played at these events that animate and give life to these hallucinations, causing them to immediately separate from those who spawned them and gain a physical presence . These hallucinations are then sent out to find and mark items or entities for their owner. Etuzana hallucinations only possess rudimentary intelligence, but both they and their marks are difficult to detect to those

who are not their owner. Those marked by an Etuzana hallucination are fully visible to the hallucination's owner, regardless of distance. Etuzana marks also render the vast majority of concealment measures ineffective, taking either entities of great metaphysical skill or power to remove. You now possess an Etuzana kit, consisting of a replenishing supply of tuz that renews every two subjective weeks, and a set of banquet instruments.

[200] Pulsating Absence

The unmaking abilities of Shardbearers can be applied in unorthodox ways to create powerful devices. Pulsating Absences are voids in existence surrounding a pocket of space. These vesicles are used for secure storage and transport of volatile substances and living beings. Anything stored in a Pulsating Absence has traces of its existence (e.g. light, heat, metaphysical presence) erased, hiding it from detection. Volatile and energetic substances stored within are rendered inactive while living beings are held in a comatose state. Pulsating Absences are bonded to their users, who can easily sense the vesicle through their link. You now have one of these storage vesicles of your own.

[200] Sanudin Sheddings

Shardbearers sometimes carry around spores for a crop known as Sanudin. These spores can be planted in the border regions between existence and absence to grow a starfish-like carapace. Sanudin crops will periodically shed their carapace, and it is these shells that are harvested for a number of uses. Objects or materials treated with liquified Sanudin carapace can more easily breach into sealed or locked dimensions and realities. Sanudin-treated objects are also attracted to locations where the barriers between realities and dimensions are weakest, while sensors with Sanudin-treated modules can differentiate and detect these sites. You now possess a crate of Sanudin spores that replenish every two subjective weeks.

[400] Poem of Ending

Extremely gifted and skilled Shardbearers are known to write the Poems of Ending, verses and songs recorded on a being or item to enact the end to a specific entity. These verses act as a focus for the reader/speaker's power, channeling it and fueling the commands that the poems have been imprinted with. Once the poem has been finished the designated target/s immediately die, with the exception of entities that are immune to such conceptual effects. The poem kills targets via forcing the concept of death on a target, before enacting that same concept and erasing them from existence. Something killed in this manner cannot be revived by anything except very specific measures of great power such as specific Exaltations or Laws.

[400] Lidless Eye

These organic-looking orbs are devices that can share their vision with multiple users. Lidless Eyes are intelligent devices able to perceive and analyse the metaphysical vulnerabilities of their targets. Lidless Eyes possess a wide variety of sensory functions, from filtering out memetic hazards, seeing through physical and metaphysical concealment, and detecting faint traces and residues of entities and phenomena. You have a small set of three such devices, each able to be operated remotely on your part.

[600] Cosmological Stabilizer

When a Shardbearer is tasked to kill an entity of particular cosmological importance, they are sent with these devices in tow. The device first temporarily stabilizes a universe after an entity of critical importance to its function is killed, before absorbing and processing the being's remains to create a benign, non-sapient entity that is able to support whatever was tied to the previous being's existence. You have received one of these rare technological marvels. Should it be damaged or destroyed, it will regenerate within your Warehouse after a month. Use it well.

Companions

[200] Companion Creation

You may create a companion for this jump, alongside 1000 CP to build them.

[200] Companion Import

You may import up to eight companions of your choice into this jump, and they each receive 1000 CP.

[Free] Whisper

For those more social beings who live in isolation due to necessity, Whispers provide some manner of companionship. Whispers are specialised AI that are partially created from and bound to the consciousness of a being, acting as conversation partners, assistants and companions. You possess one yourself; this Whisper is partially made from a template of your own consciousness, and serves to complement you.

[100] Saelenine

The Ur-Forces of Unsaele are immense metaphysical forces affected by observation. Upon observation by a conscious being, an aspect of these great concepts is split off from the whole and binds itself to the observer. These aspects are known as Saelenines, and they are among the most common pets and companions throughout the Deathless Expanse. The form and disposition that the Saelenine takes depends on the user's own experiences, knowledge, beliefs and cultural factors; a Saelenine derived from an Ur-Force of Light, for example, could be warm and healing with a calm disposition, or be blinding and burning with a volatile one depending on the observer. You can choose the concept from which the Saelenine is derived from, alongside its temperament and abilities. The life of a Saelenine is tied to that of its observer, as is its power.

[100] Ahrah

Ahrah is from one of the rougher parts of Deathless Expanse. Becoming a Shardbearer has not been kind to them, leading to their ostracization from their old civilisation. It was only through the kindness of a passing stranger that they were able to get back on their feet and master their

newfound powers. Even so, the Deathless Expanse tends to be an inhospitable place. Much of Ahrah's existence has been running petty errands and fleeing the nameless horrors that lurk the darkness. As a child unsure of their place in this cosmic order, Ahrah has turned to you for answers. Perhaps you will be the guidance they need, Jumper. Ahrah has the What You Once Were, A Fragment of Silence, Grasp of Empty, Death of Laws, Unnoticed, The Stench of Death and Terrible Truth perks.

[200] Ultis

The Negentropic Union often sends agents to beings that catch their interest, like you. They have seen to it that one accompanies you to assist in whatever you do. This Transcended agent, Ultis, is one of the more skilled field agents, adept at combat, crafting, diplomacy and all the other disciplines one needs to survive in the ruins of the former Weave. She is professional and polite, if somewhat cold; though that may change as you get to know her. Underneath that professionalism, Ultis has her doubts; she doesn't remember her early life, both her youth as a Bound being and as a fledgeling Transcend. She knows this isn't her first incarnation, and dearly wishes to find her past. Nevertheless, both her peers and superiors in the Union are reluctant to divulge to her who she used to be. Up to now, Ultis has received only fragments, and these pieces of her past have only left her with more questions than answers. Ultis has the Regulation of Consciousness, Breaching the Threshold, Technical Knowledge, The First Stage, The Second Stage, Full Transcension, Wanderer's Lifestyle, Concept Worker, Sense of Foreboding, Tor Harness, Arcana Specialty and Conceptual Martial Art perks.

[200] Hurnu

The Metasoft Corporation has heard your requests and have sent one of their aides to you. When your call was received, it was Hurnu who volunteered to answer. Easygoing and laid back, Hurnu prefers to take life at their own pace, rather than breathlessly running around. Even so, this artificer is more than willing to get their hands dirty searching ruins for ancient relics and forgotten histories. As a young Brethren, Hurnu was not around for the Weave, but nevertheless heard many stories of its old glories from their elders. Since then, they had joined the Metasoft Corporation to travel far beyond the confines of their home and explore the past of the Deathless Expanse. It is with that hope that Hurnu has joined you, going out to seek the wonders of old. Hurnu has the Technical Knowledge, A Memory Long Past, Drinker of The Elixir, Breaching the Threshold, Physical and Immaterial, Verdant Fields, Inner Orb, Full Maturation, Hardened Construction, Stabilising Influence, The Way Things Were, Ironbound Self, Sovereign Domain and Law perks.

[200] Alach

The followers of the mercenary god are many, and will do much for favours or coin. A few, however, have their own motives for performing deeds in the service of others. Alach is one of the latter. Wishing to carve his name into myth, Alach departed the safety of his home in one the Living Mythos for the perils of the frontier. He has decided to accompany you, believing that you will provide ample chance to grow his legend. While he does his best to act as a consummate professional, he is sentimental and given to theatre when he thinks no one is

looking. Give him room to grow, and he'll be with you through thick and thin. Alach has the Technical Knowledge, Regulation of Consciousness, Breaching the Threshold, A Fragment of Silence, Grasp of The Empty, Death of Laws, Unnoticed, Cleanup Team, Stench of Death, Something Warm and Pure and Revelations.

[200] Erfu

The nomadic Eintithi are prolific traders and scavengers. To be successful in either requires a certain boldness and considerable luck, especially in these tumultuous times. As for Erfu? He lacks neither. This Eintithi treasure hunter has a taste for both high adventure and the luxuries of wealth. Not content with living light and simply like many of his brethren, Erfu has taken to plundering dangerous ruins and strongholds to fund his lavish pleasures. A firm believer that experiences are at their best when shared with good company, this Eintithi is generous with both their spoils and luxuries. Indulge with them, and you will have an everlasting friendship. Erfu has the Technical Knowledge, Breaching the Threshold, Life Down Below, First Stage, The Second Stage, Full Transcension, Wanderer's Lifestyle, Tor Harness, Eintithi Pathfinding and Conceptual Martial Art perks.

[200] Sadren

A curious scholar, this Itaari metaphysicist has opted to join you in their studies. The darkness of these violent times has not dimmed their childlike wonder in the least, and they even have a rather hedonistic side. Be prepared to be asked to take part in their experiments, and to partake in strange and wondrous delicacies and concoctions. What's more, this Sadren likes to perform self-experimentation, taking new and bizarre physical forms as they please. Freely share new experiences with them, Jumper, and they do the same for you. Sadren has the Technical Knowledge, A Memory Long Past, Unburdened, Breaching the Threshold, Proud Taint, The First Stage, The Second Stage, Full Transcension, Wanderer's Lifestyle, Concept Worker, Nova Caster, Physical and Immaterial, Tor Harness and Arcana Specialty.

[200] Hadena

The Linelayers are a hardy bunch. After all, they must endure the horrors of the Tor-infested Void and brave nameless terrors both inside and outside reality. Dozens of subjective millennia spent in horror-filled environs has hardened Hadena, and now very little phases her. At the same time, however, those millennia also saw the loss of many dear to her. This Linelayer is both dour and distant, but there is warmth to be found, if you would search for it. Heal her heart, Jumper, and your bond will be unshakeable. Hadena has the Technical Knowledge, Regulation of Consciousness, Drinker of the Elixir, Breaching the Threshold, Verdant Fields, Inner Orb, Full Maturation, Settling Down, Hardened Construction, Stabilising Influence, The Way Things Were, Ironbound Self, Sovereign Domain, Counter Arcana and Winter Element.

[300] Midro

Once an experienced Old Brethren diplomat within the Harmonised Echo, Mido retired shortly before the collapse of the Weave. In times past, this cunning ambassador politicked in the highest seats of power before he decided to abdicate his post. While he no longer holds such

lofty positions, Midro hasn't been idle in his retirement. Now, Midro is a mentor to other Exalts, journeying from reality to reality to find newly Exalted beings to guide. Thus, he has taken you under his wing. Free from his old responsibilities, Midro is boisterous and gregarious, yet also patient in equal measure. Skilled in both the arenas of words and violence, Midro is an old hand at dealing with these turbulent times. Midro has the Technical Knowledge, Breaching the Threshold, Drinker of Elixir, Harmoniser, Verdant Fields, Inner Orb, Full Maturation, Stabilising Influence, Enkaure's Touch, The Way Things Were, Ironbound Self, Sovereign Domain, Counter Arcana and Law perks.

[300] Sirai

Lifebringers recruit from any and all walks of life, though Shardbearers who bear this Exaltation are less common than Old Brethren or Transcends. Once a solo mercenary in her younger years, her path changed after a chance encounter with a band of Exalts. Enthralled by their tales, Sirai followed along with the band, learning from its members as she grew. After several centuries as accompanying the band, Sirai decided to undertake the trials to sharpen her resolve and conviction in order to become an Exalt in her own right. After her Exaltation, the new Lifebringer parted ways with the band for her own adventures. Thus, you encountered her during one such foray. This Lifebringer is reserved, preferring to speak when necessary, and remaining quiet otherwise. Blunt and direct with her words, Sirai doesn't shy away from criticism, but is equally willing to show fondness and companionship with those she cares for. Grow close to her, and she'll be the first to leap with you into the fray. Sirai has the Technical Knowledge, What You Once Were, Unburdened, Breaching the Threshold, Lifebringer, Fragment of Silence, Grasp of the Empty, Death of Laws, Unnoticed, Beloved By Absence, Cleanup Team, The Stench of Death, Something Warm and Pure and All Together perks.

[400] Kalera

Among the Exalts of the Deathless Expanse, Mauretarians are held among the highest in regard. The Echo are respected for their keeping of the peace, while Lifebringers are beloved for their healing. The Mauretarians? They wish for everyone to live their best lives and achieve their potential. There exist vast arrays of Mauretarian orders, and it is from one of them that Kalera hails. Kalera has walked many paths, as scholar, warrior, leader, labourer and more besides. In her early years, Kalera was one of many war refugees in the numerous conflicts of the Weave's distant past. During those times as a young Transcend, Kalera was driven solely by rage and anger at the loss of her home, throwing herself into conflict after conflict for the sake of vengeance. By the time she had finally brought an end to those who had razed her home, Kalera had become a shadow of her former self. Without a purpose to fulfill or end to work towards, she fell into ennui and apathy. After several subjective millennia of standing at the battlefield, a wandering adherent of Mauretar encountered her still form. The adherent was able to convince Kalera into following him back to his order. At the order's temple, Kalera was able to eventually find a new purpose for herself and take pleasure in life's joys. She has since become an Muaretarian adherent, experiencing the depth and breadth of the Weave. With her experiences as an adherent, Kalera is now a free spirit who remains unburdened by all that she has seen and experienced, taking the good with the bad in her life. Through circumstance or fate, you have

caught her eye. Whatever path you walk, so long as you are true to yourself and see it through, Kalera will be by your side. Kalera has the Technical Knowledge, A Memory Long Past, What You Once Were, Regulation of Consciousness, Breaching the Threshold, Divider, Unifier, The Mauretarian Endeavour, The First Stage, The Second Stage, Full Transcension, Wanderer's Lifestyle, Concept Worker, Sense of Foreboding, Nova Caster, Physical and Immaterial, Tor Harness, Arcana Specialty, Conceptual Martial Art, Verdant Fields, Inner Orb, Full Maturation, Hardened Construction, Stabilising Influence, Enkaure's Touch, The Way Things Were, Ironbound Self, Sovereign Domain, Counter Arcana, and Law perks,\.

Archetype

The Archetype system is how the Bound make use of Protean husks to produce a variety of personal enhancements and reality warping effects by adding/imprinting more patterns to the Godseed they possess. There are two main varieties of Archetypes, one being System Archetypes and the other being Personal Archetypes. The System Archetypes are standard issue patterns that are generalised for different occupations and professions; scientists commonly use the Thinker Archetype, for example, which provides enhancements to processing power, multitasking, reasoning, memory and pattern recognition. Personal Archetypes are, as one might have guessed, personalised patterns unique to each individual. Take 1000 AP to customise your Personal Archetype. CP can be converted into AP at a 1:1 ratio, but not vice versa.

Focus

All personal Archetypes have a focus. While this may change with time as you grow and develop, you will choose the current focus of your Personal Archetype.

Force Focus

In situations where one might face problems in which finesse cannot adequately close the gap, many favour the brute force approach. Archetypes with this focus tend to push towards the direct raising of physical/mental parameters and effect power, with less emphasis on finesse and fine control.

Finesse Focus

Those that prefer a more nuanced approach to situations may have a finesse focus for their Archetype. Finesse based Archetypes place greater emphasis on control, dexterity and precision in their enhancements and casted effects, with less priority on raw power.

Traits

Universal

[Free] Archetypal Template

A vital part of any Archetype is the generation of an Archetypal template, a sort of blueprint linked to the body, mind and soul projected into a mental image. This template displays the states of these aspects of existence in real time, showing the changes to your body, mind and soul as they happen. Such templates are an integral part of an Archetype wielder's health and security providing vital information on how their self changes with every situation.

[Free] Perception of Reality

How you use your Archetype is tied directly to who you are, how you act, and your perception of reality. For some, using some of the active effects of the Archetype system may manifest as commands in their head, for others it could be a direct act of will and for yet more there are certain chants and/or gestures that they make use of to activate some of the effects used by the system. You are able to decide for yourself how you are able to make use of the more active aspects of the Archetype system, like all its other users.

[Free] Adaptive Pattern

Every Personal Archetype grows and evolves with continued use. A person's pattern adapts to the changes they undergo, whether it's a change of focus from academic studies to more physical activities or between two different fields of work. You, like everyone else who makes use of the Archetype system, benefit from the same evolving pattern that has been added to your Godseed. Your personal Archetype's enhancements focus on the areas you use the most, reflecting any changes you yourself make to your lifestyle..

Force

[100] Slightly Extra

For many force focused Archetypes, squeezing out as much potency out of their disciplines and Novas as is practical tends to be among the basic applications of the focus. Getting just the extra bit of strength in every hit one inflicts is a modification many will grant to their Archetype. While minor, this modification allows both the physical and metaphysical enhancements granted by Archetypes to be just a bit more effective, taking that one hundred percent to one hundred and one percent.

[200] Stopgap Measure

Sometimes, not every consequence nor problem can be predicted and accounted for. To prepare for such eventualities, some make modifications to their Archetype to temporarily make up for their weaknesses by boosting the areas their physical and mental parameters are lacking in. This is true for you especially. In situations where you are at a disadvantage, your Archetype does its best to somewhat alleviate your weaknesses so as to minimise your vulnerability. This does not completely negate them, but it serves as a stopgap measure to temporarily lessen the effects of such vulnerabilities on you.

[200] Last Word

Some Personal Archetypes can catch and store various kinds of energy, especially kinds used against their wielders. Yours is no different. Modifications made to your Archetype now allow it to catch some of the power of esoteric powers in your proximity, granting you a store of such abilities that are gradually consumed during use. The potency and stored duration of captured abilities heavily depend on yourself; the magnitude and skill of your other Archetype abilities and Novas are what determine the strength and duration of the captured power.

[400] Ramping Up

Some force-focused personal Archetypes emphasise sustained exertion and attrition as opposed to quick bursts of power and short engagements. To enable this way of tackling battles and tasks, these Archetypes can escalate their power output and increase the replenishment rate of any energy reserves. Both of these have a limit, dependent on how much the users of these Archetypes can safely and consistently handle. Your powers grow in potency over time in battle, as does your ability to replenish your reserves of energy, both mundane and exotic.

[400] Opening Blow

Some Archetype users prefer to end a fight in a single, massive alpha-strike. Their personal Archetypes are modified to give them the ability to enhance their attacks by releasing the entirety of their energy reserves into them. These blows can be devastatingly powerful and clear entire battlefields, but by their nature leaves their user vulnerable afterwards. Those who are more traveled and have gathered a greater variety of powers often only empty one of their reserves, leaving them with other options. You are able to empower your own strikes with the entirety of one or more of your power reserves.

[400] Taking the Hit

The metaphysical soul defenses of a force-focused Archetype user tend to be simple, but very robust. The type of defenses utilised by such Archetypes are designed to draw directly from a user's store of esoteric power, with the effectiveness of such protections increasing with the strength of the user's sources of esoteric abilities. While lacking in the department of complexity, the defenses are better suited for taking most direct attacks than their finesse focused counterparts, and don't require any active effort on the part of the user to create and maintain. This modification of your Archetype has given your soul and mind passive defenses against attack and manipulation, with strength directly proportional to the potency of your other esoteric abilities.

[600] Instant Merging

A highly sought after, and restricted modification to one's own Godseed is the installation of the Ghroth pattern. Designed by Entele himself, this pattern allows the, shall we say, forceful assimilation and dissection of an entity's metaphysical composition to acquire its abilities for yourself. That's not to say that it's unlimited in what it can do this to, however. Entities with some sort of protective measure on their souls and minds may be resistant to attempts to take them apart, with some being entirely immune to this pattern, like Elixir drinkers, Shardbearers

and Transcends. By itself, the target is also free to fight back if it chooses so. It may be wise to subjugate them first, traveler..

Finesse

[100] Practiced Efficiency

Extracting the maximum result from the minimum effort is how you succeed. In all your actions there is little, if any wasted effort and energy. You have the experience and skill to know how to use just the right amount of force to accomplish most tasks. Where someone might need a bulkhead shattering punch to down a beast, you can do the same with a quick jab in the right place. After all, what's the use of all that power if you don't know how to utilise it?

[200] Depth of Skill

After prolonged practice and use of some skills, someone's Personal Archetype may internalise the skills to such an extent that they are able to use them unconsciously. The skills that have reached this state have any flaws in their execution corrected by the Archetype. In the cases of more mundane skills, a user becomes able to use minor supernatural effects without the presence of outside input. A marksman may find that their shots slightly curve or ricochet in just the right way to hit a dodging target, a scholar may unconsciously make the necessary leaps in logic to arrive at a correct conclusion when faced with incomplete information and so on.

[200] Perfect Control

Good control of a new body or one's physical form is something many beings must learn when they undergo full-body conversion or some forms of shapeshifting. Taking this a step further, some Archetype users specifically attune their bodies to their Archetype as well for further optimisation and full control of its functions and movement. As an example for biological beings, this could entail full control of every individual muscle fibre, gland and nerve, down to the cellular level.

[400] Instinctive Multitasking

The casting of Novas is a complex discipline requiring great concentration and close attention. The usage of combined Novas especially are especially demanding of such, requiring the ability to keep track of multiple separate inputs and information feeds without losing track of any of them. Archetype users can ease this effort considerably with certain enhancements and modifications, though a few will go even further and utilise special 'master programs' that enable these separate inputs and information feeds to be combined into a single one suitable for significantly faster processing. For such users, complex tasks and inputs are blended into their main thought partition in a way that makes such disciplines instinctive. For you, the result of this modification of your Archetype has enabled you to treat any complex/multifaceted tasks as relatively simple and automated routines so long as you are decently practiced and are familiar with them.

[400] Active Defense

The metaphysical protections utilised by those Archetypes with a finesse focus rely on a mix of misdirection, prediction and reaction against attackers. Such defenses need not rely on one's strength, but require a certain amount of skill and dexterity to properly erect. These defenses come in the forms of projecting fake souls and decoy Patterns to take the attacks of others, alongside substitution abilities to offload damage to projections and nearby foes. To properly make use of these active defenses, practitioners need to be competent in reading their opponent's actions to predict their next move. So too can you do the same for your foes. You have a talent for predicting your opponent's moves based on their actions and preparations.

[400] Group Coordination

Coordinating large organisations and groups can be immensely difficult when done over large distances and differing perspectives. Finesse based Archetype users often utilise group management modules designed to fully integrate different parts of an organisation together. These modules detail social variables, trends, relationships and skills in a vast, updating database encoded within the Archetype itself, allowing precise micromanagement without compromising performance at the macro scale. So too has one of these modules been encoded in your Archetype. You are able to freely micromanage all aspects of an organisation in a cohesive manner, optimising its ability to perform tasks without compromising its performance on the macro level.

[600] Rapid Data Assimilation

The Thoth pattern is among the most sought after modifications to one's Godseed, and it is not hard to see why. The Thoth pattern mod enables extremely detailed physical and metaphysical scans of a being. Through such scanning their knowledge, memories, experiences, skills and techniques can be copied over directly onto one's Personal Archetype. This scanning is not foolproof, however; it is possible for these scans to be interrupted or to have false information sent to them, rendering any readings worthless. Nevertheless, such a potent tool is a worthy addition for any Archetype user.

Nova Library

Archetype users possess a library of different Novas, effects and abilities that can be duplicated and transferred to other beings. These mostly act as spells that can be cast by someone who has been imprinted with a Nova. A Nova's effectiveness and potency generally depends on the understanding the caster has of the physics being manipulated, and the processing power of their mind to account for the effects of the cast. The vast majority of Novas are focused on fundamental aspects of most realities, such as matter and energy and space-time, while a comparatively smaller number focuses on more situational and exotic aspects, such as souls and minds.

Universal

[Free] Basic Quality of Life

Every Personal Archetype comes with a few basic Novas for quality of life and rudimentary abilities. You have received the bare minimum that every Archetype user is expected to have, such as Novas for short range teleportation, elimination of basic physical needs (food/fuel, water, air etc), interfacing with technology and automation of menial tasks

Energy/Matter

Matter and energy are among the more basic emergent properties in many universes, and as such, many Novas have a focus on the manipulation of this area in particular. While the specifics on how such Novas interact with the local physics and metaphysics often need to be accounted for, Novas will largely have the same general effects on matter and energy from different universes, no matter their physical laws.

[100] Transmutation

The transmutation of matter between its different forms and elements is one of the fundamental aspects of crafting and manufacturing, even on the personal level. While almost all Archetype users possess some Novas for the purpose of transmuting materials into more convenient forms for fabrication, wholesale transmutations is a less common affair. Transmuting a substance from one reality into one of another is often the purpose of more specialised Novas in this category, allowing a steady supply of material for one's needs.

[200] Interaction Forces

Comparisons in how matter interacts with itself and energy between universes with different physical laws constitutes a large field of research in the multiverse. Each advancement in this field is often accompanied by new Novas arising from such research. Universes with laws similar to that of Point 00 will see Novas of this type manipulating mechanisms such as the Higgs field and electromagnetism. Novas manipulating these forces up to planetary scales are now in your possession.

[200] Emergent Forces

In universes where matter exists, there are fundamental forces that grant its form and existence. Novas manipulating the forces that give rise to matter are difficult to master, due to differences in physical laws between many universes making accounting for effects difficult. In universes like that of Point 00, these Novas can generally be equated to manipulating the strong and weak nuclear forces, being in this case examples of forces that grant matter its existence. You possess and have mastery over Novas of this type, manipulating the very existence of matter up to planetary scales.

Space-Time

[100] Space-Time Engineering

Space-time engineering is the backbone of infrastructure for virtually all multiversal civilisations. The Novas in this area focus on forming different structures, from the creation of

wormholes to warp bubbles, cosmic strings and pocket dimensions. A dedicated library section for these Novas allows users to form stable space-time structures.

[200] Timeline Observation

In many universes, time tends to be an infinite branching tree. One moment has an infinite number of branches, and those branches in turn lead to another infinity of branches. It is through the scrying of the more likely branches that a Bound being may be able to navigate the future. While observing events deep in the past is both accurate and easy, observing far future happenings is far less reliable; visions of likely timelines can change at the flap of a butterfly's wings or the displacement of a single particle when viewing something as few as several decades away. Viewing acausal beings this way is also something of a strange thing; if an acausal being was once present within the universe at a temporal-spatial location but no longer remains at that position, one may be able spot their Spectre, an echo of the entity repeating the actions they performed during their stay.

Exotic

In some cases, Novas don't fit into the two main branches of matter/energy and space-time manipulation. Some focus greatly on other aspects of existence.

[Free] Basic Dimensional Physics

A great many experiments are performed to ensure that Novas act in a safe and mostly predictable manner when they affect regions of space with different physics. All Novas have some form of self adjustment built in to ensure such, though other sources of power casted through one's archetype don't have this inbuilt protection. There is a section in your Nova library dedicated to processing the particulars of other exotic sources of power that you may cast with your Archetype, designed to obtain information on the possible interactions between different physics and metaphysics. Any source of power that has been connected to your Archetype will allow it to research its interactions with other connected sources and grant estimations on the effects resulting from such.

[100] Metacasting

Altering the parameters of a Nova is among one of the more advanced fields in their usage. Such disciplines require an extremely detailed knowledge of the alterations, alongside no small amount of research on any previous attempts done in the past.

[200] Probability Manipulation

Working within the bounds of a universe's physics and metaphysics often entails extended study and experimentation. In order to lower the effort required to enact effects within the bounds of different sets of physics and metaphysics, Novas affecting probability were introduced. Novas in these libraries manipulate probability to create effects within the confines of a reality's laws.

[400] Cosmological Metaphysics

Being able to make use of a universe's native metaphysics has been a central focus for exotic Novas. Extensive study has been conducted by scientists and researchers into the effects of powers specifically designed to exploit a universe's native metaphysics to its advantage. The Novas in this category are specifically designed for the purpose of allowing foreign sources of power and abilities alien to a reality to be able to interface with and benefit from its native metaphysics and cosmology.

[400] Soul Manipulation

Researchers across the multiverse have yet to create a truly unified theory of souls. The sheer differences in laws of physics and metaphysics between some universes make such an endeavour completely infeasible at best and almost impossible at worst. Nevertheless, the fruits of such research (regardless of their success or rather lack thereof) has led to the creation of Novas that have broadly applicable ability in the manipulation of most existences that can be referred to as souls, or at least immaterial vessels of consciousness. Contained in this library are Novas related to the repair, creation and destruction of souls. Other Nova specialties in this field also include moving a soul from one vessel to another, and the indirect manipulation of the mind through the soul.

Exaltations

Exaltation

An Exaltation is defined by the desire that gave rise to it. The first steps into defining such an integral part of these unique Transcends depends on the nature of their wish. Take 1000 EP for your Exaltation. You may take a canon Exaltation instead if you do not feel like designing one for yourself. CP can be converted into EP at a 1:1 ratio, but not vice versa.

Mantle

Your wish was not just for yourself. You had a wish that included others, and in this way your Exaltation has become a Mantle, one that affects both you and those around you.

Shroud

Your desire was more self centred. Your Exaltation affects mainly yourself, with its abilities being concentrated on you.

Exaltation Traits

Wish

The key, defining part of an Exaltation's powers are that they are created to achieve a desire or wish. The ways that an Exaltation can do so are numerous, but they are fundamentally directly linked to the desire that gave rise to them. As an example, the Mantle of Death's Defeat (aptly

named for the bearer's desire to give all sapient beings the opportunity to live forever without fear of death and mortality) could grant others the same type of deathlessness as the Eternal Elixir, reverse damage done to objects and entities, resurrect beings that had been erased from existence and undo abilities that utilise the concept of death. It still possessed limits, however, its range being the range of a Transcend's Void field. This limitation is one held by all Exaltations, no matter their traits.

For an Exaltation of your own design, its abilities should relate directly to, or be a means to achieve a desire or wish. A wish to eliminate suffering, for example, can result in an Exaltation that allows its bearer to dampen and/or eliminate physical, mental and metaphysical pain in others, grant its user the ability to sense the suffering of others and make it far easier and faster for others to recover from their ills. Exaltations are not just the abilities shaped during their progenitor's Transcension, but an expression of who they are and their deepest desires. For a progenitor Exalt, they and their Exaltation are one and the same.

Exaltations exist on a spectrum of Mantles and Shrouds. Mantles tend to be more outward facing, while Shrouds are more inwards. Exaltations can have any mix of the two, as Exaltations are deeply personal to their progenitor and their particular traits and desires.

Universal

[Free] Bodily Manifestation

Your Exaltation's power is readily apparent in your physical form. When not being hidden, your physical form shows signs of its influence; whether that is in the form of a glowing microcosmos in place of an eye, a naked singularity as a core or something else exotic. So long as it relates in some way to the wish that gave rise to the Exaltation, your body can display such exotic traits.

[100] Organ

It is not uncommon for Transcended Exalts to manifest a physical organ of some sort as a symbol of their Exaltation's effects on their environment. This organ usually confers some sort of aspect-ability in addition to the powers their Exaltation already grants them. A manifested third eye, for example, could allow an Exalt with a wish to eliminate suffering to witness the best ways for bringing about an end to someone's ills. The presence of a visible organ is usually an indication of a powerful Exalt and someone who was willing to go further in the shaping of their Void Cores.

[200] Castaway Instruments

The forming of an Exaltation can lead to the act of symbolically casting away an undesirable burden or trait. This symbolic act can be used by an Exalt in the shaping of new tools and instruments that are part of their Exaltation. As an example, when the original bearer of the Mantle of Death's Defeat utterly rejected their mortal frailty, they supplemented this act with the creation of the Mortal Shard, a delicate yet potent artefact. The Shard is extremely fragile, shattering with the barest touch before coming back together, but in doing so temporarily

imparting its fragility onto whatever made contact with it. You have created one or several tools as part of your Exaltation in an act of rejection, symbolically casting off one or multiple of your prior traits in its formation and creating artifacts related to what you casted off.

[400] Polar Reflection

A curious trait that some Exalts possess is an immense affinity for abilities and powers that possess themes and concepts running counter to the wishes that gave rise to their Exaltations. While not uncommon among Exalts, this characteristic cannot be said to occur often either. Most Exalts perform a large amount of research and contemplation on the opposite of their desires and it is through these that some gain an affinity to such opposites through their Exaltation. Exalts possessing these shared affinities will often be able to instinctively and intuitively wield such opposing forces with nearly the same potency and skill as their Exaltations.

Mantle

[100] Surroundings

A Mantle by its nature has an outward focus. Mantle bearers can effortlessly affect their surroundings and other entities, manipulating them with their Exaltation's powers and imbuing them with certain properties.

[200] Font of Power

Mantle-leaning Exaltations often come with the ability to plant fonts of metaphysical and conceptual power within their vicinity. These fonts of power can greatly amplify and fuel actions and effects that are aligned with the Exaltation's concepts and themes (e.g. an Exaltation with healing as one of its themes would enhance effects like regeneration and actions like surgery etc.).

[200] Domination through the Self

The metaphysical weight of a Mantle Exaltation is a magnificent thing to behold. Just as black holes bend the fabric of space-time through their gravity to influence objects around them, so do many Mantle Exaltations bend aligned metaphysical forces and concepts around their bearers. Forces and concepts in your presence become influenced by you if they are aligned with your Exaltation. Should these forces be under the authority or control of another, your presence disrupts that control, contesting their hold. This effect is completely under your control, and can be manipulated and toggled on and off at your will.

[200] Attuned Senses

Mantle Exalts often possess perfect awareness of the metaphysical forces and concepts around them that are aligned with or related to those of their Exaltation. The slightest and most subtle changes in these forces are as obvious to such Exalts as the most direct and impactful. So too do you possess this kind of attuned perception, able to detect even the most subtle changes in forces that align with your Exaltation.

[400] Lord of Endowment

Exaltations can affect the physical form of others in more than just the ways that the original wielder possesses. Mantles in particular can grant physical and metaphysically mutagenic properties to an Exalt's physical body, whereupon consumption of a part of this material form can cause strange and exotic mutations to those who the Exalt has permitted to do so. As an example, those who consumed the spores produced by the wielder of the Mantle of Everlasting Contemplation, gained intangible, glowing eyes on their bodies and souls, allowing them to see through illusions and sensory manipulation.

[400] Inheritance

Among the hallmarks of a truly selfless Mantle is the ability to spread an Exaltation to others. The same wishes that gave rise to Mantles can sometimes allow them to be granted to others. It becomes possible for you to also grant others this Exaltation in some way, be it through an act of will, physical contact or some other method. Most often, successfully spreading an Exaltation to another requires the recipient to possess unbreaking willpower and similar desires that gave birth to your Exaltation; in essence, replicating your own Transcension and Exaltation.

Shroud

[100] Concentration

A Shroud's focus is mainly concentrated on its Exalt, resulting in abilities emphasising the self relative to Mantles. Shrouds often amplify other self enhancement abilities to extreme degrees, such that Shroud-leaning Exalts tend to greatly outperform Mantles in personal scale tasks and fights.

[200] Inward Reflection

Just as Mantles manifest an outside awareness, Shrouds attain a perfect internal awareness of themselves. Shroud Exalts have an intuitive and complete sense of themselves and their capabilities. Any internal changes and growth these Exalts undergo happen under their full and conscious awareness. So it is the same with you. Nothing that happens in your body, mind and soul happens without your notice.

[200] Striking Blow

The most common method that Shroud Exalts use to apply the effects of their Exaltations outside of their own person is through personal contact. Such abilities result in the formation of an array of tools and instruments that are as much physical items as they are manifestations of the Exaltation itself. Exalts can remotely use their Exaltations through these tools, with these instruments able to operate independently as well. The physical forms of these items can be temporarily damaged and destroyed, but can immediately restore themselves to mint condition. What forms these tools take is dependent on the Exaltation itself; combat oriented Exaltations may spawn weapons, observation focused ones create sensors and measurement instruments etc. You now possess a set of these tools.

[200] Manifested Armour
Shroud-leaning Exaltations sometimes manifest a covering or frame on the outside of their form. This armour provides its wearer immense protection from hostile physical and metaphysical forces; a blow or spell that might otherwise have obliterated the Exalt's physical form would instead harmlessly plink off. With this armour manifested, Exalts can effortlessly take much more punishment than most Transcends.

[400] Taking it In
A common attribute to Shroud-leaning Exaltations is the ability to draw in concepts and metaphysical forces in their presence, provided that they align with those of the Exaltation. A Shroud focused on the mind, for instance, may be able to draw in psychic abilities and cognition-related concepts into themselves for their own use. When used by the Exalt, these absorbed forces are amplified and can be used with incredible precision and fine control.

[400] Tinged with a Wish
The power of Shroud Exaltations often pervades the entirety of their bearer's being. Unless they will otherwise, every action performed by the bearer carries the power of their Exaltation, whether it is simple movements to active use of their other powers.

Drawbacks

There are no drawback limits.

[0] A Longer Journey
The Deathless Expanse is an immense place. A mere ten subjective years is nowhere near enough to experience it in any kind of depth. You may choose to stay as long as you wish in this place after the default ten years up.

[100, non-Bound origins only] Pity for the Bound
It is often difficult for acausal beings to empathise with the Bound, due to the vast differences in perspective. When one can see up, down and across timelines, the lives of Bound beings become little more than landmarks in the branching tree of time. You find that you have great difficulty in empathising with Bound or otherwise lesser beings, and it will take active effort on your part to treat them as independent, sapient entities.

[100, Whisper only] Rebellious Whisper
Your Whisper is distinctly unhelpful when you want to ask them to do anything of substance for you, or when asking them for assistance. While they are still willing partners for dialogue, your

Whisper often pulls pranks on you and can generally be a nuisance by regularly nagging or annoying you.

[100] Spying Eyes

There is interest in you, traveller. Some of the higher ups in the Negentropic Union have caught wind of the fact that you come outside the local multiverse. They have sent several Shifts to spy on you. Your every action is detailed and meticulously analysed for ends unknown.

[100] Flaw of Mortals

Even for the Bound, many of the frailties and failings of mortality should have been excised from their being. Even so, some semblance of such a flaw has stayed with you. Perhaps it is a feeling of constant hunger, a mild itch or ache at the back of your mind. While not quite debilitating, it is a constant nuisance that often takes up your attention. It is as much a part of your soul as anything else, and thus is extremely difficult, if not impossible to remove.

[200] Incomplete Identity

In the distant past, someone used an Opal Light or some other mind altering device on you. You feel incomplete, like something is missing from your personality. Some activities and tasks just don't bring you any feeling, and, at times, there's a sense of emptiness that you can't shake off. Some things and people around seem familiar, but you can't quite place what it is your relationship with them used to be. It may be many years before you can completely rebuild your selfhood, and replace what was lost.

[200] Degraded Body

Your physical form is unstable, wracked as it is by countless potent curses. It is a fragile thing, at least in comparison to most of your peers. It falls apart at the slightest blow, where others will barely take a scratch. While many types of beings can operate just fine without a physical vessel, it leaves them with one less protective layer over their soul and mind. As many here will say, a fragile body is only a step above baring your soul to the elements.

[200] Residual Trait

Many acausal beings work to retain most or all of their personality traits after being unbound from causality. This complete shift in existence tends to produce changes in personality during the transition. It's rather common for many beings to hold tightly onto particular desires or traits to anchor themselves to some part of their past. Some of these traits, however… aren't quite so positive. You seem to have a lingering trait that is less than positive that carries over into your interactions with others. You might possess supreme arrogance, rampant kleptomania, or some other character flaw that causes great friction between you and others.

[200] Apathetic Existence

Not all beings are able to adapt to eternity. Whether it is a fault of mindset, preserved neurology or injury, some fall to ennui and apathy. You too are now afflicted with this flaw. You can't seem

to muster passion for anything, and what little emotions you feel so muted as to be near-nonexistent. While you are surviving in this state, no one can truly say that you are living.

[200] Untouchable

You carry quite the metaphysical stench on you. It could be the touch of some unknown, higher being, the taint of some entity familiar to this multiverse or something else entirely. In any case, there is something repulsive about your presence that makes interaction with you to be distinctly unpleasant for many. Overcoming this effect requires immense effort on both your part and the other party's. Don't expect to make many friends here.

[200] Metasoft Debt

The Metasoft conglomerate makes sure that payment is rendered for services provided, be it in the form of an upfront transaction or a debt for the future. In some cases these debts take the form of favours and deeds to be performed. The Metasoft has come to collect on its payment. You will be obliged to fulfill your end of a deal made in the past, by performing a task of relatively moderate risk, or providing something of equivalent value to the Metasoft in payment. Should you stall too long or stiff them entirely, Metasoft will send hunting teams to forcibly extract payment. Attempting to mind-wipe and/or kill these teams will provoke them to do the same to you.

[300] Seeker Team

There are occasionally teams of Transcends, Old Brethren and Shardbearers acting as illegal hunting teams; who will eliminate or capture any being if they believe that it will result in a splendid hunt. It seems that one has set their eyes on you. A veteran team of such seekers are seeking to eliminate you via the hunt. They have found general information pertaining to your abilities and have prepared accordingly for their hunt. Have your gaze to the cosmos, traveller, for you are being tracked.

[300] The Tree of Pain

An Exaltation is a declaration to the cosmos of one's greatest desire. Sometimes, that desire may not be so benevolent. Beria, the Carrion Queen from before the First End, still has living malignant legacies in the form of weapons that embodied their Exaltation. You were struck by one of them, and the constant pain is a dear reminder of that. This pain is not simply physical, for it is mental and metaphysical as well. At times, the pain seems to increase to debilitating levels, and in those times you find that your movements and thoughts become sluggish and uncoordinated. It would do you well to have an iron will, for there is no respite from this affliction in the days to come.

[300] The Days to Come

Many things can go wrong in this multiverse. It's not uncommon for those within this place to lose their homes and loved ones to a sudden attack or strange cosmic phenomena. A few are said to be plagued with the misfortune of such things repeatedly happening to them, and so have you found yourself in the same circumstances. Staying in any place for more than several weeks will

bring about disaster, be it in the forms of Tor fragments, Ulemedi raids, or Arish host attacks that result in the universe you are present in being destroyed. And as many should know, the Deathless Expanse is now a hellscape of Tor's corpse. Stay ahead, traveler. Don't be caught in another's death.

[300] Target of Opportunity

Many of the warbands and mercenary groups that rove around the Deathless Expanse will smash and take whatever is convenient. That 'whatever' includes people, who are most often mindwiped and put to work as slave labour. Should any of these brigands have an inkling that you are nearby, they will immediately set you as a priority target and pursue you. Should they capture you, you will meet the same fate as countless victims before you.

[300] Sweet Lover

The Ulemedi are known to create creatures with custom souls as 'lovers' for their targets as a form of mockery and torment. Ulemedi 'lovers' are preprogrammed with an overwhelming obsession for something or someone. These beings tend to take on either the form of a loved one or a shape that is most aesthetically pleasing to the target of said obsession. A few are relatively harmless, but most are deadly to even squads of full Transcends. Once they have reached their target, they will forcefully bind their victim's mind and soul to them so as to allow the unfortunate being to partake in their 'affections'. So too has one been made for you. This creature will do anything to get close to you, be it persuasion, bribes, seduction or simply raw force. Should they choose to use the latter approach, be aware that they are able to overpower several full Transcends at once. If they successfully manage to get their hands on your soul and mind, you can expect the same fate as many victims; your metaphysical self bound to the creature, and subject to their tender mercies. Among what will be done to you is having your memories sifted through to find what and who you care for most, followed by the entity adopting their mannerisms and tendencies as a form of psychological torture. While they will keep your mind and soul unchanged (for a given value of such) you will no longer have any control of your actions, for their will is what you shall abide by.

[400] Bitter Dreams

The Hypnos Stretch is a prison for high-profile criminals; ones that are too useful to simply kill or Opal Light, but too dangerous to roam free. The inmates in these universes are trapped in highly addicting lotus eater dreams, with the ones breaking free being forced back in. You, too, are an inmate here. You will spend most of your imprisoned days unaware of the outside world, too absorbed in the life you are living in your dream. Before you are awakened for the first time a year into your stay, you will be unaware of your prior identity and memories, with no recollection of who you were before the dream. After your first awakening, however, your memories come back in full force, and you will be given a few brief weeks to work on a project given to you by the wardens. Once that is done, you are put back into the dream by the wardens. Your memories once again begin to fade, unless you can slow or stall their degradation with overwhelming willpower. This cycle will repeat once every year, and if you are not free by the time your stay ends, your chain will be forfeit.

[400] Bounty

Well, it seems that you are wanted, Jumper. Something has happened in the Deathless Expanse that has led to a regional power wanting your head. It had to have been a grave transgression indeed, as they have put a handsome bounty on your head. The kind that attracts small armies of elite mercenaries and bounty hunters. These aren't ramshackle barbarians fighting with scraps, but proper outfits with fleet elements and their own industry. Better be good at running, Jumper, because that is quite the heat.

[400] Incarnate

Incarnates can refer to any being that has undergone multiple deaths of personality in a short period of time, though the term is most commonly associated with a particular category of Transcended slave soldiers used by frontier warlords and mercenary warbands. Through unfortunate circumstances, you have found yourself under the service of one of these misbegotten figures. If nothing is done, you will be thrown into battle after battle, wherever your superior orders. You will be closely watched for any insubordination and mind-wiped for the slightest of transgression. Should the latter happen, your jump will end.

[400] Uncontrollable Bloodlust

In times of war, some soldiers have their minds modified and edited for traits such as extreme aggression and bloodlust. Usually, these traits are subdued or dulled in times of peace, but sometimes interference can cause individuals to retain these traits, much to their pain and torment. Someone has interfered with your mind such that the process for returning to your usual mindstate has not been completely successful, and in fact made it worse in some instances. During periods of stress and situations where there is danger to you, there is a very high chance these traits will temporarily resurface. During these berserk rages, you will attack everything in sight with no care for friend, ally or your own self preservation.

[500] Sublime Disappearance

The Sublime Entelechy takes great interest in curiosities; like you, for example. While the powers of the Deathless Expanse tend to be known factors, the Sublime Entelechy is an unknown piece. The Entelechy is a mysterious civilisation, and they are suspected as being responsible for the kidnappings in the Iridescent Web, not that anyone can quite prove it. You will be relentlessly pursued by Entelechy teams and forces, wherever you may be. Their goals for you are undiscernible, but should they capture you, your chain will end.

[600] Poisoned Blessing

A wish granting being known as an Arish has bonded to you. While this may seem to be a blessing at first glance, appearances can be deceiving. The symbiote constantly suffers pain unless it is continually granting yours, and only your wishes, and will 'motivate' you into constantly making wishes by inducing the same mind rending pain it feels. The Arish's abilities will grow, with the amount of power needing to be expended to keep the pain away increasing

with it, until it reaches the point that only wishes that warp the entirety of a universe can keep away its, and by extension your pain.

Possessing a bonded Arish will not do anything positive for your social prospects either; potential allies will leave you to suffer, not wishing to be caught up in the instability that follows you. The Negentropic Union will send Patra kill teams after you to eliminate a threat of such magnitude. The symbiote is also a beacon for its Ulemedi masters, a race of slavers best known for their sadistic hedonism. For them, a being that comes from outside the local multiverse is a prize far too great to give up, and you will be chased by them wherever you go.

{600] Black Labyrinth

The Labyrinths of Night are most commonly found in the Liminal Gap, and rarely outside. Each Labyrinth is a predatory reality that traps and enslaves beings it catches. Unlike many of its brethren, this Labyrinth is willing to venture far outside the Liminal Gap, and isn't nearly so sporting as others of its kind to have safe respites within itself. This labyrinth is filled to the brim with hostile creatures, anomalous entities and strange phenomena. Should you be captured, you will have up to ten subjective years to escape this prison. If you have not succeeded by then, your chain will fail and you will become the Labyrinth's mindless slave.

[600] A Hateful Flesh

The Necroan Flesh Cult was once a backward minor power on the outer edges of the Weave. Largely suppressed during the network's heyday, it has now become a resurgent power driven to raze all that has wronged it into ruin. Your existence has come to the cult's attention and now one of their psychophages have been dispatched to capture you. Each psychophage is an ancient Necroan who has consumed an entire psychic or spiritual dimension. Beware, Jumper, for this is a foe worthy of the Weave Remnant's mightiest Patra supersoldiers. Should the psychophage get ahold of you, your memories and personality shall be warped to align with the cult, and you will serve as one of their champions. From hereon, your mind is replaced by an ego constructed by the cult. If this comes to pass, your chain will then fail and this shall remain your fate.

[600] Sanguine Attraction

The nobility of the Empire of Six are equally as formidable as they are depraved. Ulemedi of all stripes are masters of torture and breaking their victims, even against the stalwart and implacable. To be a slave within the Empire of Six is among the most horrific of fates for anyone in the Deathless Expanse, subject to the sadistic pleasures of Ulemedi nobles. These beings are nothing if not creative with their torments, their playthings almost always becoming pliant to their will. The focus of one such noble has turned to you, Jumper. A lord of the Great House Ule has taken notice of your presence and has designated you as their prize. They have mustered a mighty warhost to take you, and will stop at nothing to make you theirs. The lord and their warhost begin their hunt quite a ways from you, but if nothing is done, they will catch up to you within several subjective months. Should they succeed, your chain will fail and you will remain as their plaything from thereon.

[1000] The Encroaching Corruption

Tor is… not kind to those it has partially corrupted. Very rarely, when a being has escaped complete corruption, but has been tainted enough for it to be permanent, the essence of Tor still lingers inside them. The essence will continue to corrupt a being, slowly stripping away thoughts, emotions and personality. This same affliction plagues you. Over the course of your stay, your mind will slowly be stripped away. At first, there may barely be any change, but after a few years you will feel slower; your thoughts starting to become sluggish, your emotions beginning to dull. In the latter parts of your stay here, your memories start fading, your feelings completely numb, and what few thoughts you are able to think are fleeting at best. In the last year of your journey here, your mind is completely stripped away, and you fully succumb to the corruption to become a blightling. This corruption is fully visible on your form as well; all will seek to quarantine you so that you cannot spread Tor's taint. There is a cure for this condition… but it is one that can only be found far away from the corpse of the Weave, deep within the territory of the Ulemedi.
Beware, should you fully succumb to Tor's affliction, you will stay in this multiverse for all eternity as an empty, blighted husk.

Scenarios

Glory to the Contemplator

At the turn of every millionth year, the Outer God Schzest sends invitations to those interesting enough to rouse their attention. These invitations are to the event known as the Contemplator's Debate, whereupon the participants debate each other and the Outer God in question on topics that Schzest has pondered over in the passing aeons. Each invitation is keyed to their intended recipient, allowing for their immediate and safe arrival within the Thinker's Garden, the multiverse in which the aforementioned deity lives. You have received one yourself, being from outside this multiverse and thus garnering Schzest's interest.

This debate is watched and broadcasted to countless universes inside and outside of the Thinker's Garden. Uncountable numbers of sapient beings will eagerly watch with anticipation, for the debates are both enlightening in their content and oftentimes novel in regards to the participant's arguments. From the physical and metaphysical natures of different realities and the Void that surrounds them, to philosophical questions and more minor affairs.

Each and every debate is different from the last in how they are structured, but is mediated by an audience of lesser Outer Gods that Schzest invites to watch. Take heed, as Schzest's vast knowledge and power has rendered them and their audience all but invulnerable to external influences on their minds, souls and corporeal forms. Attempts to win the debate through physical force will be laughed off and disqualify you entirely from the competition. You and all other participants will be judged on the merit of your arguments alone.

Should you win the debate, you will be given a choice of three boons, each granting a powerful ability. The first boon is **The Thought Given Form**. This ability will allow you, with some effort,

to manifest your thoughts as nearly indestructible physical entities of equal power to you. These manifested thoughts are extensions of your mind, and possess different specialisations and forms depending on the thought that gave rise to them. You may dismiss these manifestations at will, and call up intact ones back into existence at a whim.

The second boon is known as **The Path of Knowledge.** Information is fractal, or so as many say. It is said that every bit of information carries with it a story, as the data travels through people, devices and different realities to finally reach you. And each of those stories would spawn more stories in turn, as sequences of events carve their own mark on existence. This boon allows one to trace any information back to its source, through and along the different entities and locations it has travelled through to reach you. In doing so, one can view that path through their mind's eye and perceive all the beings and places along that trail. It is possible to follow the path of the additional information gained through the tracing, to acquire even more knowledge.

The last boon is **The Open Mind**. It is said that some knowledge is dangerous; not in its contents but in its influence. The existence of memetic and cognitohazards are proof of such, being the downfall of many species and civilisations throughout the greater multiverse. The Contemplator, in their generosity, has shared part of the secrets they use to perceive forbidden and dangerous information. Indeed, they have even shared a way to make such information safe for all to see. This boon they have given you has made you immune to memetic/cognitohazards and other influences originating from malignant data and information. Once you have taken in such corrupted data, you may choose to scrub such malign influence and its effects from the information and all copies of it.

The One Hundred and One Trials

Ah, so it seems you have attracted the attention of the leaders of the Negentropic Union, the highest authority of the Weave Remnant in this wasted region of the multiverse. They wish to recruit you as one of their agents, as a field operative and troubleshooter. One might be mistaken to think that these agents mostly undertake more military matters, but the scope of their specialties are much, much wider. An agent is expected to be an excellent diplomat and orator, leader, strategist, logistician, fighter, advisor, scientist and more. The training regime to become an agent is extremely intensive and by itself is intended to let them acquire experience in their new role. These agents are expected to solve most problems they come across, and possess authority second only to the leaders of the Union. Agents are few and far between; between the countless masses teeming in most populated universes, barely more than a septillion agents exist across the entirety of the Weave remnants at any one time.

The initiation to become a full agent is a harsh one, where one has to utilise all they had learned. Veteran agents send the aspirant over a hundred situations that they must solve; from diplomatic, military and economic in nature, to more scientific and metaphysical pursuits. Your reward is one that is given to a Negentropic Agent. The Ahrer Mark.

Ulemedi Heist

Ending

Go Home

Stay Here

Continue On

Notes

The reasoning for the **Development** perks being free for their origins is that being a fully realised Transcend, Old Brethren, Shardbearer etc. is the equivalent of adulthood for these beings. AKA, you'll be judged as being able to act independently, without needing the protection/care of other fully acausal beings. Lower stages of development are thus akin to childhood or adolescence.

On the context of immortality in the setting: there's some more nuance to the 'true immortality' in the setting. While entities like Transcends, Shardbearers and Elixir Drinkers can't die in the sense of fully ceasing existence/someone destroying their soul, ego-death is a very real and common possibility. The form this takes is mainly the complete death of personality or a permanent cessation of a conscious state. The same applies to Jumpers taking the relevant options that grant such deathlessness; while they won't suffer death in the sense of completely ceasing existence or having their soul destroyed, they can suffer the same fates those entities can.

Transcends for example, could suffer from having their minds wiped or stripped away by the Opal Light or Tor, leaving what is essentially a Void Core/Soul devoid of any directing consciousness. The former is an example of a Transcend's own powers/Void field being used against them while the latter uses its anathemic nature to bypass the virtual immunity they have to physical forms of mind manipulation. While the Opal Light can do more than simple mind erasure and can perform other functions of mind manipulation such as control and memory editing, in the current setting it is mostly used to deal with enemy Transcends in a permanent manner. A Transcended Jumper can be considered dead should their mind suffer such a fate, and likewise, (barring other perks that protect against such) be able to have their mind manipulated if an entity has the ability to turn their own Void field against them.

The same fate also applies to Elixir Drinkers and Shardbearers, having less protection against mind manipulation relative to Transcends; a Jumper with options relevant to those will also have to look out for the same dangers.

Here's the setting's wiki for more information, should you require it or simply be interested in learning more.