Version 1.3
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Betwixt

The reality known as Betwixt is the most technologically advanced of the realities, with intelligence generally being much higher than other realities barring exceptional cases. Genetic engineering is one of the most advanced fields in this reality, leading to nearly every individual being significantly superior physically and mentally to other realities based purely on biology. Additionally, the superior biology combined with heightened intelligence, along with certain chemical compounds that are moderately uncommon, has led to the presence of psionics.

The plane itself is largely a giant stone, glass, and metal metropolis, consisting primarily of buildings with artificial parks as the only sign of plant life and obvious water sources. No natural settings anywhere you can find except for a single, incredibly large tree that makes up the very center of the plane, and even that may well be something bioengineered, no one alive today knows its origin. It is, however, considered one of the most important places in Betwixt due to one thing; it produces the chemical necessary to awaken psionics.

There are four main factions in Betwixt. The “White Hat” organization, the Barracks, two neutral parties known as the Tenders and the Playground, and the one “Black Hat” organization simply called the Underground. These organizations nominally answer to the laws of the local government

Age & Gender

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

Locations

Roll a d6 to determine your starting location randomly or pay 50cp to pick for yourself.

1. **The Civilian District:** You arrive in a part of one of the many civilian districts, where merchants, factory workers, laborers, and office workers reside. Pretty much, if you aren’t one of the main factions, you reside here.
2. **The World Tree:** The stretch of nature surrounding the World Tree and home of the Tenders. Lots of natural energy and farms are present here. You will be approached by a Tender wondering who you are.
3. **The Soldier’s District:** You arrive in a military base where the Barracks sends its newest trainees or one of their storage depots. If you don’t have the credentials, being here might cause you some problems.
4. **The Playground:** The actual facility known as the Playground, which is itself effectively a city within a building. If you’re not one of the scientists here, you might find that you’re welcome will be a little too warm.
5. **Underground Guild:** You arrive in one of the safehouses or gathering points used by the Underground, where you may well discover the Underground’s policy on “Witnesses” to be quite thorough.
6. **Free Pick:** Pick any of the above locations, free of charge.

Origins

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

Tender (0cp): The World Tree is the center of Betwixt, it provides nourishment, resources, and energy, as well as being believed to be the source of the Spark. Because of this, there are those whose only job in life is to care for the World Tree and extract the gifts it gives, without damaging it. You are one of these individuals.

Barracks (0cp): Trained warriors and peacekeepers, you are one of the soldiers of the Barracks. You've been trained in various methods of combat, especially in combating the Nulls, and the discipline of an army man, however, you've also been trained in investigative techniques and methods of keeping the peace.

Playground (0cp): You are one of the researchers, scientists, or engineers of the Playground. With excellent technical skills, experience in laboratory settings, and a wide knowledge pool to draw from, you are one of the many cogs that fuels the progress of Betwixt.

Underground (0cp): Few ever choose to become a criminal, many are forced into it, by circumstance or necessity. Whether you are one of them or not is up to you. You are one of the Underground, working under the surface to get as far ahead as you can while trying to keep yourself unnoticed by those above.

Elite (100cp): Even in a world as militant as Betwixt, politics work the world. You are one of the movers and shakers of the world, the person that funds and commissions projects, one of the ones that decides what's important and what isn't. Leader, manager, and director, the roles of the elite are clear, and you are amongst these individuals.

General Perks

You gain +200cp to spend on general perks only.

The Spark of Genius (Free): Sparks are spiritual seeds of the World Tree, planted within the minds of the people of Betwixt and enhancing the mind of those who benefit from it. The Spark on its own is a form of mental magic that grants you, and anyone else with a Spark, an enhanced ability to learn new things through improving memory, comprehension, and thought speed, equalling roughly three times the norm of someone without a Spark. This steadily improves over time as the Spark is nourished and allowed to grow, which is sped up further by actively learning new things and meditating on what you already know.

Additionally, the Spark acts as a buffer against mental influences, protecting the mind and will against any form of mental attack. While not a perfect defense, this buffer is like armor for the mind and takes a concentrated effort to bypass. Combined with other mental defense techniques, it becomes significantly harder for mental influences to take hold on the mind.

Like the World Tree they come from, Sparks produce an energy that can be harnessed. The energy produced by the spark cannot truly affect the world in its raw state, but it can be used as a fuel source for the various technologies of Betwixt and can act as a catalyst to initiate or speed chemical reactions that would otherwise never occur or take a long time to run their course. The stronger the Spark is, the more of this energy is produced.

Post-Jump, you'll be able to grant a basic form of Spark to others. This also results in them.obtaining a functional biotemplate.

Biotemplate (Free): An exceedingly useful trait of the Spark is that it, when mixed with natural energy, generates a spiritual structure known as the biotemplate, a sort of blueprint for the physical body represented in spirit. This biotemplate eases body altering techniques and makes enhancements to the body more efficient as it integrates the effects more thoroughly into the body *and* spirit. The presence of the biotemplate and the development of methods to observe and interact with it after its initial discovery drove the advent of bioenhancement in Betwixt.

Additionally, it was found that the biotemplate could be 'extended' into grafted structures, such as cybernetics or artificial organs, to make them a part of the body, to the point that cybernetics will repair themselves if damaged after being incorporated into the biotemplate. This does, however, take upwards of a decade to fully integrate.

While technically the result of possessing a Spark, this structure can be created within someone simply by exposing them to the energy of a Spark without needing to possess their own Spark, thus, you can use this perk to grant someone a biotemplate.

For an additional 50cp, your biotemplate was better than your body and brought your body up to match, bringing you to peak human levels of physical ability.

Phased (Free): A commonly acquired technique that temporarily improves on the Spark in a more direct fashion than simply passive growth, this technique works by focusing the energies of your Spark inward, which then improves on the Spark's effects, forcing it to enter what is known as a Phase. Phases improve on the benefits the Spark provides and can unlock new abilities within the Spark with each increase in Phase. It is possible to perform this multiple times, gaining additional Phases that further improve on the Spark, however, the cost to enter higher Phases increases exponentially. Basic Sparks, those provided by the The Spark of Genius perk, are the easiest to increase in phase, with others being more difficult.

For an additional 50cp (free for elves), you find that you are able to more easily increase the Phase of your Spark and can apply a similar technique to increase the power of other forms of magic or power you might possess. Those with this quality are known as Demisparks, though this is used to both refer to the individual as well as the Spark.

Modded (Free/50cp/100cp/150cp/200cp): You've been permanently modified by a bioenhancement. If you don't spend CP on this perk then you can only choose minor cosmetic abilities, such as coloration or how much hair your body has. For 50cp, this can be a minor boon such as possessing retractable claws, photosynthetic skin, or improved night vision. For 100cp, this can give a more extensive alteration, such as a tail with a stinger at the end, a prehensile tentacle, or a reduced need for food and water. For 150cp, this can be an array of boons that lead to a greater result, such as strengthened neck muscles, more resilient bones, cushioning for the brain, and a pair of horns to make ramming into a Null a less risky proposition, or a single major augmentation such as enhanced regeneration or armored scales that are naturally made from a nacre-like substance. For 200cp, these modifications can be quite extensive, such as thorn launchers in the wrists, poison or acid spray from the mouth, or similar modifications.

This perk can be taken multiple times for a different modification with each purchase. Applying the same mutation multiple times will also increase its potency.

Bookworm (50cp): Your ability to absorb information from books is incredible, allowing you to read and process information at ten times your normal speed, and only ever getting faster, with no loss in the clarity of the information absorbed unless you push it beyond your new normal reading speed.

Spark Technician (100cp): Sparks are flexible, they can grow and be trained, in much the same way a muscle can. However, they can also be directed into a new form by linking them to a series of related skills. This process opens up new options to the Spark and makes it more suited to the task the linked skills outline, and such Sparks will tend to improve on characteristics that aids the linked skills as well, ranging from the Iron Spark's improved reaction speed to the Noble Spark's improved senses. You know the technique to change your spark to one of these Sparks.

Examples of such 'Tech-Sparks' include the Iron Spark, which is linked to tactics, weapons handling, and other combat related skills, providing a boon to situational awareness, reaction time, and muscle memory, and the Noble Spark, which is linked to skills such as diplomacy, negotiation, hellstromism, and other skills used to curry favor with others, providing a boost to empathy, attention to detail, and the ability to link information. These qualities increase with the Phase of the Spark. This also comes with basic skill in manipulating the Spark, such as allowing you to create Mixed Sparks or making modified Sparks.

Inspired (100cp, Free Homunculus): When it comes down to it, you think a little differently, see the world a little differently, or maybe other people just don't notice the things you do. You have the ability to jury-rig pieces of tech together to make something that works, and may even be refined into a proper prototype for a new technology if you follow through with the principles that made it work. Comes with the basics of tool usage, handicraft, how to break down tech without destroying it, and the creation of viable substitutes for necessary components in your works.

Heirloom (200cp): You gain a type of modified spark that's linked to your biotemplate known as an Heirloom Spark. Heirloom Sparks have a unique ability to be passed on, but not because they transfer. By focusing the energy of the Heirloom Spark, and any other Spark you possess, you can form a new Spark that you can then imbue into another, granting them a Spark that carries with it the traits of the Sparks used in its creation. This automatically occurs when you have a child, either as the father or mother. You can also choose to have the Spark be identical to a Spark you already possess, only less trained up.

You can have a number of Sparks stored up in this fashion, usually around 6 though you can potentially increase this number with some effort, though possessing more than a dozen is considered impossible, and can use the energy they produce and train them before gifting them to someone else, but the other benefits do not stack up. However, the ability to have a number of Sparks producing energy has its appeal for increasing the Phases of other Sparks.

Spark Infusion (200cp): You have the ability to create a metaphysical structure within an object that functions similarly to a Spark. It doesn't generate energy of its own, but can accept Spark energy to increase in Phase. Doing so causes the item to become more resilient and better for its intended purpose. A computer, for example, will run faster and better with each phase increase, while a laser etcher might become more precise in its movements or a weapon may gain traits to make it more deadly, like a sharper blade or a higher speed of a projectile.

If you also possess the Spark Technician perk, you can effectively program the Spark you create in the object, adding pseudo-programs that start to define the natural energy within to treat it as if it were alive. This will create a sort of inorganic biotemplate that will actually be able to maintain a logic engine capable of acting as an assist for the user and can give new functions given time and tinkering with the Spark and biotemplate.

Burning Bright (300cp, Discount Elf): A normal Spark is often described as a star within the mind, a guiding light to bring out the potential of those that possess them. Some, however, shine brighter than others. You possess a Bright Spark. The main feature of a Bright Spark is the ability to sense and minutely interact with the laws of the universe. Initially this simply speeds up how quickly the Spark grows compared to others, improving at five times the normal rate and being able to reach five times the normal limits.

The Bright Spark's true potential only really shows when it increases in Phase, where its unique abilities are unlocked. Each Phase opens up a 'shortcut' to the laws of the universe. While these shortcuts are generally pretty minor, they are still enough to allow Bright Sparks to push technological progress full decades on their own and can be fairly potent in other pursuits. Examples include being able to fold space into null space or to allow objects to sit in the same space without interfering with each other. However, these shortcuts can only be performed while in or above the appropriate phase as only in those phases can the interaction necessary for the shortcuts be used.

The downside to this access to the fundamental laws of reality is that increasing in Phase of a Bright Spark takes much more energy than a normal Spark, and each Phase has an even higher comparative cost, growing greater faster than other Sparks do.

Racial Perks

Crowned (0cp): Named for the elegant crest and horns that grace their heads, the crowned are the politicians and generals of Betwixt, able to rally the other peoples of the plane. The crowned have a mind geared towards problem solving rather than scientific matters and are able to read people by noting minute details, almost always able to pull information from those around them and figure out useful details. Every crowned has a gem in the middle of their forehead, which carries a power all its own. They otherwise look human.

- **Sensational (100cp, Free Crowned):** The crowned are known for their horns, their analytical skills, their will, and their charisma, but they are less well known for their senses. While their senses are only slightly better than the other races of Betwixt, they are protected from being overwhelmed. A crowned's vision will naturally darken when exposed to a bright light, their hearing will block out loud sounds, and nauseating smells will simply be unpleasant. Anything that would normally overwhelm a sense to the point of debilitation is reduced to mere discomfort instead. Even a flashbang would be a mild annoyance to a crowned, they're sight and hearing returning almost immediately.
- **Willpower (100cp, Free Crowned):** The crowned are strong of will, having a nearly physical force to their presence based entirely on this will. This adamant determination and drive makes it difficult for a crowned's mind to be influenced, even without the protection of a Spark. This willpower is, however, flexible and does not result in excessive stubbornness. The will of a crowned has the added benefit of making their views and ideals more forceful, allowing them to inspire others with surprising ease.
- **Analytics (200cp, Free Crowned):** The gem possessed by all crowned is actually a powerful neural enhancer, allowing them to analyze their environments and people with unnatural levels of speed and clarity, all without actively needing to focus. While not always the most accurate, this gives them an intuitive ability to determine details about a person and their mindset, what they've been doing recently, and even their thoughts to a certain degree.

Splicer (0cp): With genetic engineering being so common in Betwixt, it isn't surprising there are those that have altered their genetics so much they've effectively become a new race. The splicers are the result of such extensive genetic bioenhancements. Rapidly adapting to new additions to their biotemplates, splicers are commonly found in the armies of the Barracks and in the more covert enterprises of the Underground, but are only rarely found in the Playground due to their focus on their own body.

- **Mitigation (100cp, Free Splicer):** Splicers have an incredibly adaptive biotemplate, even more so than normal humans, and are able to use this quality to counter many of the downsides found in more volatile bioenhancements, particularly in those that are normally temporary. Anything that you take that enhances you, if it has any downsides, has those downsides diminished, or possibly even removed entirely if they aren't particularly potent, leaving the positive qualities untouched.
- **Sustained Bioenhancement (100cp, Free Splicer):** Splicers are capable of keeping a temporary enhancement to their biotemplate running even after it should have run its course, keeping an imprint on their Spark to maintain the effects, turning them into a persistent enhancement rather than a temporary one. Sustaining a bioenhancement this way does not mitigate the side effects, but the other modifications made to the splicer do reduce them as shown above. A splicer with a base Spark is only able to sustain a single bioenhancement in this way, but a stronger Spark is able to sustain additional bioenhancements.

  Additionally, the imprints left on the Spark are improved with the Phase of the Spark, with each Phase making the benefits more prominent. However, the downsides are not reduced with increases in Phase, and can, in fact, become more pronounced as well, in the same way that the benefits are increased.

This can apply to things that don't directly target the biotemplate, such as adrenaline or most Earth-based pharmaceuticals.

- **Synergistic Mutation (200cp, Free Splicer):** Splicers take to bioenhancements readily, some might say too readily at times, making them more potent than they would be for another race. This boosts the effects of bioenhancements, both permanent and temporary, to a noticeable degree, roughly one fifth greater than it would otherwise be.

  Permanent bioenhancements more easily synergize with each other as the bioenhancements weave together into a stronger form. With temporary bioenhancements, repeated exposure to the same effect can make it steadily stronger with each exposure, though this is a small increase and eventually results in diminishing returns at roughly three times the normal effect.

Synths (0cp): Synths were not born, they were grown. Designed in a lab and grown to an adult age, they emerge fully formed from tubes within the Playground and are given an accelerated education to allow them to function in society. Most synths are kept as assistants in the Playground or given to the Barracks as soldiers. With the efficiency a synth can use their Spark's energy, they are potent forces on the battlefield and useful workers in the labs, making them quite ubiquitous. Synths appear near entirely human, though are typically a bit shorter than the average human.

- **Electric Soul (100cp, Free Synth):** Synths are the most capable when it comes to powering tech with their spark, the energy they produce being more efficiently converted into a usable form for various technologies allowing them to run it for longer and to power larger devices as a result. Additionally, synths do not need to provide power to any cybernetics they may possess, they'll always run at peak energy levels while attached to the synth.
- **Accelerated Education (100cp, Free Synth):** Due to being born fully grown, synths go through a period of accelerated mental growth where they are able to learn things quickly, like a child would. However, after a time, the Playground decided this would be a boon to keep, and now all synths learn three times faster than they normally would, which stacks with the boost from their Spark.
- **Overcharge (200cp, Free Synth):** Because of the density of the energy a synth's spark produces, they are able to push far more energy into an object than other races can, pushing it to its limit. This increases the power and performance of the tech so empowered, but causes its systems to break down, with even limited use needing increased maintenance to keep it functioning, with heavier use often resulting in the device burning out and needing replacement.

  Additionally, a synth can supercharge an object to bursting, literally. By flooding a device with an excessive amount of energy, they can cause it to overload to the point of catastrophic self destruction. This ability only really works if the object is fully powered, however.

Grubs (0cp): The newest race in Betwixt, these creatures are a creation of the Underground, created using genetic material from Nulls fused into synths as they were growing. The end result is an insect-like race that have been *gifted* the rather dubious name of grubs. Grubs are natural scavengers and survivalists, are highly resourceful, and possess the ability to grant themselves bioenhancements over time. Grubs naturally possess a bit of light armoring from a soft, pale chitin skin and have four arms, each ending in clawed hands. Their heads possess a stronger layer of chitin armor and resembles a helmet until they part the mandibles. Being a grub isn't, in itself, illegal.

- **Feast and Famine (100cp, Free Grub):** One of the main features of grubs is their ability to 'eat ahead' as they commonly call it. A grub can eat and drink and sleep in large quantities, then function without for as long as that food, drink, and sleep would normally last them with no real detriment. As an example, a grub that sleeps for three times the norm would be able to stay active an awake for three times longer without detriment, effectively banking up the sleep and using it to avoid needing it later. This applies to food and drink as well.

Additionally, grubs can eat just about anything, regardless of how rotten it is, and draw sustenance from it, and have supernaturally efficient digestive systems, allowing them to draw more sustenance from anything they ingest than other races. Some are even capable of filtering out nutrients from dirt or rocks. This also means that waste products from such consumption is significantly reduced, or removed entirely with the right diet.

- **Scavenger (100cp, Free Grub):** Living at the very bottom of society, grubs often need to make do with what they can get, and they were made to take advantage of this, they are natural packrats and scavengers. Grubs can find uses for what would otherwise be considered junk or garbage and will sometimes find a true gem within the trash they rummage through, having exceptional luck in finding useful knick knacks and parts. Additionally, they can store a lot more of what they find in a confined space than one might expect thanks to knowing how to place things for the most efficient use of space.
- **Metamorphosis (200cp, Free Grub):** A grub with ready access to food, water, and sleep can form a cocoon around themselves that takes, at minimum, an hour to fully construct, though this can be done while the grub sleeps. The longer it takes for the cocoon to form, the stronger it is, with four hours providing the greatest durability, enough to stand up to the standard weapons found in Betwixt, though more specialty weapons can damage it. This is not, however, the greatest boon of the cocoon. While within their cocoon, a grub can use the nutrients they've consumed and the energy from their rest to slowly restructure their biotemplate, effectively giving themselves bioenhancements. With just the standard nutrients from a regular, human diet, a grub might be able to make a single cosmetic bioenhancement overnight. More nutrients being available opens up greater options.

  Grubs do this largely subconsciously while in their cocoon, but some can direct it more actively with training and a strong enough Spark.

Drones (0cp): Drones, like synths, are an artificial race, however, unlike synths, drones are mechanical instead of biological. Drones have much more variety in form and function than a synth and are able to be programmed to have certain personality traits, making them much more sought after than synths. Drones can, however, develop a Spark and biotemplate of their own with enough time and mental development, these drones are treated as full citizens despite their constructed nature. A drone that takes the Sparkless drawback gains an additional +100cp.

- **Modular Mech (Free, Drone Only):** Drones are an artificial race, built from metal, plastic, and data rather than flesh, blood, and nerves. Because of this, their body is tougher than the other races of Betwixt, though it lacks the ability to heal from injuries that are taken unless they gain a Spark, and thus a biotemplate. Their body is also entirely replaceable so long as their data is left intact. Parts can be swapped out for new and better ones, entirely new bodies can be made and swapped into with ease, and the drone can design or redesign their body for different tasks as a result. You can choose your basic form to a degree, but it is not high end to start and is only basic in design.

  Post jump, this becomes an alt-form, along with any upgrades made to that form. Replacing parts cannot be done outside of this (or another mechanical) form.
- **Subroutines (100cp, Free Drone):** As a drone's mind is composed entirely of data, they are able to program parts of their mind to create programs, apps, and subroutines that they can access, trigger, or set to activate under certain conditions. This can range from designing a custom HUD to partitioning part of the mind infected by a form of outside control to better fight it off to creating games within their own head. They do, however, require a bit of programming knowledge to accomplish these tasks, something they are thankfully proficient by default, with a databank and quick reference document that automatically updates with new discoveries, making them quick at learning how to program. For organics, this is a little less straightforward, needing meditation and a lot of trial and error.

- **Digital Shadow (200cp, Free Drone):** Because a drone's body is replaceable but their data isn't, many have developed a durable and small identity core that stores their data-self. This computer-like structure is basically a second brain that's able to backup the mind of the drone to allow them to continue on even if their body is completely destroyed and can be used to enter a new body by slotting it into the processing and memory units of the body. Other races have developed a similar implant that allows an individual to, if killed, have their mind implanted into a drone or synth body. While durable, more so than their normal body, this core isn't indestructible, and repeated use can degrade the data held within, thus erasing some memories unless given time to recover and properly back up the data again. This core can be upgraded.

Therans (50cp): Quite a long time ago, the Playground went through a period of experimenting on giving animals Sparks, effectively uplifting them to be closer to the locals. Continued bioenhancements allowed them to interbreed with each other and other races despite vastly different genetics, eventually leading to a more cohesive race now known as the therans. Therans have a unique trait as well, the instincts from their animalistic heritage focused into their Spark, forming what the race as a whole calls a Totem. Most look human with some feral features.

- **Interbreeding (100cp, Free Therans):** Therans possess a trait unique to them, stemming from the bioenhancements made to their ancestors to allow them to mix with other races. Therans can produce viable offspring with any race. Such offspring are themselves therans, possessing the same ability to interbreed, but also gain some of the traits of their non-theran parent (see notes for examples). This interbreeding assumes species of similar size and compatibility (a nine foot tall humanoid is fine, as would be a centaur, but a giant lizard, al la Godzilla, is not).
- **Instinctual Adaptation (100cp, Free Therans):** Therans have enhanced instincts due to their animalistic heritage, enough so that, regardless of changes made to their form, they do not have to adjust to their altered forms. Additionally, you quickly adapt to utilize new features of your altered form with the same level of ease as you adjust your various skills and abilities.

  This doesn't help with truly extensive, harmful transformations, such as being turned into a tumorous blob of cancerous growths, but anything that can still function will still benefit from this perk.
- **Totem (200cp, Free Therans):** The mixing human, elf, wilder, and uplifted animal to create the theran race led to the creation of a unique magic known as the Totem. Totem is a mixing of animal instinct, the energy of a Spark, nature energy, and psionic power melded into the flexible biotemplate of a human. This manifests as a secondary Spark-like structure that provides no benefit unless infused with the energy of a Spark, at which point it causes rapid mutation to resemble a hybrid of their base form and an animal form.

  This hybrid form can range from mostly human in appearance with some minor animalistic traits, all the way to nearly completely animal, based on the amount of energy focused into the transformation. When farther along in the transformation, certain animal traits start to become more common to an individual, such as a theran with more wolf-like traits or another with more boar traits, though they all possess traits from multiple animals. Some have several animals emphasized roughly equally instead of one.

  This transformation grants enhanced physical abilities, often aligned with the animal emphasized in their transformation. This enhancement improves as the transformation progresses and the amount of energy infused into it. This can improve to up to a five times multiplier with a 'complete' transformation, though the distribution between the various stats can vary.

  With significant training, it is possible to change the transformation to have different traits emphasized and thus possessing different enhancements.

Wilders (50cp): With the sap of the World Tree providing psionic capabilities, it came as no surprise that the Playground sought a way to make this feature natural to inhabitants of Betwixt. Wilders are the end result of the breeding program designed to do just that. Wilders naturally possess a Psi-Spark that awakens their psionic capabilities at puberty. There are several specialized forms of Wilder, which focus their powers in specific ways, giving unique abilities to each specialization. Wilders are bronze skinned, red haired, and green eyed humans.

- **Specialization (100cp, One Free Wilder):** Choose one of Psion, Nova, Erudite, Lurk, Psyker, or Projector. Psions are those that study the underlying principles of psionic powers, growing more versatile with their power as they learn more about how to utilize it. Novas are able to surge their power to be stronger than they otherwise would be and can use their power with less strain. Erudites take on mental aspects that augment or grant skillsets that they can use and swap virtually at will, lacking more overt power. Lurks use telepathy to create illusions and hide their presence and can even create phantom emotions that can sway the decisions of those affected. Psykers take a more direct approach, using their psionics to augment their physical abilities greatly. This perk can be purchased multiple times, however, only the first is free, all future purchases are full price.

  See Notes for more details on each specialization.
- **Stress Generator (100cp, Free Wilder):** When under stress or angered (any kind of anger, even simple frustration), the energy production of your Spark improves, with the degree of stress or anger determining how big of a boost this provides. Certain meditative techniques are able to simulate low levels of stress or anger to improve the production without the need to actually be under stressful conditions, and this may be improved with practice, but it's never quite as effective as actual stress or anger.
- **Psionics (200cp, Free Wilder):** The mental arts are considered a form of acquired magic, a power unlocked from the Spark with the sap of the World Tree, though the Playground insists it's not true magic and doesn't require a Spark to function. Once this power is unlocked, the Spark becomes what is known as a Psi-Spark, enabling minor forms of psionics at its base level with energy usage allowing it to be pushed into stronger forms. Those with a natural Psi-Spark are called Wilders.

  The first benefit of the Psi-Spark is that it grants you a basic suite of psionic powers, including telepathy, telekinesis, and psychometry. The telepathy provided extends out to roughly 100 meters and can be used to send short bursts of information, ranging from words and pictures to sensations and emotions. The telekinesis, however, is what is referred to as Point Blank Telekinesis, telekinesis that only extends a few inches to a foot from the skin of the individual, however, it is still quite useful as it can be used to form a sort of armor, enhance physical strikes, ease the burden of carrying heavy objects, and even slow falls. Finally is the psychometry, which gives information and instincts on how to use an item better through simply touching it, this is often considered the most useful of the powers granted.

  As the Psi-Spark improves, so too do the psionics you possess, though the growth is often more directed towards the most well used power you possess with a smaller growth rate in the other powers and may unlock other minor powers on par with those described above (such as a short range pericognition, awareness of the present, that acts as a danger sense), these powers showing up usually means you have enough energy to increase in Phase if you possess the ability to. Additionally, continued exposure to World Tree sap can strengthen these powers independently of the Psi-Spark, though this has rapidly diminishing returns.

  Increasing in Phase, however, often results in a much more potent increase in ability and can unlock specific powers suited to the individual, such as pyrokinesis, biokinetic healing, or clairvoyance.

Saplings (50cp): Born from the World Tree, saplings are living wood infused with a Spark and a mind that takes on a form similar to humans. Saplings only rarely emerge from the World Tree, fully formed, but are surprisingly common within Betwixt since they do possess the ability to reproduce without needing the World Tree. Saplings have a unique association with the Natural Energy, an energy that naturally infuses everything in Betwixt and which has great concentration of such in the World Tree that birthed them.

- **Natural Sight (100cp, Free Sapling):** Saplings can see natural energies, and even tell roughly how powerful it is, what traits or essences lie within, and how they interact. This can even allow a sapling to see Spark energy in use, to a degree. This can allow a sapling to supplement their Spark with natural energy, drawing in outside energies to fuel their Spark. This perk, post jump, grants the ability to see other forms of magic and supplement them with natural energy.
- **Natural Synthesis (100cp, Free Sapling):** Saplings are able to process the energy from nature itself in much the same way other plants process sunlight. Saplings can subsist entirely off of the energy from their surroundings, however, they can also use the energy from their Spark to accelerate their natural healing rate and allow them to regenerate by mixing it with this natural energy. Additionally, the sapling can extend mystical root-like structures into the world around them to draw more natural energy into themselves, allowing them to grow in size, strength, and durability until the energy runs out, or store up the energy for emergencies.
- **Blooming (200cp, Free Sapling):** With their origin of the World Tree, it makes sense that the saplings would possess a magic of their own, which they refer to as Bloom. Even a Sparkless sapling is able to use Bloom. This magic takes the form of an inner world, commonly called a Grove, which can process and shape natural energy the sapling has collected. This processed energy can then be used to increase the size and capacity of the Grove, and can also be separated to include the traits of what the energy was pulled from, called essences. These essences can then be mixed and shaped over long periods of time, taking months or years of effort to fully form, to form structures, objects, or even creatures the sapling can pull out and use for their defense or as tools.

Sparkers (50cp): A variant of humans that are more closely bonded to their Spark and less aware of their biotemplate, sparkers are always born in Betwixt to human or sparker parents. Sparkers are named for their innate talent with the Spark itself as well as their hypercompetence, though they surprisingly do not have a particularly strong spark. Their access to a unique mental structure further cements their position in Betwixt.

- **Focused (100cp, Free Sparker):** Sparkers, once set on a task, are able to put their full attention towards that task, becoming supremely focused towards their chosen goal. When this focus is applied in this way, the sparker gets results in half the time, with said results often being twice as effective, so long as they are only focused on that singular task. This focus is somewhat enhanced by increasing in Phase, with every phase providing a small boost to this effect. Of course, because of this, sparkers don't grow mentally fatigued from single tasks as quickly as other races do. A singular task, in this case, can actually be a small array of tasks, such as cooking a meal having several steps and processes involved, but is still a single task.
- **Preservation (100cp, Free Sparker):** Even as a Sparker ages and spends time on other skills, their old skills never seem to fade away or become rusty, always just as sharp as they were when last used. They also find their skills unable to be suppressed, stolen, or otherwise hindered by outside influence, even memory loss won't impede a sparker's skills.
- **Mental Palace (200cp, Free Sparker):** A common training tool for the sparker is what is known as The Mental Palace, a mental construct that makes them more decisive. This meditative technique creates a mental space where the sparker lays a foundation then, brick by brick, builds a Palace. Once established, the Palace protects from doubts and hesitation, making the user more decisive and their movements more fluid and practiced. Mistakes caused by stress, fatigue, complacency, or fear of failure simply do not occur, though mistakes from lack of practice will.

Homunculi (50cp): Another created race of Betwixt, however, this time one created using natural energy by the Tenders rather than technological means by the Playground. Homunculi were made using alchemical processes and infused with natural energy to function as assistants for the Tenders of the World Tree. Most homunculi that haven't gone through some form of bioenhancement resemble a cross of human, cat, and chipmunk and stand about half the size of a normal human, with a great many looking child-like, a point that they are often quite annoyed about. Despite the intent of their original creators, homunculi have an affinity for technology that frequently gets them into the Playground.

- *All-Speak (100cp, Free Homunculi):* Whenever the homunculus speaks, they use their intent and the meaning behind it, this means that they can speak to anyone, though it will be a strange experience as the meaning and sound do not match up in someone's mind. This goes both ways, and while it won't pick up deceptions, it allows a homunculus, and those talking to one, to pick up nuances in what they're saying better.

  Additionally, the homunculus will eventually learn any language they're exposed to, taking several weeks to do so, at which point they gain fluency in the language.
- *Crawler (100cp, Free Homunculi):* Homunculi are able to move incredibly quickly if they move on all fours, something their physical form is suited for. They also possess a unique property that allows them to treat any surface as the floor, altering their personal gravity to attract to that object instead of the norm. This must be oriented towards a surface within a few feet of the homunculus, however, they can't use this to fly. They can reorient towards normal gravity at any time.
- *Machine Empathy (200cp, Free Homunculi):* If homunculi are known for one thing and one thing only, it is this, they are adept at figuring out machinery and technology of all sorts. By reading the natural energy that comes from the machine, a homunculus can learn about how a machine functions, what each part's purpose in the machine is, and how well they mesh together, as well as what they need to do to fix or break them with the least amount of tinkering. This can similarly point out flaws in simpler constructions, such as walls or solid tools with no moving parts, such as a crack that, if pressed just right, would cause the object to fail and break. This comes with an intuition on how to actually use any machine a homunculus comes across, they'll still need to practice for efficiency, but they'll know what each and every button, lever, and feature is.

  Additionally, this allows a homunculi to use natural energy to get a machine to help them in actually breaking it down or repairing it, accelerating the speed at which they can work on a machine significantly. This can be trained to be even quicker by getting better at communicating with the machine, though there is a point where it plateaus.

Elves (100cp): One of the oldest races in Betwixt, alongside the marru, elves do not look like they originally did due to interbreeding with humans. Elves are commonly Bright Sparks, to the point that most Bright Sparks are actually elves, even with the much greater population of other races. However, elves suffer from an incredibly rigid biotemplate that makes bioenhancements difficult to apply.

- **Organized Thoughts (100cp, Free Elf):** Elves are intelligent. Incredibly so. This comes partially from their ready access to Bright Sparks and their innate skill with increasing in Phase, but it is actually more to do with how their mind works. Elves are able to, almost physically, organize their thoughts. Many an elf can be seen sifting through imaginary files as they put their thoughts into a proper order, making it easier for them to reference specific facts, remember details that would normally be lost (even with the enhanced memory provided by a Spark), and quickly pull up information that they'd normally stumble over trying to recall. While this doesn't actually increase the intelligence of the elves, it makes their thoughts faster and more allows them to come to solutions more easily, making them seem smarter in the process. While the physical movements aren't necessary, this does take a few moments of concentration to utilize and lasts for anywhere from a few hours to a few days based on how much and how hard the mind is working.

- **Steady and Stable (100cp, Free Elf):** One of the less well known qualities of the elves is their unusually steady and smooth movements. Elves are able to move with an amazing amount of precision and have a sense of timing that can be measured in fractions of a millisecond. This is a great boon when working with delicate technologies and volatile reactions, but is also useful for aiming and precision shooting. Elves are also masters of leverage, allowing them to put their limited strength to use efficiently and precisely to get results that would normally require someone stronger than they are. This degree of physical control gives elves an unusually graceful quality to their movements when they care to have them, but this requires active effort on the part of the elf, though some have gotten it down to the point of muscle memory, true of those elves that prefer combat of research.
- **Mental Modelling (200cp, Free Elf):** With the aid of their organized thought patterns and the Bright Spark many possess, elves are able to create incredibly accurate models, blueprints, and simulations within their own mind that they can store, access, and modify virtually at will. This allows them to better understand their works and ideas before fully implementing them, with only the most unexpected or unusual results throwing off their predictions. This can even be used to accurately gauge how a situation might play out, such as a battle or a natural disaster, and how it can affect various situations. This also means that elves can effectively model a significant number of data points with an unusual amount of ease, though, even elves have their limits, they need to collect as much data as they can to form an accurate picture of a simulation. A rare few elves are able to use a Bright Spark to cause these models to become projected onto reality, allowing others to see the same model they see.

Marru (100cp): The oldest race in Betwixt, the marru predate even the elves that have controlled the plane long before the arrival of humanity. The oldest of marru even remember when the nulls first invaded the plane thousands of years ago. This age comes with both advantages and disadvantages, the biggest being that almost every marru possesses a Dullspark rather than the normal Spark, which does not enhance memory or learning, nor does it provide the mental protection normal Sparks do.

- **Ageless (100cp, Free Marru):** While the marru do technically age, they do not die from aging and can potentially live forever if not killed by disease or enemy action. This is aided by the fact that the marru as a whole are well suited to living for an exceptionally long time and can think in the frame of centuries or millennia, unlike many other, shorter lived races. Comes with a resistance to ennui and boredom, though even the marru can have their moments.
- **Mnemonic Meditation (100cp, Free Marru):** The mind of a marru is sharp despite the Dullspark not enhancing it the way other Sparks do, this is due to the way a marru rests. Instead of sleeping, the marru enter a waking dream state through a meditative trance, during which they can revitalize their mind, come up with new ideas, work through mental blocks, and, most importantly, reinforce memories and lessons learned. While not quite as effective as a Spark, this meditation is enough to allow a marru to remember their entire millennia long history with little issue. Such reinforced memories are also resistant to alteration from outside influences, to the point most lurks find it pointless to try and alter the memories of a marru.

  A marru can substitute roughly four hours of this meditation for a day's worth of sleep and allows them to function normally on that alone, with them only needing to sleep one day a week, however, many modern marru prefer the sensations of actual sleep and will do so more often if they can.
- **Dullspark (400cp, Free Marru):** Often considered the most primitive form of Spark simply due to the fact they were the first to emerge, the Dullspark is nearly unique to the marru, with only the occasional human possessing one. The Dullspark is a form of suppressive anti-magic, but is also able to store up the suppressed power. Unlike what most would believe, the Dullspark doesn't just suppress other Sparks, it can be used to suppress one's own presence to make themselves harder to notice or to stifle the strength of another. This is all stored within the Dullspark and can be tapped into to increase those same qualities. However, the Dullspark cannot both suppress and bolster at the same time, only one or the other.

A Dullspark does not increase in Phase normally, instead, the Dullspark possesses a ‘meter’ of sorts that, when it fills up, increases the Phase of the Dullspark and opens up another ‘meter’ to absorb more. However, each Phase increases the difficulty of suppressing the qualities of others. What is stored in these meters can be maintained indefinitely. Suppressing non-magic qualities doesn’t fill the meter quickly and becomes quite difficult to keep active after reaching the second Phase.

Some marru know a way to change one form of suppressed power filling a meter to another, though this requires extensive meditation and a significant amount of time to accomplish. The only exception is to convert the stored power to the energy produced by a Spark, which is incredibly efficient. A single full meter can power an entire suit of power armor for several days or a small mech for a few hours.

While the marru lack a normal Spark, other races possess both a normal Spark and a Dullspark if they take this perk.

Humans (+100cp): While not originally natives to Betwixt, humans have become a staple of the world, their rapid breeding patterns and flexible biotemplate allowing them to more easily live anywhere in Betwixt without issue, pushing them to become the most numerous race of the plane. However, humans do not have the advantage of a stronger Spark like the other races, merely possessing a standard Spark.

- **Self-Analysis (100cp, Free Human):** With the presence of psychics, gene altering viruses, and cybernetic control implants, it pays to be able to tell when such influences occur, even with the Spark’s ability to protect against such influences. You have a constant, low level awareness of your physical, mental, and spiritual state. This is especially apparent in the awareness of their own biotemplate. With a bit of attention and focus, this awareness becomes much more detailed and comprehensive. This has a number of benefits, ranging from better resisting outside influences to maximizing training by monitoring your limits and recovery to more easily integrating bioenhancements.
- **System Purge (100cp, Free Human):** Humans have a flexible biotemplate, which means it is easier to manipulate, even for harmful effects. However, humans are also able to harden their biotemplate, for lack of a better word, and purge it of unwanted influences. This allows them to remove whole bioenhancements simply by willing it, and can prevent further changes by hardening their biotemplate. This can even reverse damage done to them by an existing bioenhancement, so long as it hasn’t fully settled, and even then, they could potentially learn to purge settled bioenhancements, though this is apparently quite painful to do.

  Additionally, a human can choose to ‘tone down’ a bioenhancement with a few moments of thought, removing physical manifestations, weakening the effect, or otherwise making the bioenhancement lesser. This process can be reversed to bring the effects back to the forefront with another few moments of thought.
- **Biofeedback (200cp, Free Human):** One skill humans have leveraged since coming to Betwixt and finding their awareness of the biotemplate is that of biofeedback, something much more impressive with access to the biotemplate. When affected by a bioenhancement or other form of augmentation or transformation, a human can focus to direct the way the bioenhancement manifests, to a degree. This can even allow natural bodily processes, such as adrenaline production, to act like minor bioenhancements that can be directed, such as using the aforementioned adrenaline to cause them to physically increase in muscle mass and size or to direct how food is processed and nutrients stored in the body.

Origin Perks

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

Edge of Reality (200cp, Discount Drop In): Going unprotected from the rules of a world beyond your own can have unforeseen, and often dangerous, consequences. Without this protection, the consequences can easily ranging from violent mutation to sickness to mental degradation, with the most common in Betwixt being a filling of emotions and developing megalomania. Going to other worlds may result in similar reactions if you don't have proper protections. With that being the case, you are now protected from all of the negative side effects of going to a world with different rules of reality.

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

Synergy (600cp, Discount Drop In): Those who move between realities, such as yourself, are known to collect magics and abilities, but what fun are those abilities if they just get in each other's way? Your abilities will combine and synergize safely and easily, forming new abilities in the process. This even allows you to possess abilities or powers that would normally be harmful if mixed without those harmful effects, and even combine them into a new form just like any other power. Such combinations will often be much greater than the sum of their parts and create unique interactions that open up new options that are less obvious.

This has the added benefit of allowing you to combine your alternate forms.

Cultivation (100cp, Free Tender): As one of the keepers of the World Tree and its grove, you are skilled in the care of various plants and fungi and know their basic properties. More so, this gives you the ability to know the right time to harvest, the right methods to use, and the proper storage and preparations to get the most out of your cultivations, and even how to use some of them. This also comes with a knack for taking care of animals and keeping them healthy, with them often being friendlier towards you.

Additionally, you know the basic techniques for manipulating and collecting natural energies, with simple applications to aid the growth and health of plants and animals being the most basic of its uses.

Medical Training (200cp, Discount Tender): Tenders are more than just caretakers, they are the medics of Betwixt. You are trained in the medical field to a degree that, regardless of body type and unusual anatomy from the various bioenhanced, you can diagnose and treat, if not cure, any issue they might possess. This is not immediate, taking time and a good bit of bedside manner, which you also possess when you want to, for the individual to be fully healed, but you certainly speed the process up. Additionally, you can mix natural energies into your medicines to increase their effects, with herbal remedies getting a far bigger boost. In a pinch, you are a decent field medic and can triage well enough to save lives, if not comfort.

Natural Enchanter (400cp, Discount Tender): As the tenders work the World Tree and its many resources, they begin to learn from it more directly. You've learned one of the rarer techniques from it, a process by which you create a seed-like structure of natural energy and plant it into an object, cultivating and directing its growth to create a magical effect within the object. This process is known as Leying.

This natural energy must be nurtured, cultivated, and allowed to mature before its effects manifest, taking days, weeks, months, or even years of being fed or collecting more natural energy to manifest their full power, depending on the strength and complexity of the natural energy structure used. Left to its own, this will result in a somewhat random enchantment or small array of enchantments, however, this process can be directed to instead manifest a specific ability.

Enchantments made in this fashion make the enchanted object better at what it's meant to do, and while this can be pushed, it cannot run directly counter to its purpose. Making a sword supernaturally sharp is possible, making a sword that won't kill is not, and making a blanket that harms the one using it is right out.

Naturalist (600cp, Discount Tender): With the close relations between a tender and the natural world, it is no wonder that they are able to take control of natural energies and use them. However, few are those like yourself, those that produce natural energy. Your body possesses a wellspring of natural energy within it that you can manipulate with greater ease than other natural energies. The applications of this energy are numerous, but the simple side effect of having a constant stream of natural energy within your body gives immunity to most poisons and diseases, slows your aging to a crawl, and rejuvenates the mind and body, which you can grant to others to a lesser extent with repeated exposure.

This ability comes with some other benefits, such as being able to alter a parasitic creature to be symbiotic instead, inducing rapid growth in plants and animals, granting a limited form of intelligence to animals and plants, and promote rapid healing with just the energy from this perk. Finally, you can use this natural energy directly to emulate the abilities of plants and animals you're familiar with and exaggerate those abilities to a rather substantial degree.

Barracks Training (100cp, Free Barracks): You've gone through basic training in the military, giving you a grasp of tactics for both singular combat and squad based combat, teamwork exercises, mastery of firearms and close quarters combat with both a knife and fists, survival exercises, and how to act as an army man. On top of this, you were trained in investigation, interrogation, crime scene procedures, and other such tasks. Finally, you can project your voice to be heard even over the rigors of combat.

Discipline (200cp, Discount Barracks): You possess an ironclad control over your emotions and can keep a cool head even under stressful situations, such as fighting giant locusts trying to eat the last anchor to your reality. Even more so, you are exceptional at mental exercises designed to induce certain emotional states or simulate stresses on the mind without causing the issues such things would normally cause. Useful for those trying to get their Spark to increase in Phase.

Iron Supremacy (400cp, Discount Barracks): The Barracks makes use of whatever it can to fight the Nulls trying to get to the World Tree, as such, they developed the Spark Arts, a form of Spark-enhanced form of CQC training that can be adapted to other uses. You can channel Spark energy into an object to charge it up, improving its function until the energy runs out. This can make swords sharper, bullets have more impact, guns are more accurate, and armor disperses impacts better, for some examples, with the most basic being hardening, which greatly reduces the wear and tear of regular use on a piece of equipment. Any special qualities possessed by your equipment are similarly improved upon.

Spark Arts (600cp, Discount Barracks): Learning is at the core of Betwixt, and that is no different in the midst of battle and the war against the nulls that constantly attack. You can analyze the fighting styles, movements, and instincts of others, whether human or animal, and pick out the bits that are useful, note weaknesses and how to take advantage of them, and replicate them in your own style. This creates a cohesive whole with little effort necessary as your Spark (or this perk if you're sparkless) naturally smooths over the process and refinement.

You can even do so after the fact if you are too distracted to do so in the moment, recalling what you want to analyze easily, which doesn't have to be just combat moments. This allows you to make constant, active adjustments to your own style to better suit your current opponent, and do so quickly enough that, unless they overwhelm you in an instant and you don't know anything about them at all, you can adapt and at the very least, survive the encounter.

Playground Initiate (100cp, Free Playground): You possess a keen intellect with a proper grasp of the scientific method, the basics of several fields of science, including mineralogy, chemistry, physics, biology, genetics, anatomy, engineering, and various forms of mathematics. On top of this, your ability to organize and correlate information and make connections is improved immensely, giving you a bit more insights into how and why things work.

Alchemical Sciences (200cp, Discount Playground): One of the more common and basic studies in the Playground is that of materials and how to make them better serve a purpose. You know how to alter the properties of a material, whether that's chemically, through alloying, or creating a composite. Even further, you know how to catalyze changes within a material using Spark energy to convert it into a magical material. An alloy, for example, will become chemically unique, changing from a simple mix of metals to a new one, such as the mithril favored by the elves. Such changes are, however, complex and require extensive research to create a properly useful metal, as shown with the precise mixing of metals necessary for the creation of mithril, which includes silver, nickel, titanium, chromium, and magnesium, plus several other metals. The more common use is the creation of Energy Crystals, which can store large quantities of Spark energy for use in larger projects.

Betwixian Engineering (400cp, Discount Playground): Technology is a big deal in the Playground, and one of the biggest qualifiers for new members is to be able to figure out how a piece of existing technology works. As such, you know how to break down a piece of technology or magic (or anything that is created really) and figure out how it works and how to recreate it. This has the added benefit of allowing you to learn the fundamentals of a piece of technology with enough study.

Additionally, this comes with enough knowledge and skill in the local sciences to create basic bioenhancements, cybernetics, and various robots common in Betwixt. This is more advanced than what's provided by the Playground Initiate perk, but not so advanced to put you at the top of the Playground's hierarchy.

Finally, you can combine disparate forms of technology, alter them to work together when, by all rights, they shouldn't. You can combine magical, biological, and technological sciences together with surprising ease.

Playing God (600cp, Discount Playground): The building blocks of life are the favorite plaything of the people within the Playground, and the 'leaders' are those that have mastered the craft. You have 'mastered' the art of creating bioenhancements, cybernetics, and other methods of improving on the physical form, able to create nearly anything with amazing efficiency. You can still learn how to improve these skills and new applications of them.

Additionally, you can use these same skills to create living creatures and entirely new creatures, such as the synths, drones, and grubs found in Betwixt. Life you create isn't always immediately loyal to you, but is always at least well disposed towards you, more willing to listen and give you a chance, with this being more pronounced the less intelligent the creature is. Nearly mindless creatures are almost completely loyal in their own way.

It is also possible to combine these disciplines to create symbiotic creatures, whether mechanical, biological, or magical, to act as their own form of adaptive bioenhancement, a truly rare ability that you have touched upon and can work to advance.

If you possess the Betwixian Engineering perk, then you can combine the magical, biological, and mechanical methods of creating life to create something with traits from each.

Bleeding Secrets (100cp, Free Underground): The Underground is a loose collection of thugs, thieves, assassins, and criminals of all sorts, people with a certain set of skills that you share. You possess skills in stealth, subterfuge, conning, disguise, forgery, hacking, intimidation, extortion, sabotage, and espionage, as well as a variety of other skills useful for acting as a spy, thief, or assassin. You are particularly good at gathering information, casing locations, and profiling individuals, all without getting noticed or caught.

Dark Alchemy (200cp, Discount Underground): In the study of alchemy and attempts to emulate them by the Underground, mistakes were often just as useful as the successes, if not more so for those with... less than ethical intentions. You are able to create poisons, drugs, and unpredictable mutagens. Additionally, you can use some of the principles of alchemical transmutations used to create stronger materials to do the opposite, breaking down and weakening materials, even to the point of crumbling to dust if you go far enough. With mastery you could, potentially, violently disassemble a person by weakening parts of their body. This is not a quick process and is energy intensive, requiring a decent amount of Spark energy to be invested into its use.

Filling the Holes (400cp, Discount Underground): With the underground being so full of people willing to lie, cheat, and steal from you, not to mention trying to kill, maim, and break you, it pays to be constantly aware of what's going on around you notice patterns before you're caught in a snare. You can spot the ill deeds and intentions of others, recognize an ambush setup, tell the difference between a thief casing a home or an assassin watching their mark, then use that information to set your own traps and keep them from achieving what they're trying to accomplish. Plans to your detriment are simple to counter and some even unravel themselves before you become aware of them, simply falling apart before they take hold. You become the wrench in their plans, as long as it is to your detriment.

This also acts as a minor form of danger sense, allowing you to spot dangers before they strike and allowing you to take action, though whether you're fast enough to act on that sense is entirely up to you. You can also tell when the plans of others will affect those close to you so you can counter them as well, extending this protection to those you care about.

Self-Made Man (600cp, Discount Underground): In the Underground, you don't really have a teacher, you need to learn to fend for yourself and develop your abilities on your own. This usually leads to bad habits that eventually end up with someone being caught. But there are those that aren't, who are lucky enough to have not been caught, to have not developed bad habits. You now gain this benefit. Whenever you learn or develop a skill on your own, you avoid the pitfalls and dangers of trying to develop such a skill. Skills that would normally need supervision to be learned without harming yourself in some way, you can do on your own and not fall to the pitfalls. You might still fail, but permanent damage will never happen and temporary hindrances will only rarely occur, and will eventually be recovered from. Even if you have a teacher, you'll naturally pick out bad habits and avoid picking them up, often without any conscious effort on your part.

Additionally, you can feign having less skill or habits within your abilities that you don't actually possess without them becoming ingrained or feeling unnatural.

Born Leader (100cp, Free Elite): You possess a natural charisma and physical appeal that befits those in power within Betwixt. Your charisma is enough to garner respect and your presence is hard to ignore, people are inclined to listen when you speak. The appeal provided by this perk isn't necessarily beauty or attractiveness, at least not entirely, it is as much an aura of appeal around yourself that draws people in. The effects of this perk improves slightly as your physical and mental capabilities start to grow, but this is a fairly small boon.

The effects of this perk are not absolute, respect can be lost, even with the charisma this perk provides, and you can be found unattractive or be disliked even with the aura of appeal.

Master Planner (200cp, Discount Elite): As one of the leaders of Betwixt, whether leading the people as a whole or a small group of soldiers at your command, you are proficient in the necessary skills to be in command. Logistics are as simple as basic multiplication, strategy is no more strenuous than the average crossword puzzle, and you practically breathe game theory, diplomacy, and politics. You also know how to read a crowd and play to them when necessary, and can keep a level head when faced with setbacks and active sabotage, such as a dissenter in the crowd trying to push for revolution.

Prodigal Scion (400cp, Discount Elite): Those on top are often there for a reason, and you prove that reason quite nicely. The costs involved in using your various skills and abilities is reduced by roughly a third. The energy cost of increasing your phase is reduced by a third, the cost in stamina to fight is cut by a third, the cost in materials to build something is cut by a third. The only thing not cut down by this perk is time.

Additionally, powers that become harder to reach new tiers for, such as increasing the phase of your Spark multiple times, has the increasing cost be less steep. As an example, if normally achieving the first phase cost 10 units of energy, the second cost a 100 units, and the third a 1000, then, while still needing 10 for the first phase, you'd only need 70 for the second and 490 for the third.

Blood of Kings (600cp, Discount Elite): You are one of *the* movers and shakers of Betwixt the Elite of the Elite, the 1% of the 1%, someone set apart from the rest of those in Betwixt. You are simply better at everything you do, stronger, faster, smarter, more skilled, learning faster, and more. This doesn't inherently make you peak, but it does bring you close.

Additionally, this affects all of your perks as well, each and every perk you have and gain will increase in power by a small degree. This is always a noticeable increase. Certain perks, ones with absolute abilities, might not benefit, but might also develop new abilities of their own, such as immunity to mind control also giving resistance to other forms of mental assault.

Finally, you possess a single slot that you can fit a perk into, doubling the effect of that perk so long as it remains in the slot. At the start of a new jump, you can slot a new perk into this, doubling its effects instead of the previous perk. If you possess a similar perk to this one, you cannot slot it into this perk or select this perk if it has a similar doubling option.

Items

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

Spark Battery (50cp): This crystalline structure encased in metal is designed to store Spark energy for use in various technologies. At a basic level, this battery can store enough to run a laser pistol for a few dozen shots before needing to be refilled. Each additional purchase will provide either an additional battery or increase the storage capacity of your existing ones. If you spend 400cp on capacity, then the battery can store an unlimited amount of Spark energy. Energy stored in the battery can't be used directly by a person, needing technological aid.

Psi-Focus (50cp/100cp, Discount Wilder): A small object created from parts of the World Tree, this object acts as an amplifier for any psionic capability you possess. For 50cp, this is a basic model, generic and easy to use, designed to simply be picked up and used by anyone, it's enough to increase overall power by 50%. For 100cp, however, this is a specialized model perfectly suited for your use, granting greater benefit to you than to others, roughly twice the normal benefit. The 50cp version of this item is free for Wilders, while the 100cp version is discounted to 50cp.

SparkForge (400cp): One of the most potent and dangerous creations of Betwixt has come into your possession. This device is used to break down substances dropped into its hopper and convert them to an energy that coalesces into a pseudo-Spark. Once enough of said energy is built up, it becomes a full, artificial Spark, often with traits unique to the materials used to create it, and often with downsides to them. This can even warp the nature of the Spark away from a form of mind magic, if the materials used are exotic enough.

One of these devices, stolen by the Underground, was used to create the Nullsparks, the most dangerous form of Spark in all of Betwixt, but also the most potent. Since then, SparkForges are carefully monitored and production of both the Forge and the Sparks they create has been limited, with years of research needed for any attempt at a new form of Spark.

As it is possible to obtain a SparkForge in jump, the one provided by this purchase gives accurate data and information on what the Spark created with it will do, both the good and the bad.

The SparkForge also comes with a means to contain, transport, and grant the Sparks it makes to others.

World Tree Sap (600cp): The sap of the World Tree is known for one main feature, it can bind its essence to a Spark and turn it into a Psi-Spark. You get a few drops of this sap in an ampule, just enough to convert a normal Spark into a Psi-Spark. This awakens the most basic of psionic potential, as described in the Psionics perk, and will allow for continued growth through training. You gain another such ampule every year.

If you already possess psionic capabilities, then using these ampules on yourself will enhance them instead and allow them to grow in a direction suited for you, maxing out at ten ampules used.

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

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

Trophy Room (200cp, Discount Drop In): Whenever you slay or defeat a foe that legitimately gave you a challenge, a trophy is added to this room/warehouse extension. Each trophy provides you with a small benefit, stacking up with each new one added. If you defeated a cheetah, then its pelt might be added and grant a small boost in speed, while a skilled warrior's weapon might appear within, giving you a bit of their skill or a boost in their greatest attribute, physical or mental. Each boost is small on its own, but stack up over time. You can choose to forgo this bonus at any time, and access it when in need instead, which will increase the boost provided slightly, taking at least 24 hours without using it to get this increased benefit.

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

A Peaceful Garden (100cp, Free Tender): This tract of land is suffused with a small amount of natural energies and is ideal for the growth of various plants, allowing even difficult to grow plants to flourish. Additionally, if a plant possesses any special traits, those traits will be increased slightly. This garden comes with a number of edible plants, fruit bearing trees, and medicinal herbs already, but you must provide any seeds for new plants yourself.

For an additional 100cp, the plants are a bit stronger, having been grown close to the World Tree, and you'll gain a small selection of seeds from each new jump, on the same level as those that naturally come with the garden.

Natural Focus (200cp, Discount Tender): Made from the wood and resin of the World Tree, this simple staff appears entirely ordinary. It is anything but. The staff is able to store and manipulate natural energy, which can be used to enhance the effects of any form of healing or induce a minor form of regeneration on its own, which always affects its holder and can be applied to others with a bit of practice. You can choose for this to be something other than a staff, though it will always be made of wood. This may provide differing effects, such as a bow using the wind to enhance accuracy.

World Tree Sapling (600cp, Discount Tender): An actual seed of the world tree that has sprouted and grown to a small sapling, roughly the size of a person, and survived long enough to come into your possession. This sapling is a font of natural energy and promotes the growth and health of plants and animals, as well as imbuing them with minor mystical traits that carry over across generations, which can build up over said generations to make stronger or more varied traits, though with diminishing returns.

You yourself are spiritually bonded with the sapling, which provides a number of minor benefits. You are functionally ageless, unable to age past your prime, and start to develop a form of minor magic using the power of the sapling, which will grow and develop as the sapling does. It will naturally grow in the directions you are inclined most to take it, and will eventually form a unique magic system for you to utilize, though it won't be stronger than what is naturally found within the reality that contains Betwixt (including magics found in Nexus, Paradise, Fortuna, D'void, and Asherati).

Additionally, the sapling will grow constantly and, over the course of several tens of millions of years, will reach the height and power of a full World Tree. As it grows, it will produce little nodules of a sugary, gum-like material that, if consumed, will provide a similar connection to the world tree. One of these nodules will grow every ten years or at the start of each new jump (though not gauntlets). Once fully grown, which will only happen after you achieve a Planeswalker Spark, you can root the World Tree into a world where it will spread the magic system it developed, with your help, to the rest of the world. The sapling will have its own attachment to the warehouse.

Basic Loadout (100cp, Free Barracks): Everything a soldier of the Barracks needs. An assault rifle, a sidearm pistol, a combat knife, a small collection of grenades (frag, smoke, and flashbang) that replenish themselves after 24 hours if used, basic armor to defend against stabs and bullets, and a badge representing your rank. Optionally, you can replace the assault rifle with a sniper rifle or shotgun and the knife can be traded in for a second sidearm pistol or a tomahawk, or the sidearm can be traded in for a second knife or a tomahawk. These are all made with good quality materials and are incredibly difficult to break, even against a Null.

For an additional 100cp, your firearms use kinetic beam technology instead of bullets, the knives or tomahawks possess a beam edge, and the armor is more advanced, using better materials to resist higher strength attacks.

Combat Stims (200cp, Discount Barracks): With the strength of the nulls and the expense that goes into even just Plug Suits, the Barracks has taken to instead providing their soldiers with concentrated, temporary, bioenhancement injections. These combat stims are potent, able to provide a significant increase in strength, speed, durability, or reflexes, with another granting regeneration, though none give a combination of the five unless mixed, which is dangerous. Each of these stims comes with a physical sign of their use, such as strength increasing physical size and regeneration causing the skin to turn red.

Using a single stim will increase a single stat two times over for an hour. Using more or different stims together will grant a slight boost in the increase, but will come with side effects that will weaken the biotemplate for a time, ranging from muscle degeneration, illness, or even temporary paralysis. Mixing all five could result in permanent damage or mutation.

Power Armor (600cp, Discount Barracks): You have a personalized, state of the art Plug Suit and Power Armor. The plug suit is a skin tight suit made from a reactive material responsive to Spark energy and psionics. This material augments the durability, strength, and speed of the wearer, enough to go above the normal peak of Betwixt, barring bioenhancements. The increase is multiplicative, not a flat increase, the better you are baseline, the more the suit augments. This doesn't augment the senses or reflexes, so you have to get used to the augmented abilities on your own. The plug suit is power efficient, taking very little Spark energy to function, and will form a natural psionic barrier if the wearer possesses psionics. Additionally, the suit has a Spark Receptacles that siphons off small amounts of Spark energy to store up and help power the power armor described below.

The power armor connects to the plug suit and uses it as a base to further augment the wearer's capabilities. Built from mithril and powered by a Spark reactor, this armor is incredibly durable, able to take shots from an anti-material rifle without significant damage, and possesses a number of pieces of technology that further augment the effects of the plug suit's normal augmentation. The armor comes with built in weaponry, including kinetic beams that can be used to repel attackers or to aid in movement, ballistic weapons, and a flamethrower, all of which can channel psionic powers to make them stronger. For additional mobility, the armor comes with anti-gravity nodes, allowing it to weigh even less than it already does, and combined with the kinetic beams to allow for flight. Finally, the power armor comes with a state of the art Spark interface computational unit, or SICU, that connects directly to the spark to provide augmentation to the mind's processing power and speed, allowing for greater reaction speeds and situational awareness.

Spark Comp (100cp, Free Playground): This is a small, wrist-mounted computer designed for field work when a large lab isn't available. The computer itself is rugged enough to not be easily damaged by the rigors of being out in the field and powerful enough to actually be useful. This computer can provide analysis for substances, objects, and even creatures with only a short period of time, aid in the aiming of a firearm or other projectile weapon, and provide requested data. None of this is as thorough as a full lab with its own advanced computers, but is enough for field work.

For an additional 100cp, the comp can project screens and a HUD that makes it more user friendly and has a greater computational speed, allowing it to scan in seconds rather than minutes. It also becomes far more durable.

Hardlight Toolkit (200cp, Discount Playground): An advancement above kinetic beams, the use of Hardlight is quite rare outside of the Playground due to the delicate nature of the equipment. Still, those with care can use it for precision tools and containment of hazardous materials that would normally break down more common materials, such as glass or metal, while also containing any dangerous byproducts of the material, such as radiation or fumes.It is possible to use this to create shields and weapons, but heavy impacts can burn out the components, causing the toolkit to fail, and require repair before it can be used again (or to wait for the item to fix itself via fiat).

If you bought the Spark Comp, you can include this toolkit as a part of it, in which case it's a little more rugged and can handle a bit of additional force, though it is still not suited for battle.

Scientist's Playground (600cp, Discount Playground): The Playground has many facilities, facilities that are cutting edge and able to be used to build almost anything the scientists within can think of. This blows all of those facilities out of the water. You possess an extensive complex of research facilities, laboratories, and production factories that are equipped with bleeding edge technology that automatically upgrades itself with each advancement made, as well as several VI assistants and robotic bodies that can be used to aid you in your research, or even be set to research on their own, though this will take longer than it would with a skilled scientist on hand, though it is better than nothing if you have no technical knowledge yourself.

Additionally, the production factories can be programmed to mass produce nearly anything you have a schematic for, though it cannot function to create magical objects on its own without serious upgrades, upgrades you'd need to provide yourself. Basic resources are provided ad infinitum, but more advanced or rare materials, such as magical metals like mithril, must be provided to the facility, though every bit provided is multiplied by a factor of ten to aid in the production process. So adding ten kilograms of mithril for this facility would allow it to use a hundred kilograms before it ran out. Once a material is added, however, it cannot be removed again. If you have a supply of a material, then you can add an equal amount of that material to the facility whenever it replenishes.

Finally, this facility comes with all that's necessary to learn how to use the equipment and the knowledge behind what it's actually supposed to be used for, with even a complete neophyte from the stone ages being able to achieve the scientific knowledge to create like a low level Playground scientist. The VIs are also able to help parse this information and can understand any language, including non-vocal languages and body language, though soul-based or magical languages might give them trouble.

Tools of the Trade (100cp, Free Underground): You possess a number of tools useful for a thief or assassin, lockpicks, throwing knives, a holdout pistol, and a whole lot more, but, most importantly, a stealth suit that obscures your outline and makes it harder for you to be noticed. This stealth suit includes a weave of light bending fibers that function when fed Spark energy.

For an additional 100cp, the stealth suit prevents detection from scanners and hides the use of Spark energy from other forms of detection. Finally, it provides a minor increase in speed and muffles noise.

Wraith Unit (200cp, Discount Underground): The Underground, despite lacking the advanced equipment of the Playground, still has its own technology that diverges from what the Playground produces. Wraith units are one of the more advanced of them. A variant of the more common ghost unit, wraiths have a more rugged design with a virtually silent anti-grav system that allows it to move unannounced, a VI that is able to develop into a full AI given time, an array of modules that can be equipped to it, and a cloaking field built in. It can record a large amount of data or untraceably and undetectably stream data back to its user through virtually any advanced enough communication device, and its memory banks are massive, enough that it will never run out in your lifetime.

With time and effort, it is possible to upgrade a wraith unit into a full fledged drone once its VI reaches the point of becoming an AI.

Dark Empire (600cp, Discount Underground): You control an *extensive* ring of organized crime, hundreds of skilled individuals that can bring their skills to bear at your command. Spies, informants, saboteurs, assassins, thieves, thugs, and much, much more are all a part of this organization, with you at the head. You can pass along orders for various resources, intel gathering, sabotage, roughing up or killing someone (so long as they're pretty low on the power scale), and the like and expect for it to be done before long.

As an added bonus, you have a contact that can get you even rare materials, given time and money. A black market dealer that can get nearly anything you might want. They can even get you materials from your previous jumps, somehow, though this comes up with an extra surcharge.

Additionally, you have a network of safe houses, store houses, and other facilities to carry out and hide your illegal activities, ill gotten gains, and wanted allies. These are all in secure locations and have a minor SEP field attached to them.

Each and every member of your organization possesses a Spark and is loyal, though not suicidally so, and you can choose to awaken other magics to them if you have the ability to grant them. Members of the organization that are killed will be replaced within a week. With time and a bit of training, you can actually change the focus of this empire, allowing you to go 'legit' with only issues. For example, it could become a PMC instead. Regardless of the change, though, they will always possess the skills of their time in the Underground.

Resources (100cp, Free Elite): You have an income that pays in whatever the local currency is, equivalent to two hundred thousand dollars ($200,000.00) per year. Your starting situation (including home, vehicle, and other possessions) are upgraded to be appropriate for this level of income. This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from, and the local economy will adjust (somehow) to not be harmed by the influx of currency.

Fruits of the World Tree (200cp, Discount Elite): Actual fruits plucked from the branches of the World Tree, a single such fruit keeps the eater fed for up to a week and reduces their need for water to only a few mouthfuls a day. This also provides increased vigor and energy to the eater, allowing them to go with only two hours of sleep a night, and a boost in mental energy that gives increased creativity. The fruit’s magic keeps the body clean, eliminating waste products internally, preventing foul odors or dirt from clinging to the body, and otherwise making it so the eater seems to have just taken a shower. Doesn't affect their clothing, however. Finally, the fruits are just plain delicious, having a pleasant taste to anyone that eats them, they also never spoil. You gain a single fruit each week.

Enchanter's Hammer (600cp, Discount Elite): One of the rarest artifacts found in Betwixt is this hand-held scepter that can generate a power field to function as a hammer. The enchanter's hammer allows for the solidification and forging of various energies, which can be used for a number of esoteric purposes. This is easiest to do on energies with a visible, physical manifestation, such as heat, electrical, or spark energies, but other energies, such as sound or natural energies, are capable of being solidified with a bit more practice. This energy can then be forged to create artifacts such as a thunderbolt lance or a flame whip, or combined with fully physical materials to add traits from the energy to the material, such as adding kinetic energy to a mithril sword to make it move faster and hit harder. This hammer works especially well on magical energies.

Companions

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

Drawbacks

The Wheel Turns (+100cp): Your stay is a bit longer than it would have been. Each purchase of this drawback doubles the length of your stay. This maxes out at ten purchases. Additionally, if you purchase this drawback more than three times, you lose the effects of any perk that makes you better able to cope with a long life. If you purchase this drawback more than six times, then items won't help either and any perks that help with boredom are similarly disabled. It should be noted, the marru and elves are the only beings native to Betwixt able to live for longer than a hundred years, with only the Marru likely to survive the entire time.

Rigid Biotemplate (+100cp): Your biotemplate is solid and resistant to change, bioenhancements have their effects reduced to less than a tenth their normal strength and cybernetics will never incorporate if you try to replace a lost limb or organ. You can't use any Alt-Forms if you take this drawback.

Mutations (+100cp): Your biotemplate is warped. Whether you used an experimental bioenhancement, were affected by a hostile poison that targeted it, or simply being born with it, your biotemplate has been altered negatively as a result, and this reflects on your physical form. This might make you weaker, frailer, hinder your ability to move, or render your senses dulled. This can be taken more than once, choosing a different form of each of the above. This can be fixed with extensive, and expensive, bioenhancements that could take years to fully fix the issue. If you have Rigid Biotemplate, then even that won't help and you get a bonus +50cp per time you've taken this drawback.

Under a Rock (+100cp): You were somehow raised in isolation away from all the technology of Betwixt. Whether this is because you're a human that just fell through a crack in reality or are just an extremely sheltered individual that was raised in the least technologically influenced part of Betwixt, you simply don't understand the technology. This doesn't mean you're unintelligent, just that the advanced technology of Betwixt doesn't come easily to you. You can eventually learn, but it will take time and patience, and you probably won't be a proper tech unless you have more than the normal ten year allotment for the jump.

Broke (+100cp/+200cp): You are utterly penniless, not a single cent to your name, and your ability to find work and gain money is limited to entry level positions, regardless of your actual qualifications. Additionally, any item that grants you money or resources does not function for the duration of this jump. You can otherwise earn money normally.

You can instead gain +200cp with this drawback, however, if you do, then your ability to make money is severely hampered. You won't be hired by reputable companies, your bosses, supervisors, managers, and whoever else has authority over you will dock your wages, steal from you, or otherwise make it so you earn less than you should. And if you open your own business, you'll instead be taxed heavily or have a poor customer base.

Scarcity (+200cp): Material goods are hard for you to get your hands on. Whenever you're looking for something, it just seems to not be available or at enough of a mark up that it borders on the unfair. There is never enough supply for your demand. This will make it difficult to actually make anything worth the costs and efforts and you'll often have to make do with subpar or wrong materials. This even extends to food. When you want a steak, all the market will have is beans and tofu (as an example). When you feel like something sweet, they'll only have savory, etc. If you have the Broke drawback, this is significantly worse and grants an additional +100cp.

Volatile Energy (+200cp/+300cp): The energy from your Spark is... charged, for lack of a better word. While this doesn't mean you can't use it, it does cause technology you power with it to malfunction far more frequently, sometimes explosively. For an additional +100cp, this also applies to other uses of Spark energy as your use of it will stutter periodically, trying to increase your Phase might work, but it may well cut out after only a few seconds.

If you're Sparkless, then taking this perk causes stored Spark energy in your possession to become more volatile and create these malfunctions more frequently. You can’t take the +300cp version of this drawback if you are Sparkless.

Dependency (+200cp/+300cp/+400cp/+500cp/+600cp/+700cp): You've developed a dependency on a particular substance found in Betwixt. This might be an addiction, a mutation that causes you to require a certain substance to remain stable, a spark suppressant to keep a Nullspark from going critical, or even a particular bioenhancement that, for whatever reason, just won't stick properly. Regardless, without a steady supply of this substance (at least one dosage a day), you begin to display a number of negative side effects ranging from headaches to nausea to muscle weakness and poor coordination.

For an additional +100cp, the time between taking the substance and entering withdrawal is less, going down to every eight hours or so. With another +100cp, this is shortened even further to 4 hours, and another final +100cp will bring it down to every 2 hours.

For an additional +100cp, the symptoms don't stop at what is described above and get progressively worse, until after three such periods of time the effects become debilitating, though they remain nonlethal on their own. For another +100cp, these symptoms can lead to death within seven such periods of time of not being able to obtain the substance.

If you possess the Broke or Scarcity drawback, then getting this substance will be difficult and give another +100cp. If you possess both, the substance will be either prohibitively expensive or downright impossible for you to obtain legally, giving you an additional +300cp instead.

Reviled (+300cp): You have an unfortunate reputation, one that precedes you and seems to affect every interaction and first impression you get. You are seen as scum because of this reputation, though this doesn't mean you're viewed as a criminal, you are just seen as sleazy, underhanded, a liar, a cheat, or something equally unappealing.

For an additional +100cp, this actually becomes something worse. You are treated as an actual criminal and a snitch, untrusted and chased by both the Barracks and the Underground, you can't expect to have many friends with this reputation. If you instead pay 100cp (making this drawback give only +200cp), your reputation comes with an intimidation factor to it, which you can maintain post jump.

Regardless, it is possible to convince others that you're not your reputation. It's just incredibly difficult.

Enmity (+300cp): You have someone that truly hates you. For reasons unknown to you, this person despises you and everything you stand for and will look to end you with everything at their disposal. While held entirely within the bounds of Betwixt's abilities with no outside context abilities to help them match, they are a potent foe nonetheless for the sheer fact that their Spark seems to work *better* when they work against you. Additionally, your foe has a form of plot armor that makes it difficult for you to find and kill them before five years' time has passed.

For an additional +100cp, this is instead a small group of individuals that hate you, anywhere from half a dozen to three dozen. For another +100cp, this goes to a large portion of one of the major factions of Betwixt, whether that's the Underground, the Barracks, the Playground, the Tenders, or the Elite. For a final +100cp, it's the entire faction. You can choose which faction this foe is a part of.

For an additional +100cp, this foe can draw on some of the powers from Nexus, Paradise, Fortuna, D'void, or Asherati as well as those of Betwixt. This can be chosen up to five times, once for each plane and it must be a plane you've been to prior to this jump.

Sparkless (+400cp): You do not possess a Spark. Any perk that relies on a Spark or Spark energy will not function for the duration of the jump, and most technology, normally run on Spark energy, will likely be difficult for you to use without aid. Additionally, being Sparkless makes others view you in much the same way they would someone who was crippled.

Nullspark (+600cp): You possess one of the most dangerous things to come out of the Underground, whether voluntarily acquired or forcefully given, you possess a Nullspark. A Nullspark is on par with a Bright Spark in what it offers, but is easier to increase in phase than even a normal Spark, however, it comes with a downside. Madness. The Nullspark stresses the mind constantly, causing mood swings, hallucinations, violent outbursts, reduced inhibitions, impaired logic, and a range of other mental side effects. The worst, however, is what made it illegal to so much as possess a Nullspark. It can open a gate for the Nulls to get into the deeper parts of Betwixt. When allowed to push into the higher Phases, beyond what a normal Spark can achieve, the Nullspark will begin to gather natural energy and create a pocket within the Spark, if allowed to be fully saturated, it will immediately open a portal that will allow a Null to claw its way through, killing you in the process. This is a chain fail scenario, even if you have a way to revive from death.

Should you survive the duration of the jump with the Nullspark intact, a rarity given most Nullsparks die within their first three years, then, post jump, you will retain the benefits of the Nullspark with none of the negative side effects.

This drawback cannot be taken with Sparkless.

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

Scenarios

Ignite the Spark (Cannot Be Taken With the Sparkless Drawback): Ignition. An almost mythical ability that is said to take the Spark to a whole new level, to make it into something far more than it once was. Even with all the research of the Playground, no one has figured out how Ignition works or if it is even possible, many simply saying it's just a myth, most have abandoned the concept because of this. And yet, the stories and legends keep the myth alive, and every now and then, someone will try to achieve Ignition. You are now among them.

Achieving Ignition will be difficult, even with the advantages you may possess. In particular, you possess a scrap of knowledge that gives you a chance to actually achieve Ignition, one of three such options, in fact. The first is a scrap on a language that seems to be able to affect the Spark. The second is a scrap of paper that describes a method that allows its user to saturate their Spark with energy without increasing it in Phase. And finally is the details on what ignition is and what it does. These three details, coming together, allow one to potentially Ignite. Whichever one you choose, this will open the door to you achieving ignition.

The language is actually a sort of mystical programming language, it is what allows a normal Spark to become one of its Tech-Spark variants, stumbled upon with little knowledge of the actual process. Learning this language lets you direct the Spark in subtle ways, it won't let you perform anything overtly supernatural, but will let you expand upon what your spark can do. This is much easier with the Spark Technician perk, but it isn't necessary. With a bit of dedicated work and enough knowledge of the language, you can change certain aspects of your Spark in a similar vein to what Spark Technician allows, but in a more freeform fashion and a greater range of abilities. This has other potential uses, of course, but Ignition is the main one found in Betwixt.

The second option is a technique that allows you to infuse your Spark with its own energy without increasing its Phase. At a basic level, this allows you to store up Spark energy that would otherwise go to waste. However, when pushing the saturation level farther, the real potential of this technique starts to show itself. Once saturated enough, the Spark starts to crystallize and become more than it was. This will slowly increase the energy production rate of the Spark, but also require more and more energy to be invested into it. At a critical point, the energy will start to pull back towards the Spark and form layers of the energy. Besides increasing the level of storage available, this eases the ability to increase in Phase and, more importantly, makes it easier to further saturate the Spark. Beyond this point, you can slowly cause the energy pulled in towards your Spark to become more concentrated, which you can then fill the crystallized shard with, this will cause it to start producing the more concentrated energy. If, for some reason, you lose the ability to produce Spark energy, this will let you increase in Phase or power technology for a time, the basic version will let you maintain its use for roughly one hour of your standard production rate, but the pulled energy from the Crystallized Spark will give you a full day's worth of storage.

The final option, what Ignition does, is not revealed unless chosen. This page, ripped from a journal of the last person to achieve ignition, describes what he called First Ignition, the very first time he ignited and what it did to him. The very first thing was that all the Spark energy he collected seemed to burst into flame, engulfing his whole body as a side effect, and while it hurt, it also refined him. His organs became more efficient, his blood carried more oxygen, his muscles and bones grew denser, his tendons and ligaments more flexible, his skin tougher, and even his senses sharpened. Then, the flames pulled back into his Spark, condensing back down to half the size of the original Spark, the flames surrounding it leaking out of his eyes and scalp without harming him. His Spark was twice as potent, producing twice the amount of energy that it did before, which itself had twice the effect.

Others will possess the other two scraps of information and will likely be antagonistic towards yourself and each other, Ignition would be a coveted secret after all, though you might have a chance of reasoning with them. They are, however, actively seeking out the other bits of information, and while they don't know it's you, they both have strong Sparks and will be using them to their fullest, along with what they can glean from the bits of information they themselves possess. Learning all three components would make it exceptionally easy to actually achieve Ignition, but only once you have the proper knowledge necessary. The final step is keeping focus through the First Ignition, where you need to maintain your hold on keeping it active until it finishes its work, otherwise you will need to wait for your biotemplate to stabilize and try again.

Should you succeed in completing your First Ignition, then you've completed this scenario.

> ***Reward:*** You gain the benefits of First Ignition, as described above, but also gain a good deal more than what is there. Firstly, your First Ignition burns away all the negative effects of bioenhancements, if you possess any, along with any diseases, addictions, and other physical impairments, even regrowing lost limbs or incorporating cybernetics if you possess them. Secondly, you can Ignite at-will. While Ignited, the effects added to your Spark are doubled, your Spark energy is twice as efficient, and any technology you power with your Spark energy has its own functions temporarily enhanced. It also manifests the flaming eyes and scalp mentioned above. Thirdly, when you increase in Phase while Ignited, the effects of your Ignition are increased in the same way as the Spark's base effects. Finally, you gain additional benefits based on which scraps of knowledge you were able to obtain to help you achieve Ignition.
>
> - **The Lost Language:** You gain the ability to flawlessly speak and understand the language used to modify your Spark, and any effect that requires spoken or written word to function will simply be better if done with this language. Additionally, the language is exceptionally flexible in how it can be applied, giving added control and nuance to whatever it is used with. You can teach this language if you wish.
> - **Crystallized Magic:** You gain the ability to concentrate magical energies into a stronger form, whether they are your own or otherwise. Concentrating magic in this way makes it more potent, able to do more with less, and can be further concentrated to a crystalline state in much the same way your Spark was. The more naturally potent the magic is, the harder it is to concentrate.
> - **A Guiding Spark:** You can tell how to improve on your supernatural abilities. This won't lead to discovering an ability like Ignition in another magic system, not on its own, but it will help you learn how to perform a spell more efficiently or develop a new spell within a given system of magic, giving direction where you'd otherwise have none.

The Paragon Project: Betwixt has been at war against the Nulls for a long time, many of those alive today don't even remember the forests and plains that used to cover the lands where now only steel and glass resides. For all this time, Betwixt has sought a way to empower their people, to completely counter the Nulls and finally gain back some of what they'd lost. Technology and Bioenhancements are by far the most commonly used against them, with natural energy providing a significant boon as well. However, this has only been enough to stalemate thus far. The leaders of Betwixt want a solution, they want a way to win this war, and now you have been chosen, along with several others, to create that solution. The Paragon Project.

This is the one goal by which all factions, the good and the bad, unite in a common goal, and thus, representatives from each faction will be present. Soldiers from the Barracks, scientists from the Playground, criminals from the Underground, druids of the Tenders, leaders of the Elite, and even some of the rare few who stumble into the plane from outside it, there to provide perspective. Your goals and rewards are based on your origin. If you have companions, they can be part of the Project in one of the other roles, so long as they have the right origin.

Drop In: As an outsider, your goal is to support the others, show them new ideas and ways to use what they have, to question and to solve problems, and to bring all the individual components of the project together. While the others will likely wonder why you are on this project, you are the liaison that will give them insights that they'd normally be blind to, give them ideas and achieve breakthroughs, without your guiding hand, this Project will falter and have several missteps along the way. With this in mind, you must turn the members of this project into a cohesive team, make them work together when they would normally ignore each other.

Tender: As one of the druids of the World Tree, you are familiar with natural energy and how to manipulate it. Nulls are unnatural creatures and repel natural energy, you need to figure out the why and how of this unique trait by studying the almost alien natural energy of the Nulls for yourself, learn to manipulate and wield it, then, figure out how to use it, and what it can be used for. Additionally, by studying it, you can learn more about the Nulls themselves, why they behave the way they do, what instincts they possess, what they actually are, and much more. Useful information to have. You will also have the side mission of improving on the organic ingredients used by the others in the project to make the final results better, this will take a lot of trial and error if you don't know exactly what is needed and how it manifests.

Barracks: Soldiers know their weapons, their enemies, and their own limits, and you know them all intimately. Your goal is to study your enemies, come up with potential weapons and tactics to counter them, and both be aware and push at your limits and the limits of others to find out how best to apply what's necessary for this project. You will be field testing weapons and bioenhancements, both temporary and permanent, to get a feel for how they go together and how well they work for an actual soldier. You will also be involved in learning how the application of psionics might aid in this process due to how common psionics are in the Barracks. More importantly, you'll be the one doing the fighting in the end.

Playground: Research and development has been going on for a long time, but they haven't been enough, so now, the best and most innovative minds are necessary. You need to actually sift through all the data and use it to develop bioenhancements, weapons, creatures, and tech to take the fight to the Nulls rather than constantly being on the back foot or to neutralize their advantages when they do attack. On top of this, you are expected to make them safe for the user, or to make something effective enough that the cost in lives is worth it in the end.

Underground: Nullspace is the most difficult part of this project, the place it needs to be deployed. With the fact that the Underground has been getting into how to utilize the Nulls themselves, helping in the creation of both the grubs and the Nullsparks, your goal is to find out how to get into Nullspace, and how to do so without alerting the Nulls themselves. You also need to stop certain factions from trying to steal or sabotage the project for their own ends. After all, the best security against the Underground is to have someone that knows all their tricks already.

Elite: You represent the leadership, and thus, your goal is to keep the Project on track and supplied. You earn the money, supply the materials, and maintain the equipment, but also find the rare and valuable to offer new avenues for the Project. A rare flower out in the middle of Null territory? You need to find a way to get it so that it can be analyzed and its unique components isolated for use. Information gathering and sorting to get it to the right people. There are scraps out there, hints at what is needed, and you're the one that will find them. Finally, you must approve or disapprove of certain experiments, weigh the risks and rewards and sort through the good and bad ideas submitted for review.

Once each of these goals are completed, or thought to be completed, one person from each faction will be chosen, you being among them, to use what you've garnered to infiltrate Nullspace and attempt to kill or neutralize the nulls. The difficulty of this will be based entirely on how well you, and others, completed their goals. This will be a life or death scenario, you either succeed or you die. Once you're in Nullspace, there's no coming back, not without something to do it for you at least.

The following information is not revealed to the Jumper in the Document:

Once in Nullspace, it becomes apparent there's more to it than simply being the space between spaces. There are signs of a past civilization, ruins of medieval style buildings and bits and pieces of manufactured goods, but no signs of life beyond the occasional crab creature, bivalve, or Null. The only other thing living seems to be an odd fungus that, while bland, is entirely edible. The hive, however, is easily visible on the horizon, and is absolutely massive, dwarfing even some of the larger districts of Betwixt. Making your way there will take time, during which you might just find signs of intelligent life in hiding in this place.

As you get closer to the Hive, Nulls will become more common, but the signs of intelligent life will dwindle. If you continue closer to the Hive, you'll find it gets progressively more difficult to hide from the Nulls and that attacking them will lead to more approaching shortly after, searching for you. If, however, you go the other way, you might just find aid from the people that used to dwell in this realm. A surprisingly intact ruin has a considerable amount of information about the Nulls, or the Tsochar as the locals called them before the fall. If you set up camp within this ruin, you may encounter one of the remaining locals who are part of a small settlement that still actively fights off the Nulls, in the exact spot where the World Tree overlaps into Nullspace. The locals are insectoids with hard shells, resembling a humanoid scarab, and are actually similar to grubs in nature, though they lack the Spark. They offer rations and some of their warriors when you go to fight the "Tsochar Serpent" as they call it.

Nulls possess a "Queen" of sorts, a giant serpentine creature that invaded Nullspace millennia before it invaded Betwixt; The Tsochar Serpent. This creature has moved through unreality for eons before finding its way to Nullspace and simply started to spread its influence until it found two creatures it began to cultivate and raise, a crustacean-like species with a natural regeneration and an insectoid species possessed of a hive mind. It then fused the two species together using pieces of itself, shed bits of its flesh that were intelligent all their own, to create what Betwixt knows as the Nulls.

The Tsochar Serpent itself is a massive serpentine creature, dwarfing most races of Betwixt, and is strong enough to hold off even heavily bioenhanced individuals with ease. However, its biggest advantage is its sheer *intelligence*, it has a Nullspark, a powerful Nullspark, allowing it to use its swarm with efficiency while in Nullspace, though it is apparently strained going into Realspace, which may actually be a good distraction. Finally, the serpent possesses an unusual form of lifeshaping magic that seems to rely on something antithetical or repellent to natural energy. Your final task, then, is to kill the Tsochar Serpent, once you do, this scenario is done.

Reward: Succeeding in killing the Tsochar Serpent means you receive the following;

- All of the equipment that was created for this scenario is fiat backed and will follow you between jumps. This includes bioenhancement you may possess.
- Your allies for this scenario are turned into companions if you wish and can automatically import into a setting with a free background and 200cp to spend by default, and if paid to import get the 200cp on top of what they'd normally gain.
- You and each of your allies from this scenario upgrade your normal Spark to a Bright Spark or gain a Bright Spark if you didn't possess a normal Spark. If you already possess a Bright Spark, it doubles in strength.

- The final benefit is based on your origin. All of these abilities grow in strength over time and can be :
    - *Drop In:* You gain the ability to form a mental network with other individuals, allowing telepathy between all included in the network and the ability to use the skills of others in the network, and even use abilities that normally require proximity through the link regardless of distance. The network starts with a maximum of ten people but grows with training, eventually you could have entire armies in the network. However, adding someone to the network requires they be willing unless you have a way to force it, which requires either psionics or the ability to form Bonds like a servile.
    - *Tender:* Your control of natural energy is enhanced considerably, and you can use the imprints on natural energy you control to augment your capabilities in mere moments. You can also repel unnatural beings with a thin veil of natural energy. Additionally, all of this extra natural energy has the benefits of passively improving your physical health over time, with a weaker boost to your other physical capabilities.
    - *Barracks:* You gain access to a form of Lifeshaping magic, one targeting yourself only. This allows you to spontaneously create bioenhancements for yourself, both permanent and temporary. At first, these will be fairly minor in power, but will grow with practice and experience, with the highest level of this ability allowing you to add whole creatures to yourself to gain some of their abilities, at the cost of making them a part of you and potentially altering your mind, though this can be made into a temporary melding to avoid permanent mental bleed over.
    - *Playground:* Your Spark isn't just made into a Bright Spark. Your Spark absorbed the Nullspark possessed by the serpent and leapt ahead in overall power, tripling the strength it possessed when you first obtained it. However, that's not all. Your Spark is highly receptive to energies, allowing it to increase in Phase with a fraction of the cost and a slower rate of increase in the cost, which makes it possible to achieve Phases above 5 with an unusual amount of ease, even reaching into the double digits if you've already got a stronger than normal Spark.
    - *Underground:* You gain the ability to enter a blank form of Nullspace at-will (with a little effort of course) and see into realspace from Nullspace, allowing you to move unseen and undetected. It does, however, take time to move through this blank version of Nullspace. As an additional ability, you can store things in an anchored bit of Nullspace, which is roughly the size of a decent sized shed (8ft High x 10ft Wide x 10ft Deep).
    - *Elite:* You gain the ability to spawn minions. Minions are small creatures with a minor connection to your mind that allows you to give them orders and are generally fairly weak. At first. Minions are able to grow and get stronger separately from yourself, and even gain a limited form of sapience (though not sentience) given enough time. You can have dozens of the basic minions created at once, easily. However, if you invest a bit more into one, you can grant them access to a weakened form of a magic or power you yourself possess, at roughly 1/10th your normal strength. You can even create sentient minions, though you can only have a small number of these compared to normal minions. Should a minion die, its power will return to you and minutely increase your strength, but only based on what it gained after its initial creation.

Notes

On Bioenhancements and Future Jumps: Bioenhancements in future jumps are essentially anything that augments or affects the body directly. A spell that provides extra strength through multiplying the force of the user's actions wouldn't qualify, but a spell that makes the muscles stronger directly would. Additionally, effects that alter or add to the body are similarly valid.

On Sparks and Phases: Sparks produce an energy that can be used for a number of purposes, this energy is constantly produced at a steady rate and the amount produced is based on the strength of the Spark. The energy is not normally able to be stored up outside of special equipment made to do so or specialized bioenhancements that are incredibly expensive and rare. The exception is someone with both a normal Spark and a Dullspark, as a Dullspark can be used to store up Spark Energy to a degree.

The Phases of a Spark are obtained by feeding enough energy into a Spark to effectively overclock it. While this doesn't increase energy output, it increases the effects of the Spark, with the first Phase effectively doubling the effects of the base Spark, and each additional phase increasing the multiplier by one. Certain types of Spark also possess other features that open up with each Phase, such as the shortcuts offered by the Bright Spark, and some develop unique abilities with their Spark over time that open up with Phases, usually minor mental tricks that they've found useful and refined to the point the Spark makes them innate to itself.

Without the ability to store up Spark energy, its production must be prioritized from moment to moment, fortunately, the Spark itself helps to direct the flow of energy so the user isn't distracted by having to redirect the energy constantly, though actively directing it and thinking about what you want it to do makes it more efficient.

On Natural Energy: Several abilities within this document mention Natural Energy. This is a type of free-floating magic that carries information about what it's infused into, and can even be used to transmit information and data over long distances if done right. This means that observing the flows of this energy can give insights into what something is, what it has been used for, how it's supposed to be used, and much more. Fire will imprint what fire does and means into the natural energy around it, which will dissipate slowly once the fire is gone, though it never truly disappears.

Natural Energy's effect on living things, however, is its most useful quality. When infused into a being, that being will begin to process the energy and use it to reinforce what it is. This makes it better. Growing faster, living longer, getting stronger, faster, tougher, and more healthy, and its other traits will be improved upon. A dairy cow will produce more milk, an herb with antiseptic properties will be more effective, a poisonous mushroom will become more poisonous, and a human will adapt better.

This same effect can be performed on non-living objects, but is far less effective as the object can't easily process the natural energy, needing an additional mechanism to do so, either through careful manipulation of the natural energy or the creation of a matrix that does so itself. This is why Leying is restricted in the way it is, it reinforces what's already there rather than producing new effects.

Wilder Specializations:

Psions: Psions are considered one of the most intelligent forms of wilder, but that intelligence comes from necessity. A psion studies the mechanics behind their psionic capabilities in order to learn new uses, make changes to how their power works, and otherwise make alterations. This gives them a great deal of versatility with what powers they possess, but also means that it can take a considerable amount of time and trial and error to figure out a new power, time that they can't use to train their other powers.

- Psions find it easier to learn the theory behind any kind of magic they encounter and can use this to make their magics, both innate and learned, hardier, if not stronger. They can also make minor adjustments easily, such as turning a fireball into a lightning ball, with only a bit of work.

Novas: Novas focus on raw power. They constantly practice with a few, or even a single, power until they master it, with some trying to refine this further. Novas are able to condense an energy from their Psi-Spark to create a well of psionic power they can use to further strengthen their psionic powers. Because of this, nova wilders are capable of bringing more power to bear than any other type of wilder, showing the absolute pinnacle of psionic power when they go all out.

- Novas can use the well of condensed energy to enhance virtually any power or magic, giving a similar boost to what they experience with their psionics. Additionally, they can increase the overall power behind their magic more easily than other specializations.

Erudites: Erudites draw on the collective psionic field produced by living beings to garner an instinctive ability to use certain skills or act as a mental library on various subjects. This is a useful learning aid for the Erudite, but also gives them supernatural competence with any skill they are already proficient with, such as being able to use a sword so well you could send a strike beyond the sword. However, an Erudite can only have so many of these augmented skills at any given time, and switching out skills takes both time and focus.

- Enhancing raw skill with magic comes easily to an Erudite, and mixing mundane skills with magic is just as simple for them. On top of this, enhanced skills are learned easier because of the guidance of the magic enhancing the skill, making most Erudites quite skilled even without their magic.

Lurks: The rarest form of wilder, Lurks specialize in manipulation and suppression, using their abilities to infiltrate the mind and bypass the protection provided by the Spark, only natural willpower being useful to resist their mental influence. Lurks can alter the perceptions of others to create illusions, induce or dull emotions, implant thoughts and ideas, isolate or fabricate memories, access the senses of those within the range of their telepathy, pretty much anything related to the mind. They also possess the ability to sense the minds of others around her.

- Mind magics of all sorts come incredibly easily to a Lurk, avoiding the pitfalls of the type, and even being able to affect what normally can't be with their magic. Deceptive magics are similarly simplified for a Lurk and they can bypass magical defenses against mind magics.

Psykers: The most common form of wilder, psykers are wilders that augment themselves physically. Psykers can infuse their muscles, skin, bone, and organs with their psionic powers to push them farther with limited damage, stimulate healing within their own body, form a telekinetic armor to dampen blows, and form weapons of mental energy that are often better than physical weapons. The most advanced of psykers can use their psionics to alter their biotemplate temporarily, either minutely or massively, to alter their form for better combat potential.

- Anything that enhances the body in an active manner is much simpler for a Psyker to learn, with those that apply directly to physical combat, melee or ranged, are eased, though not to the same degree as physical augmentation. Healing magic is similarly boosted. All magic a psyker learns is easier to keep active through pain and stress caused by combat, barring extreme circumstances.

Projectors: The second most common form of wilder, projectors are those that manipulate and control the elements or energies. This category varies widely and includes such powers as pyrokinesis, vector manipulation, psychokinesis, flight, and even teleportation. Because of the varied nature of this category, it is often further broken into subcategories based on the element or energy being manipulated or a small selection of powers that are loosely related.

- Magic that controls things (objects, energy, or elements) are easier to learn for a projector. Additionally, their precision with such abilities is greatly boosted.

On Therans and the Interbreeding Perk: Therans do not gain the full traits of the non-theran parent, but gains traces of them that augment their abilities, specifically fusing into the Totem, though echoes will remain in their base form. For example, a theran that has a child with a tamaranean would be able to absorb solar radiation to build a reserve of energy to fuel their transformation and have a stronger transformation while a theran that interbred with, say, a blood goblin from Nexus, would gain the enhanced healing rate of the goblin, which would increase as they transform.

Repeated interbreeding with the same race, such as several generations of tehran-tamaranean mixings, would grant greater benefits, bordering on the full suite of tamaranean powers, albeit weaker when not transformed.

Racial Magics and Sparks: (Therans, Wilders, Sparkers, Serviles, Saplings)

Totem: A unique type of Spark only ever possessed by therans, the Totem is considered a structure attached to the Spark and thus its own magic, despite also being classed as an extension of the Spark itself. The totem itself is easy to use, feed it Spark energy and it induces a transformation, specifically the one naturally part of the totem, which is somewhat random from theran to theran. However, the real magic comes from being able to alter the transformation or create an entirely new transformation, and adding new animals to the totem to utilize.

The Menagerie is a major part of the use of Totem, it represents the animals available to the Totem at the start, most start with anywhere from three to a dozen animals in their Menagerie. These are the basis for the transformation induced by using the Totem, and the basis on which new totem transformations can be built or added onto. By focusing on the animal within the Menagerie and the traits it possesses that you want to include, you can extract an essence from that animal, which can then be woven with other such traits to create or augment a transformation. This normally includes things like a physical attribute of the animal, its strength, speed, or endurance, for example. However, each strand carries with it some of the instincts held by the animal. With effort, such instincts can be filtered off, but this takes either a lot of time or a godly level of concentration and analysis.

Adding a new animal to the Menagerie is possible, requiring that the Totem user come close enough to analyze the natural energies of the animal, and then meditate on the nature of its energy. The more the user understands, the more solid the animal becomes within the menagerie, and the more power can be drawn from it and put into a transformation. The easiest method is to simply eat parts of the animal in question, which adds the natural energies from it directly into the Totem. But, while this does make the energy more solid than other methods, it is not necessary.

Traits pulled from the animal can be symbolic, as well as physical, such as a fox being known as a clever animal being used to enhance the mind or a lion's bravery bolstering your own will. However, even these traits will carry a physical signifier, such as a change in the eyes, hair color, or minor cosmetic features.

Psionics: While technically not unique to the wilder due to its ability to be awakened in other races with the Sap of the World Tree, wilders are actually adapted to its use and have unique abilities to help utilize the power involved. Psionics doesn't require a Spark to exist, but, the Spark amplifies the effects. Psionics, as a whole, facilitates communication and kinetic manipulation, and every aspect of the mind magic is focused on this concept.

Without a Spark, the psionics only allows for mind-to-mind communication and minor manipulation of kinetic energy within a fairly small range. With a Spark, however, psionics allows for a bit more, communication with natural energies being the most common. When a person uses an object, the use of that object is imprinted into its natural energy, allowing a psionicist to access those imprints and observe how to use it. Phenomena such as the movement of heat are similarly imprinted into natural energy and can be manipulated, allowing for the creation of fire or ice when combined with the normal kinetic manipulation of the Spark.

Very few psionicists break the mold when it comes to what psionics can do, it is almost always communication and kinetic energy manipulation, however, this is often more than enough when combined with the Spark's effect on psionics.

The Mental Palace: This mental technique is only truly effective for sparkers and those born with the capacity to utilize it, something that has proven rare outside the race, making it a form of unique mental magic for the sparker, especially since it does not rely on a Spark or natural energy to function.

Actually building the Mental Palace is a task in and of itself, even for those naturally talented in doing so. The foundation requires a calm and collected mind, a mind clouded or in turmoil will only cause the Palace to collapse before it is completed. Then, the user must form the stones with which the Palace will be built within their mind, solidifying their mental defenses and willpower into a usable form. These stones are then used, carefully constructed around the user, to form the Palace. The user must memorize the placement of each stone, how they fit together, and the order in which they are laid, then, they need to do so in reverse, allowing them to leave the heightened mental state the Palace brings. Practice speeds up the process, until a user can construct their Mental Palace with but a thought.

The Mental Palace itself provides near perfect mental protection, greater than any Spark, when constructed, with not even Lurks being able to get around it. While this is its most potent property, the more common usage is to make the user more skillful by blunting the effects of doubt, fear, stress, and fatigue on the user's actions. While the Palace is constructed, the user gains an almost preternatural level of competency in any skill they possess proficiency in, with a higher level of proficiency leading to a greater boost.

From the outside, this technique appears to be a sudden and marked shift in the user, akin to what many call being "in the zone" or "on fire," a moment of clarity that allows the user to push farther, faster and appear to have a leap in skill the moment the Palace is constructed.

Constantly keeping the Palace up, while not harmful directly, can have detrimental effects on the continued development of the user as the effects can stunt normal growth and improvement. More specifically, it stunts the development of muscle memory and makes the user need to think about their actions more when trying to do and learn new things.

Bloom - A unique magic practiced by the saplings, that makes use of natural energy alone, the only magic in Betwixt that relies entirely on natural energy, with no Spark energy. Natural energy picks up imprints of the world around them and how those parts of the world are used. A sword will carry all that a sword is, a stone will carry all that a stone is, and both will have how they were used before imprinted. A sword never used in battle won't have an imprint of battle, while a stone used to bludgeon a foe will. This also includes properties of the object in question, such as an herb that promotes healing having an imprint of that healing property. These imprints are the basis on which Bloom is built.

Allowing natural energy to saturate the magic creates an inner world, known as a Grove, where the user can actually work the imprints from further natural energies or allow it to infuse the Grove and allow it to grow further, though it takes exponentially more natural energy to allow the Grove to continue growing, causing most to focus more on the quality of what lies within the Grove itself. To actually make something within the Grove, the user must take in natural energy and keep it from infusing the Grove itself. They can then isolate specific imprints from the natural energy pulled in, which can be crystallized into a usable form. These crystalized imprints become a material with which the Bloom user can craft, breaking them down and weaving them together to form more complex imprints.

The user then has a choice on what to do with this crafted imprint, they can either actualize it, creating an object based on the imprint used, or plant it within their Grove. Actualizing the imprint causes it to take form as an object within the hands of the user, with only a little influence over how it turns out, but is immediately available for use. An actualized imprint can be broken back down into natural energy and used, but must be reprocessed and remade. Planting the imprint, however, causes a plant to sprout within the Grove. This plant can be fed more natural energy to help it grow, but it will still take quite a bit of time. Once this plant is fully grown, however, it allows the user to access the imprinted object virtually at will, though they do have a limited pool of energy to draw from, so temporary objects, such as grenades, can take time to replenish.

On Scenarios: You can, in fact, take both Scenarios yourself, in which case succeeding in achieving Ignition can become an alternative or addition to your goal, though do keep in mind that the others will need to accomplish their goals as well. And yes, companions can take a Scenario if you don't want to do them.

Finally, you can teach what you get from the Ignite the Spark scenario.