UNDER NIGHT IN-BIRTH (F 1.0)

"Thousand night, Recurrence night, Reverie end Invite. And…."

"…And what the hell does that even mean?"

I swear, if those bloody Void monsters continue to harass us, I'm going to-oh, well, hello there. The old man notices your presence once his colleague points at you hurriedly and immediately his demeanour changes as he addresses you.

Welcome! Sorry about that just now, we've been having some difficulties keeping the locals away, and trying to reason with them…well I've had better luck negotiating with a wall. The world that we've found ourselves in appears to be Earth at first glance – but there's a rather peculiar phenomenon affecting this Earth. At this point we'd call it a weather phenomenon, but its consequences are a fair bit more severe than a simple typhoon.

On the night of every full moon, this Earth aligns itself with a different dimension, one that the locals refer to as the "Hollow Night". The synchronization itself wouldn't be a problem if it were not for the odd monsters that it brings along from the other side. The Void, you see, are monsters that prowl through the Hollow Night, looking for an energy source the locals call "Existence" to gorge on.

…As you might expect with a name like that, humans possess a substantial amount of Existence, and some humans can see the Void when the Hollow Night comes around. As they say, if you stand still and stare at a pack of wolves, don't expect the pack of wolves to ignore the meal staring at them. Most people don't survive an encounter with the Void – there's a fair bit of mental corruption involved while you're being eaten, I hear. Not a fan of being eaten myself really.

But the few who do become a special sort of existence, something called the "In Birth". I swear, these people have some of the strangest ideas for names that I've seen in my time. The In-Births have a society of their own, with different factions looking to manipulate the Hollow Night and its source in different ways. Unfortunately this generally leads to a substantial amount of conflict between the factions. The Hollow Night might as well be called the Bloody Night or something.

What's that? You want to know the source of the Hollow Night? Well, we're still studying that…but the Survey Team each has their theories. I think I agree with Wak on that one, there's a place really deep inside the Hollow Night called the Abyss – if there's going to be any source, it should be a place well hidden right?

Sorry, I got side-tracked there. In any case, since you're going to be spending a decade here, it'd probably be for the best if you went in making some preparations right? Here, the survey team put together a little something something to help you get ready.

+1000 CP

There's a bit of standard formalities that we have to go through before I can let you go off to make your preparations though. Just a bit of record keeping, in case you end up getting chewed up…or blown up.

[First Clause: Introductions]

Your identity of course, is the most important part of it all as far as the records are concerned. Your age and appearance, well, you know yourself better than we do, but there are two special cases that we should first inform you before you decide to undergo any cosmetic changes – or retain your form.

First and foremost, none of the identities present besides the Wanderer are human. At least, the In-Births aren't considered human, though most of them resemble humans in appearance and can pass by in human society without a problem.

Of the identities, the **Licht Kreis** have a very special requirement, in that they no longer accept male members into their ranks. It appears that following an incident that occurred in the past, the **Licht Kreis** exiled all of their male members and since then the **Licht Kreis** has been an all-female association.

The **Voids** on the other hand, are even more alien in comparison to the In-Birth, as **Voids** possess bodies that can only be described as "humanoid", and most don't resemble anything remotely human. As a **Void**, the only time you can interact with the real world is during the period of the Hollow Night.

Being a **Void** comes with a large amount of flexibility, and most Voids can fight evenly with In-Births, devouring them to become stronger. The devouring part though, isn't voluntary. Most **Voids** don't have a consciousness you see, so you're a bit of an outlier in that regard, and even those Voids with a consciousness generally can't resist their desires for too long.

With all that said and done however, you're free to tweak your appearance as necessary, as well as your age and gender. From what we can tell, most In-Births are generally adolescents to young adults as far as age and appearance is concerned, so that might provide a guideline for you just in case you need one.

Let's move on to your actual identity, shall we? Which one of these fits you best?

Identity	Description
The Wanderer	Not of this world, not of this fight, but tossed into it regardless. Arriving with only the most basic of fundamentals as far as how this world works, you may not even involve yourself with the conflicts of the Hollow Night, and in turn, the Hollow Night will be glad to leave you be. The moment you do involve yourself however, you can expect all of the factions to their turn attention onto you – after all, wild cards need to be addressed first and foremost.
Yatou Remnants	The Yatou were one of the oldest societies formed within the Hollow Night, but internal strife tore the Yatou apart, and now its members are largely scattered all over the Hollow Night – still retaining some ideals of the old faction. Yatou was a society dedicated to the eradication of all Voids. Regardless of the damage caused to civilians, regardless of the chaos spread through the fights, members of Yatou look towards destroying all of the beasts which have led to the creation of so many In-Births.
Licht Kreis Executional Dispatch	The Licht Kreis is one of the few structured organizations which exist within the Hollow Night. Led by one of the few immortal Re-births, consisting entirely of female In-Births, the Licht Kreis claim their first priority is to minimize civilian casualties due to the Hollow Night – but their tendency to hoard artefacts and weapon relics suggest that there's something else in the works. The Executional dispatches are the Licht Kreis' standard operating cells, generally consisting of four In-Births of varying rank. From Void extermination to In-Birth subjugation, the Executioners are trained from the moment of conception as an In-Birth to handle whatever the Hollow Night can throw at them.
Amnesia Agent	A relatively new faction that rose out of an ideal to "free" the Hollow Night from the control which the Licht Kreis and Yatou of old had established, unfortunately the organization has experienced a fair bit of internal conflict – and nowadays it follows more of an "every man for themselves" ideology. Even with that said Amnesia has handled their internal

	issues better than the Yatou did in the past. The higher ranking members of Amnesia still look after their less experienced colleagues, as well as prospective members. As their original ideology of a "free Hollow Night" appeals to more than quite a few of the newer generation, finding prospective members has never been too difficult.
Void (Warning: Mandatory Drawback)	More beast than man, you possess something which most Voids do not – a consciousness and self-awareness. As far as the Hollow Night goes, it won't save you from getting persecuted by the Yatou or the Licht Kreis, but being able to communicate with humans and In-births is a pretty advantageous ability to have, it gives you a chance to parley after all. Your hunger for Existence however, is something inherent within all Voids, and while you can try to stave it off, sooner or later you'll give in to your urges…and the In-Births are hosts to a wonderfully large amount of Existence…once you open them up.

Due to the unique nature of the Hollow Moon activity, we've had to retract the locational beacons – we can deploy you to any major city on the Earth. Be wary that currently, Licht Kreis's activities are focused on the staging area of Japan. Similarly, Yatou and Amnesia has concentrated their activity within that area.

Should you be looking to venture into the Hollow Night, and perhaps traverse into the Abyss, it may be preferable to set your initial beacon in Japan – Amnesia's former leader has worked her way towards the Abyss from Japan after all.

You may choose where in the world to deploy, which boils down to a location on Earth. This world's events are wholly focused within the country of Japan.

With that said, you're pretty much free to make preparations as you see fit. You know, any skills you want to learn, or dealing with your companions…heck that perky pink haired girl from Pulse set up shop again…and then well, our resident idiot Threnos is off "investigating the world" as usual. He…may need your help.

[PERKS]

*Different identities have different preparations, as you might expect, and depending on your identity, the perk that you gain for free (**the first one for each background**) will be different. There are some options which don't fall under any single identity, but aside from this – if you happen to be a Void, you might be interested in the modifications we have available for Voids. If you have any questions related to your personal preparations – we might already have some answers based on the notes that the survey team had made.*

THE WANDERER

Eyes for Madness 100

Normal people are incapable of seeing the Void, and what they don't see honestly can't hurt them. It would seem that most Voids simply ignore the majority of humans who are incapable of seeing them given that human society has seemingly developed rather well, despite Voids having harassed them since the Hollow Night first started in the distant past.

You aren't so fortunate. Your eyes possess the ability to perceive Existence and other flows of energy normally kept concealed from simple eyes. But this also means that you can perceive the Void, and the madness that they bring with them. Thankfully, by the time you adapt to your new vision, the integrity of your mind will also be reinforced somewhat, so as to prevent you from going insane with a lone encounter.

1st Clause: Divide 200

People in the Hollow Night tend to avoid one another, but it's actually rather rare for large clashes to occur. Part of this is likely due to the irregularity of the Hollow Night itself, but considering even the Licht Kreis tends to favour one-on-one fights, there may be something fundamentally off in the behaviour of In-Births in general.

You'll fit in without any problem though, given that you can literally draw people into single duels without outside interference, just by coercing them through conversation. Even if the circumstances don't seem too fitting for a duel, you can still get one nonetheless – and for a brief period of time no one will interfere between your fight. A helpful voice even announces the duel for you, and it seems to the people nearby as well – thankfully you can change that accordingly if you don't particularly appreciate having a random magic narrator out of nowhere.

A duel is a duel though, so don't drag things on for too long – because if you stall for too long, the effects will end, and you'll likely be right where you started. Attempting to repeatedly call for duels will also fail.

Equalizer 400

People who possess no capacity for handling Existence are unfortunately at a major disadvantage here in the Hollow Night. Existence seems to form a sort of "barrier", and in the Re-Births this is most apparent. Re-Births are In-Births who have taken in excessive amounts of Existence without somehow dying in the process, and as long as their Existence is not drained, they can survive what would otherwise be fatal encounters. While an extreme example, you can see why all In-Births learn Existence manipulation – it's a survival necessity.

But there's an exception to every circumstance, and there are folks who are somehow capable of holding their own against Voids and In-Births alike. You're also capable of levelling the field out…through the weapons that you use. Regardless of what mundane tool you use to fight, you can still inflict a measure of damage onto In-Births and Voids alike. Of course, you're still best off wielding a weapon that you have some expertise with.

The reinforcement to your weapon is dependent largely on the necessity of the situation, as well as your personal resolve. So those of a strong resolve will find that their chosen tool will see them through to the end more likely than those who lack said resolve. Heck, if it's absolutely necessary, you can even break magic barriers with that mundane weapon of yours. See how those In-Births like that!

There's one special mention which has to be made – for individuals possessing an EXS Skill already – should you synchronize your weapon to the EXS Skill, as long as your willpower stands firm, your weapon won't break either.

Borrowed Vessel 600

No one says that you have to fight alone you know, and even the In-Births know that sometimes it's necessary to depend on others, some In-Births even lend their powers to another, in order to survive in the unforgiving Hollow Night. As long as you live to see the break of dawn, what does it matter how you go about it?

The concept of exchanging power implies a relationship, a link between two individuals, the donor and the recipient. You can naturally fit within either role; you can even donate and receive from two different individuals at the same time. But you must always keep in mind that this sort of relationship isn't so whimsical that you can borrow abilities off of everyone and anyone. At all times you can only retain a single donor and a single recipient, in order to maintain the strength of the power you receive. The longer you maintain this relationship, the stronger the ability can become.

It's far simpler however, to simply trade Existence and borrow Existence from another individual. Though there has to be a similar element of consent, as long as

consent is present you can draw Existence from any number of individuals – this goes for other forms of energy as well, provided that the parties involved know how to handle them properly.

YATOU REMNANTS

With Death in Mind 100

Out of the notable organizations which have existed in the Hollow Night, the Yatou are well known for their bloodthirsty behaviour, second only to the Void – who really can't be called an organization and are bloodthirsty only out of necessity. Of course, the Yatou were dedicated to eradicating the Void – so it's easy to see how they have essentially mimicked their "prey" so to speak.

Even as a remnant of the clan, your talents in combating beasts and monsters are remarkable. Ending a battle swiftly is always to your advantage, and to that end you can easily identify the easiest points for assault. Cripple them first, land the fatal blow afterwards, you can identify where you need to strike in order for this to happen. And with the Voids as your primary enemy all this time, you're also pretty well versed as far as fighting monstrosities goes. Even if they can extend their arms across a room in a moment's notice, you won't be too surprised by it.

Night Killer 200

With their dedication towards hunting the Void, it's only understandable that the Yatou Clan is most accustomed to fighting in darkness. After all, the Hollow night might be showing up in metropolitan areas now, but in the past the Yatou warriors did not have the luxury of electric lighting. You'll find that with your training, even if pitch darkness sets in, you won't feel like you're at a disadvantage. On the contrary, your senses seem to sharpen under the shroud of darkness.

The night does bright with it some added benefits though. For one thing, from all your time hunting the Void you've also learned how to sneak up on them; and sneaking up on these beasts is quite a feat. With enough practice, you'll be like a moving shadow – stealthy enough that people might even think you can vanish from plain sight if they aren't focused.

Vanishment of Void 400

No one, not even within the Yatou Clan, will deny that the Voids are dangerous creatures. To underestimate your prey is to take one step into the grave, and hunting Voids isn't like going into a forest to hunt a bear with your bare fists – nothing that simple. Voids are known for not only possessing inhuman combat techniques by morphing their bodies; some of them can also rapidly recover from

wounds and disregard minor attacks. Thankfully, as a member of the Yatou, you'll be well prepared for such foes.

Your techniques corrode away at the foe's ability to recover, and the consequences of wounds you inflict linger for much longer than normal. Against enemies of a more artificial or magical nature, this generally results in a decomposition of their foundations, something they won't recover from as quickly. This becomes particularly effective if you possess an EX Skill – specifically one with the modification necessary for consuming Existence from a target. Alongside this technique of yours, your EX Skill will convert a part of the consumed Existence to help your body quickly recover from wounds as well.

Edge of Indulgence 600

In their quest to rid the world of Voids, the Yatou followed many different avenues of experimentation and the notion of creating weapons which could harm Existence directly was once considered. The result from this line of thought was the Indulgence Weapons – armaments that even Re-Births would come to fear, at least until they happened to be lost with the passage of time.

With time, resources, and a fair bit of magic you'll be able to re-forge these weapons, but if you already possess an assortment of weapons, honing their edges takes much less time and resources. Be wary when using these weapons though – their purpose was to shave off the lifespan of creatures that existed beyond life and death after all, and while a nick might have a negligible effect on a victim's life force, a deep wound can't be brushed off so easily. Needless to say, you probably don't want to use these for sparring matches, or against friends.

As we noted previously, the Indulgence Weapons are the only things which historic notes have referenced to as far as dealing with the immortal Re-Births go. Should there be other methods, we aren't aware of it, but keep in mind that when you forge a blade capable of killing an immortal, don't expect the immortal to ignore it.

LICHT KREIS EXECUTIONAL DISPATCH

With Society in Mind 100

As far as mission statements go, the Licht Kreis are not so different from the Yatou. The Yatou believe that exterminating the Voids will protect humanity, whereas the Licht Kreis believe that a properly established order within the Hollow Night can achieve the same result.

But the difference in methodology sets the two organizations apart like night and day. For one thing, the Licht Kreis are actually concerned about civilian

interference during any mission, and will seek to relocate them if necessary to prevent casualties. The Yatou will just kill whoever gets in their way. As a member of the Licht Kreis, your basic training is enough for you to handle crowds with ease, whether you need to persuade them to run away or get them to calm down.

Deal with enough of the public, and you'll develop an instinct towards identifying a crowd's concerns and needs. You'll find that most people are much more amicable if you can address the concerns that they have.

Preparations of Interception 200

In the past when the Yatou Clan was flourishing, the Licht Kreis could focus largely on handling civilians and taking new In-Births under their wing. With the clan's collapse however, the Licht Kreis now has to deal with far more Void extermination requests – so naturally Executors are going to have their hands full.

Unlike the Yatou who hunt Voids as a hunter might stalk prey, the Executional Dispatch often venture into unknown territory to answer requests. Without the home field advantage, you'll have to rely on your ability to sense disturbances nearby. Good thing then that you have a knack for sensing when trouble arises, in terms of the general proximity, as well as the level of risks which you'll face. So even if you get sent to the middle of nowhere, you won't be completely lost.

Coordinated Execution 400

Executional Dispatches are generally made up of several Executors working together in order to achieve their assigned task. Consequently, unlike the Yatou, most Executors are well versed in working together rather than hunting alone. As an Executor and an In-Birth, you'll find that by training alongside your teammates, eventually you'll reach a point where your affinity with Existence based elemental attunement can be shared with your teammates.

The cooperative training that you'll do as a team is important – you'll need to know how to best complement your team mates after all. The training will definitely enhance your teamwork, but there's an element of emotional bonding involved as well, something that can only improve as all of you spend time together. Given enough training, you and those who are recognized as your teammates will all become stronger, as long as you're all working with the same goal in mind.

EXS In Birth 600

While the Yatou preferred to branch out and experiment with all sorts of methods for killing the Voids, for a long time the Licht Kreis focused exclusively on developing the strength of In-Births within their own order. In-Births like the "Red Knight" and the "Sky-Aligned Blade" are proof of the Licht Kreis' efforts, but along

the way, the Licht Kreis developed an odd ability of their own, something that a few Executors have put to use.

As an overly specialized ability that depends on the manipulation of Existence, most Executors depend on it largely for combat purposes – but that could be simply due to the Void being such a pressing threat. By focusing the Existence they possess into a familiar inanimate object, it is possible to give the object "life" – that is, a spiritual manifestation for the object in question. As I mentioned before, the Executors who utilize these spirits generally employ them as independent combat aides and they serve this role remarkably well.

You'll have to dedicate a portion of your Existence to give the object life of course, but the object also won't be able to manifest with you nearby as the metaphorical anchor. From what we can tell however, most Executors tend to rely on a single spirit at most – and the item in question is generally something that they've come to depend on over long periods of time. Perhaps sentimental attachment has something to do with it?

AMNESIA AGENT

With Freedom in Mind 100

Amnesia believes in a new world order, one where In-Births don't have to live under the strict hierarchy set up by the Licht Kreis. Though the Yatou may be a relic of the past, Amnesia doesn't find their obsessive quest to destroy Voids any more admirable either. The new world order should be a free place, a place where the Hollow Night can be spread far and wide, a place for In-Births to finally belong.

In such a world, there should be no reason for In-Births to be restrained by laws made up by normal humans. Whether it's because of your intimidating presence, or whether it's because people can sense the strength you possess, it doesn't change the fact that people don't seem to take issue with your blatant disregard for rules and conventions. Of course, blatantly insulting a figure of authority won't do you many favours, but they won't try to punish you as they might if somebody else were to try.

Chaos Spreader 200

If the world that Amnesia dreams of is to be realized, then the current order and the current structure need to be torn apart and broken down. Building on top of what exists will only leave the new world on a rotten foundation. For such a rotten foundation, if you sow disorder all around the world, it'll only be a matter of time before the existing structure comes tumbling down.

Your actions can quickly instil fear and panic through adversaries and bystanders at will. A crowd is best for this – after all, panic spreads well when there are many sources to spread it with. Once the chaos starts, you'll be able to flow in and out of it like a fish in water. After all, when the new world order is established, this sort of chaos will only be the norm.

Void Subjugator 400

The Yatou are only interested in destroying the Void, the Licht Kreis would rather the monsters stay in the shadows…only Amnesia sees the potential that lies within the Void, if only the beasts could be controlled and manipulated properly. Amnesia developed the technology since long ago, but it'll take you a bit more effort to perform this without any aids.

When you face a Void or a beast without any significant sense of sapience, you can attempt to overpower them with the force of your mind alone. But make no mistake, beating them up can go a long ways as well. If you're successful in the process, you'll be able to control and direct the beast in question. Take it one beast at a time though, because you wouldn't want things to get out of hand.

Should you already possess the ability to control Voids with your EXS Skill, this will increase the strength of those Voids in your control – and also give you a bit more resources to work with as far as modifying them goes (gives an extra 100 VP).

Overflowing Chalice 600

As you might know by now, Re-Births and In-Births have a relationship based on the nature of Existence. When an In-Birth takes in too much Existence, in the vast majority of circumstances the overwhelming amount of Existence shatters their mind and body – resulting in the birth of a Void. But in very, very rare circumstances, a Re-Birth is created instead, and some call the Re-Births "Voids which retained a human form".

But to even begin on that path, one has to first become an In-Birth, and if Amnesia's new world is to be born…it'll need In-Births to populate it. Normal humans won't suffice. You should be thankful then, that you can start the new process of genesis, by inserting your own Existence into normal humans. You can create a newborn In-Birth, complete with a minor EXS Skill to call their own, complete with the ability to manipulate their newfound Existence.

Of course, it might take a couple tries to get the process down correctly. If you fail and push in too much Existence, you might end up creating a new Void altogether. Too little, and nothing might happen at all. But Amnesia didn't come all this way without a few sacrifices – so surely you can afford a few as well?

VOID

Instinctive Hunger 100

All Voids suffer from an insatiable hunger. Unable to produce Existence by themselves, they're forced to hunt others in order to steal Existence and claim it for themselves. Just as the Yatou hone their skills in hunting the hunters; all Voids are naturally well attuned in the art of isolating prey. When your hunger gnaws away at you, you'll instinctively sense where prey is present – and trust us, you're going to be hungry quite a bit while you're a Void.

An easy meal is a welcome one, and you can easily identify in any given group which individual would be the easiest to immediately take out. Naturally this won't help you too much if you're stalking lone prey, but you shouldn't have any problems with just a single target on the menu, right?

Existence Feeder 200

The exact process with which a Void drains Existence out of a living being is largely unknown. For one thing, it would be rather hard to test, given the rampant nature of most Voids, and the lack of willing test subjects. However, it is known that by consuming a living being, you can drain Existence out of them – this in turn boosts the amount of Existence you possess. You'll find that even for a meal that doesn't contain much Existence, or no Existence at all, whenever you consume a living being your life force is improved somewhat.

Based on accounts from the only Void that we could communicate with, it seems that devouring healthy individuals often brings a sense of amazing bliss. Similarly, consuming individuals with a large amount of Existence was enough to make the mood of the Void turn a 180. It's likely that you'll experience a similar effect upon eating a healthy meal as well.

Sink Into the Abyss 400

Had the Voids been visible outside of the Hollow Night, perhaps by now they would have already been eliminated. But then again, thinking back to what the survey team had uncovered of the past history, it would have likely been the other way around. But even without the cover of the Hollow Night, some Voids possess a tricky ability of manipulating shadows and darkness in order to escape from dangerous situations. You're capable of this ability as well, but manipulating shadows doesn't always have to be used for purposes of retreat.

Instead of using it to retreat, you can also turn shadows into quicksand, ensnaring potential prey within pools of darkness. Most people when faced with such a predicament will quickly lose their minds as they sink into what should otherwise be

solid land. Well, if they do manage to lose their sanity by something like this – they would have probably made for an easy meal anyways!

The Anomaly Spreads 600

There are other Voids who possess the same remarkable self-awareness and coherence that you do, but based on the Voids which we could find, there was a unanimous agreement that this sapience was more of a curse rather than a blessing. Still, it would be nice if you could help your brethren become more aware, wouldn't it?

You can "infect" other Voids and beasts by wounding them – preferably not through your bite if you don't have to. When the infection spreads sufficiently, the wounded creature in question will begin to slowly develop a sense of sapience. It would almost be like a Void creating an In-Birth out of a normal human, except in this case, it's up to you whether you want to make them dependent on Existence or not. Regardless though, any living being will begin to generate Existence within their body once it attains sapience in such a fashion. Sadly, your Void brethren are exempt from this.

You might notice in your time here that Voids don't communicate vocally, even if they have the tools to do so. Their form of communication is primarily via telepathy, and similarly, any creature that you "uplift" this way will be able to communicate via telepathy as well. Kinda makes me wonder what a Chocobo say through telepathy really…

VOID MORPHOLOGY – (VOID ONLY)

If you're going to be a Void, well you might as well figure out what kind of form you're going to possess when you enter the world. Voids come in all shapes and sizes it would seem, though we've found humanoid variants during the period of our survey. By default your Void form is similar to your base form, but is completely pitch black in complexion. If you want to shift it, that's fine – you have 500 VP at your disposal to do so, and we can modify some aspects of your form.

EXTRA LIMBS 50 VP

Having some extra limbs can always be handy, if two hands are better than one, then four has to be better than two. You may take this option multiple times, but placement of the limbs is up to you. You may also use this to add more esoteric limbs – such as arms which can transform into wings. Yes, we've observed that strange biological phenomenon in live Void samples.

CURSE COMMANDMENT LAYER 50 VP

A legacy of ancient technology, we actually still have no clue how the Void adapted this technology for themselves – but there is a high possibility that the ancient magi who created this actually adapted it from the Void. Regardless, the Curse Commandment Layer is what regulates the flow of Existence throughout the Void. Normal Voids can live and fight without this Layer, but utilizing an EXS Skill or utilizing any particular ability is extremely difficult without the Layer in place.

You may take this option multiple times, and implementing multiple layers can improve the efficiency at which you circulate all forms of energy around your body – reducing the strain that techniques have on your reserves.

PHYSICAL EXISTENCE 50 VP

This is more of a general physical modification option - as we said before the Voids come in all shapes and sizes. You may as such, tailor your physical traits until they suit your needs. Thing such as weight, height, body strength, speed, and so forth can all be modified by up to a tenth of their base values with each time you take this option. You can also use this for physical features which could not be considered limbs, like heavy plating or spikes. But unfortunately, we won't be able to adapt any specialized body part this way if it possesses unique functions not found in this world.

Do note that while there are benefits to being humungous, it can have notable drawbacks as well – such as groups of In-Births hunting you on arrival. That was just an example of course, but think carefully as you choose what modifications you would like to make.

FLEXIBILITY 50 VP

Voids don't really adhere to human notions of biology, but a very notable deviation found in some Voids is the apparent lack of a skeletal structure. Their internal physiology is remarkably alien, with the most notable consequence of this being an abnormal level of flexibility, which makes them capable of contorting and extending into shapes that would most certainly kill a human. While this never shifts your natural mass, you can extend, retract, and bend your body at will.

IRREGULAR GROWTH CONTROL 100 VP

Going beyond the realm of simple contortion, there are some Voids capable of "dividing" their body up, forming growths that can move as independent segments. This odd behaviour seems to have different purposes depending on the individual Void, but most Void can use this successfully by releasing the segments as either a distraction, or to ensnare their prey. Be wary that while you can reabsorb these segments at any time, it does divide your energy to form them in the first place.

EXS-BARRIER 100 VP

Sooner or later you'll come across prey that can fight back and they won't succumb to your first attack. If all you can do is attack, eventually you're going to end up taking one wound too many. This modification is made so that you can project a barrier with your reserve of Existence alone. The strength of the barrier is relative to the amount of Existence you dedicate to it, but even a small amount of Existence is sufficient for blocking the normal attacks from most In-Births.

PASSIVE ABSORPTION 100 VP

A modification made to your form which tunes your body so that you can absorb the Existence lingering within the Hollow Night. With your nature as a Void, the amount you passively absorb won't solve your Existence dependency problems, but it can stave off your bloodthirsty instincts for a little longer than normal. But while this only helps a small bit within the Hollow Night, it'll attune your body to absorb natural energy sources from elsewhere as well.

VOID BITE 150 VP

A Void's bite is normally sufficient to extract Existence out of a victim, but a side effect that isn't normally recognized is the mental damage caused by the Void's bite – as normally the appearance of the Void alone is enough to drive a person insane. Your bite however, is a little bit worse than that – it infects victims with a lingering hunger similar to your own. Unlike the hunger a Void experiences, the victim in this case won't die if they go without satiating their hunger, but their minds will slowly become unhinged from the growing addiction.

It's also possible for you to pass on sicknesses and curses with your bite, but with the rest of your bite's terrifying effects, most people would generally overlook this technicality.

FLS ORGAN 150 VP

Because of their dependence on others to harvest Existence, most Voids live in a perpetual cycle of feeding and resting. Once provided with a specific organ for producing EXS however, the Void's lifestyle will change completely. But…it's not as wonderful as it sounds. Producing something from nothing is impossible; and as alien as they are, Voids still adhere to physical laws. Unlike the Abyss which continually pumps out Existence, the FLS Organ works on a basis of conversion.

Other forms of energy can be converted into Existence, though the efficiency of the conversion leaves much to be desired to begin with. If you consume other living beings however, the organ's efficiency will continue to increase with the

exposure to additional sources of Existence. With time, you might be able to reverse the reaction – and convert Existence into other energy sources.

This option, while it can stave off your bloodlust for a long period of time, will not eliminate your primal instinct to kill other things. It's just that now instead of killing in order to survive…you'll likely be addicted to killing for pleasure instead.

ALTERNATIVE OPTIONS

Options that don't fit in with the rest, there's no discount for any of these options.

"Immortalize Breakdown" 100

If you've ever practiced martial arts before, you may have gotten advice before to shout when attacking. Some people believe this is related to breathing techniques, some people believe that it's a matter of intimidation; the folks that wander the Hollow Night seem to prescribe to neither of these philosophies. As far as we can tell – they're literally just shouting out random words for no clear reason.

There may be no clear reason as to why they do it, but there's a very clear consequence to this bit of insanity. Whenever they shout, the strength of their blows actually improves…and yes, by accepting this, you'll be affected by the same phenomenon. Better start thinking of what fancy lines you want to shout out loud yourself.

As bizarre as this phenomenon is, it seems that the more nonsensical the shouting, the more ridiculous the attacks themselves can become. A normal slash can come attached with harmless flashes of lightning; the ground itself might open up from the impact of your blows, so you should be prepared for anything once you start shouting gibberish. As a rule of thumb, if your foe starts into a soliloquy at any time during a fight you should be prepared for a strong attack coming your way.

Inverse Abnormality 200

If you take a bit of time to go over the dossier of In-Births that the survey team observed during their time, you'll notice that there are plenty of folks who wield ridiculously large weapons given the size of their body (Y'know, thinking back on it, a certain teenage girl comes to mind). Despite this awkward mismatch between weapon and wielder, everyone seems rather unperturbed as far as surviving in the Hollow Night goes.

Maybe it's the effect of Existence at work, maybe it's just an oddity within this world, but with this you'll also be able to wield your own oversized sword with complete ease. Whether it would normally be too heavy, or too unwieldy due to its make, you'll still be able to swing it around carelessly. Carelessly is probably the key word

to note here, because swinging around a massive weapon is likely to cause collateral damage.

Aside from that though, you should be wary of one small detail. When wielding a weapon that would be normally difficult to handle, the results might not meet your normal expectations – after all, if it was difficult to handle, you likely wouldn't have had much proficiency with it. But as long as you are using the weapon, your proficiency with it will quickly increase.

Concentration 200

Generally the first thing an In-Birth needs to learn is the basics regarding manipulation of Existence. Existence after all, is the heart and soul of an In-Birth, no different from their life force. But gathering Existence doesn't come naturally to everyone. While it is easy to passively absorb Existence in a place where it concentrates, like the edge of the Abyss, it isn't so easy to repeat the feat elsewhere, much less in another world.

With this, it's possible to focus your mind and take in natural energies into your body. While you'll be primarily gathering Existence, depending on where you are it might be possible to gather something extra as well. While the amount you'll collect is generally dependent on how long you're willing to meditate for, it doesn't take long to gather enough Existence for a short burst during a fight.

Hollow Irregularity 200

By now you've probably realized that this world doesn't adhere to the rules of logic that you might be used to. In their fights alone, many In-Births already defy logic, performing strange feats like dashing across the ground without any means of propulsion and bouncing bodies off of walls as if friction was completely negligible.

With this, it'll be possible for you to replicate the strange phenomena of this world through your actions. Though only you can be the "source" of the strange phenomenon, the strange effects can extend to a field all around you. Maybe it'll be fun to play pinball by kicking some Voids around?

Nightfall 200

Make no mistake; the amount of Existence you possess is nowhere close to that of the Abyss, from which the Hollow Night is born. But you can still manifest a portion of the Hollow Night in your immediate environment, so long as you burn a portion of the Existence at your disposal. A small field expands from you, in which the properties of the Hollow Night are manifested. As Existence is present inside all living beings, those who stray inside will begin to produce Existence if they

otherwise did not "possess" it to begin with – and naturally, electronics just don't work within the field itself.

How long the field naturally lingers for depends on how much Existence you dedicate to its formation, though you can retract the field and recollect the Existence within the field.

[COMPANIONS]

Wak seems a bit preoccupied with the puzzle that he's working on, but on the desk beside that puzzle is a giant stack of application forms – presumably the paperwork for any companions that you might have. It takes him a moment to fit in the last piece of the puzzle, but finally he addresses you.

As you expected, he's here to address any concerns you might have regarding allies. Be it allies you already have, allies you're looking for here in this world – Wak will arrange it for you. He does note that there are two very special individuals in the world right now based on the survey team's findings.

They're special you see, because they don't belong in this world either.

Unknown Actors 50 CP

If you already have friends along with you, there's no reason for us not to let you bring them along. If you want them to have resources at their disposal to prepare with though, you're going to have to fork up some funds yourself. No pain, no gain ya? No worries man; if you're willing to pay for it they'll gain the same deal as you.

Import a companion for 50 CP; they gain 400 CP to spend on skills, the synthesis item, along with an identity choice for free. You may import in a batch of 8 for 300 CP, with the same benefits.

Tentative Allies 100/200 CP

The locals here are a bit freaky man; the survey team came back saying that they had to literally run away from fights because the locals kept attacking them on sight whenever they were in that Hollow Night craziness. But if you're looking for allies among them, we can help you out here – it'll cost a bit more though. But don't worry man all of the locals can hold their own; there aren't too many deadweight bozos around. If you can convince them to join you, I'll cut the cost, since you're saving me the legwork anyways.

You may take a canon character as a companion – they gain the same benefits that an individual import might. Any perks/items they gain will not be given to them until they officially become a companion. Their affiliations are not affected by the background that they choose while making preparations for themselves. Voids are a bit of a special case however.

You will note that only existing Voids can take up the Void background, due to the nature of Voids in this world. This option costs 100 CP if you wait to convince them to join you in the world, versus 200 CP if you were to start with them right away.

Ms. Eltnam 100 CP

Oh man…the first of our two crazies that I told you about. As I said before, neither of these individuals seem to be from this world. I've seen my fair share of fellahs from other worlds, but I've never seen one this…uhh, aware of her situation? You should probably just read the notes that the survey team took on her.

The survey team's notes on this individual are indeed bizarre as Wak suggested. Ms. Eltnam, as she calls herself, comes from a place called Melty [REDACTED], and apparently can't give any further information about herself without risking "legal repercussions".

Regardless of what that means, she has some rather strange capabilities – for one thing, her awareness of the world around her can only be described as "superhuman". She frequently identifies "main characters" in a world and has a distinctive quirk where she can assess the importance of an individual to the world at large. How accurate she is…well that's completely unknown, but more often than not she seems to get things right. She professes though that she's only familiar with worlds where a "certain Kinoko" existed. Again, the survey team has no clue what she's talking about. [An addendum notes that she may be insane]

Regardless of her mental condition, she has an additional peculiarity in that she possesses no ability to manipulate Existence, but her strength and her weapon – a handgun, is capable of exterminating high level monsters and Voids all the same. Perhaps this is in turn due to her nature as a traveller between worlds? Certainly her ability to restock bullets out of magic is not an ability native to this world.

The survey team lastly notes that you should never show her mushrooms of any sort, as that has a tendency to inspire berserk rage into her. In such a state, you must be wary – as her magic is capable of conjuring forth a massive mechanical construct, with enough power to destroy the nearby environment. Thankfully, its powers seem to be a "shadow of its former self", according to Ms. Eltnam – perhaps due to its distance away from its original world…wherever that happens to be.

The Soldier 100 CP

A self-proclaimed high class technical officer of the Imperial Army, it would seem that this man also came from another Earth…but unlike Ms. Eltnam, he has absolutely no clue that this is not the world that he belongs in, and stubbornly insists that the Imperial Army will arrive to back him up.

Unfortunately for this poor chap, the Imperial Army simply doesn't exist in this world, and he's been forced into fighting the Voids that hunt him relentlessly. Thankfully, despite lacking the ability to utilize Existence like Ms. Eltnam, his own ability to utilize a device called the Blitz Engine means that he can hold his own against In-Births

and Voids alike…though his food budget is going to go deep into the red after every fight. The Blitz Engine seems to convert energy from the body directly into electricity – and after every fight Akatsuki tends to get hungry, extremely hungry.

The Blitz Engine is a peculiar piece of technology which allows its bearer to amplify and channel the power of lightning through their body. The soldier, who otherwise calls himself Akatsuki, is a proficient martial artist who has a surprisingly high level of synergy with this device. While his awareness of the world around him pales in comparison to Ms. Eltnam's perception abilities, he does have his own redeeming qualities – traits like "ridiculous adherence to honesty", a "rather archaic sense of chivalry", and "a sense of propriety that would make him fit in an older era".

If you can successfully convince him that returning home isn't a very likely venture and gain his trust, you might be able to get your hands on that Blitz Engine of his. It might be nice if you could fix that hunger problem it has…

[ITEMS]

The shopkeeper, a girl with bizarre pink hair, simply flops over and lies listlessly on the counter as you enter. She doesn't seem to be in the mood to explain anything, but nevertheless, she introduces the shop to you as you pass by – lazily pointing at shelves and display cases as she rambles on.

It seems that this time, unlike the last, she was part of the survey team and the experience was strenuous enough that she would much prefer to go back into crystal hibernation for a good week or two. But the shop has to be manned, so here she is.

There's a special aisle for a bizarre item that the survey team found extremely peculiar, but due to its rather unique nature, she reminds you that you should read the fine print carefully before proceeding. Aside from that, the shop also stocks more mundane items that the survey team procured on their trip in.

If you have any questions she'll try to answer you…preferably without moving from the counter.

SYNTHESIS – [EXS SKILL] – 0 CP (SPECIAL)

In-Births fight by manipulating the Existence at their disposal. Whether they shape it into a form that can be used as a weapon, or they manipulate it in a fashion similar to magic, their style of combat is fundamentally akin to drawing out a "fighting spirit" from their body. Fighting with this ability will drain a bit of Existence, but typically it won't be enough to put an In-Birth at risk of dying…presuming that they don't lose of course.

There are very few In-Births who are incapable of shaping their Existence into a tool for combat, but the normal process is extremely rigid and ridiculously arbitrary. There's no rhyme or reason as to what ability an In-Birth attains upon awakening, and once they do attain their ability it becomes set in stone. While it would seem that cosmetic changes may be possible, the fundamental nature of the ability does not change. The locals refer to this ability as the "EXS Skill"

Please, don't ask why they have to abbreviate things. We don't quite understand their conventions either. That aside though, if you would like a more "hands on" approach towards tailoring your own EXS Skill, you'll find an assortment of options available here…provided you can afford them.

Because I really don't want to see people get hurt, I've made it so that regardless of whether you or your companions can actually perceive the element of Existence, you can still wield an EXS Skill. Hmm…then again, if you can't perceive

properly, handling it might be a bit difficult. But for most In-Births it should just take a little bit of training, no sweat!

EXS OF ELEMENTAL 50 CP

It's rather normal to see an In-Birth with some form of elemental affinity, and this modification is designed to do specifically that. For each time you take this option you'll gain affinity with a natural element of your choice, such as fire, or darkness, light, and so forth. Stacking amplifies the strength of the element and increases the flexibility with which you can manipulate it. Stacking it at least thrice reinforces your affinity to the point where you can resist the same element to a substantial degree.

EXS OF THE BODY 50 CP

But for as many In-Births with an elemental affinity, you'll find In-Births with no elemental affinities, and their EXS Skill instead enhances their body. While normally this is meant to enhance the overall strength of the bearer's body, it can additionally be used to enhance a specific aspect of the body, such as one's weight, or height, or concentrated strength of a body part.

The threshold of the modification seems to be about a tenth of the bearer's current state, but don't be surprised if you see ridiculously massive In-Births roaming about the Hollow Night – some of them are extremely specialized as far as physical traits go.

WEAPON SYNCHRONIZATION 50 CP

Aside from physical and elemental affinities, there are EXS Skills which are inherently tied to a specific weapon. If you have a weapon in mind for synchronization, you can implement it here and bind it to your EXS Skill. How it changes your weapon will be largely dependent on what other EXS Skills you implement, but by default you can manifest your weapon with a thought regardless of where it happens to be.

EXS OF THE SHAPER 100 CP

A rather bizarre EXS modification that similarly deals with the body – it is however different from the EXS Skill which enhances the body, as this one instead modifies the nature of the body. Some In-Births have demonstrated the capacity for modifying their body directly – a transformation to some extent. Normally, this is synchronized alongside an element – such as blood, in a certain In-Birth's case. This allows him to utilize the blood in his body as a weapon. However, without an element, you can still utilize this to transform your body, as long as you don't exceed your body's mass.

EXS OF APPARITION 100 CP

A rather distinctive EXS modification, due to its relative rarity, it is immediately recognizable because it manifests your EXS Skill into a spiritual beast of sorts – which can act autonomously to some degree. The effectiveness of this being is largely dependent on the individual who possesses the EXS Skill, so improving yourself is the quickest way to improve your manifestation as well. The nature of the manifestation however, is generally always in line with your EXS Skills, based upon any other modifications you may possess.

EXS OF THE DEVOURER 100 CP

A very specialized option that only a few In-Births have demonstrated a capacity for, it's meant to be specifically utilized against creatures with strong Existences, by consuming the Existence that they possess. Weapons or skills augmented in such a faction gnaw away at the target's spirit with each successful strike, and can consume a fallen foe completely – though this takes a bit of time. The consumed Existence will in turn augment the strength of the EXS Skill – but be wary that for individuals with no Existence, consuming their life force is a much more inefficient process.

EXS OF MIRAGE 100 CP

An EXS modification not specifically made for combat purposes; this utilizes the same principles as the environment manipulation demonstrated by some In-Births as well as Autonomic Nerves to "shift" the bearer instantly from one location to another within eyeshot. While it isn't anything too amazing, it is a rather handy skill to have as far as fighting within the Hollow Night goes.

EXS OF RETENTION 100 CP

While all EXS Skills utilize Existence to some degree in order to manipulate the surrounding environment, this one interacts best with magic, as it causes magic to "linger" within the area once it is cast, even if it would normally fade away after time. The Autonomous Nerve which we observed during our time here demonstrated this ability well by creating magic mines which lingered in the air, but your capacity with this modification will be somewhat dependent on what other abilities you possess. The longer you force the spell to "linger", the more energy it'll drain from you to maintain it.

EXS OF THE CALLER 100 CP

Another rather uncommon attribute of the EXS Skill is its ability to interact and bind the Void. Considering that Existence and the Void are inherently tied to one another, this might not be too surprising, but nevertheless very few In-Births possess an ability of this nature. For each time that you take this, you can create a

"subjugated" Void. The Void does gnaw away at a bit of your Existence whenever it is in use, but on the other hand it won't rampage and try to kill you, so maybe it's a fair trade? You can try to supplement this with life force, but it'll take a little bit more to achieve equivalence.

Taking this after the first time will allow you to call forth an additional Void – but keep in mind that controlling the Voids will be increasingly difficult the more of them you attempt to control at once. Also – once the form of the Void is initially decided, it won't change. Each Void that you create has 400 VP as far as modifications go. One thing to note, taking this again after the first time costs only 50 CP instead of 100 CP.

AEGIS ATTRIBUTER 150 CP

The Aegis Attributer unit is an ancient weapon, generally associated with Autonomic Nerves – the ancient constructs created to protect humanity back when the Voids were out of control.

A multi-component weapon, it manifests in the form of seven spectral blades by converting a fixed amount of Existence. The blades are capable of acting autonomously, and consequently they complement the EXS Skill rather well. Synchronizing this with your EXS Skill is hardly different from synchronizing a normal weapon, but the Aegis Attributer can be controlled primarily through the thoughts of the bearer, without necessitating further action.

VEIL OFF 200 CP

A peak state that normally cannot be induced through the EXS Skill, it isn't much of a transformation, but it shifts your EXS Skill into an overdrive state. The "Veil" is a visible aura that surrounds you – so it really doesn't make much sense for the locals to call the process a Veil Off instead of a Veil On. Perhaps this refers to the initial "burst" of the aura, which can be strong enough to blast aside bystanders in close range.

You should make note that the amount of time this state can be sustained for is relatively short, but while it remains active you can freely utilize your skills at a substantially reduced cost. In addition to this, the Veil itself actively negates a substantial amount of harm from affecting you while it lasts.

EXS INFINITE WORTH 200 CP (DISCOUNTED WITH VEIL OFF)

Ooof, you're looking at that huh. Before you ask, I really have absolutely no clue why they called it like they did. Infinite? Worth? Gosh that reminds me of the time Claire was trying to explain Paradigm Shifts to me… Yikes, sorry I almost dozed off

there. Long story short, "Infinite Worth" is the locals' way of saying "Super Special Technique" – something that's usually different from person to person.

If you have a technique of your own that could be considered as such, you can implement this in place, synchronizing it to your EXS Skill as it were. The technique will consume a fair bit of Existence on top of any normal requirements it may have, but its strength and the scope of its effects will both increase by a fair amount in turn. I've also noticed something kind of peculiar from the demonstrations of Infinite Worths that I saw.

Well, if you scream out the name of the technique…it seems to get stronger. I'm still kind of puzzling over how that even works.

STANDARD ITEMS

The shopkeeper doesn't seem to care too much about the normal assortment of items – but then again she seems more interested in finding her "chocobo pillow", whatever that is. She did say that these goods were meant to help you with making your time here a bit more bearable, so while you shouldn't expect too much from any of these things, some of them might come in handy depending on your personal objectives.

EXS Container 50 CP

A canister designed specifically to retain EXS, essentially a portable "Vessel". The converter within the container can change other forms of energy into Existence, but the efficiency is remarkably low, making it essentially a single use item until it can convert enough energy to recharge. It is however, rather useful as an instant battery.

A Mushroom Doll 50 CP

, An odd doll of a green mushroom that invokes a strange sense of anger in both those who see it as well as those who possess it. Strangely enough, beating up on this doll seems to help relieve stress from everyone involved. The effect is strong enough that even wild monsters can be drawn in by its anger inducing powers. In particular, if you have Ms. Eltnam as a companion, the doll seems to remind her of someone…as she screams out at a certain "Kinoko" while angrily smashing the doll.

French Bread House 100 CP

A small house that doesn't look like it has even enough room for a person to live comfortably. There doesn't seem to be anybody present inside this small house at any time, but whenever you're not looking, loaves of bread show up within the house. Naturally, you and your friends can grab the loaves as you see fit, it'll take a

little while before another batch is baked though. Just who is it that keeps baking the bread?

Modified Smart Phone 100 CP

Most electronics fail within the boundaries of the Hollow Night, but this modified smart phone has been made specifically so that it can still retain most of its basic functions regardless of the Hollow Night's influence. The cell phone additionally has a tracing function which allows it to tag individuals and keep tabs on them – even as they travel through the Hollow Night themselves, or similar alternate dimensions in worlds where they exist.

EXS-Palette 100 CP

A special function utilizing "Existence" that doesn't really belong alongside the other notable capacities of the "Existence", as it doesn't necessarily have any combat function to speak of. While it utilizes Existence in a fashion similar to how weapon techniques can use Existence, the purpose of this function shifts the coloration of your clothing – in addition to physical details like your hair color and skin color as well.

While you can set the final color at your leisure, shifting the color will consume a small amount of Existence. Without Existence, it's still possible to substitute strong magic energy instead, as the function does not actually have substantial demands as far as cost goes.

Hollow Lens 100 CP

A monocle that would have fit better in a period drama, despite looking rather out of place it actually does serve a function in allowing one to notice the presence of Voids long before they can notice you.

Regardless of whether the individual wearing this can naturally see Voids or not, they'll be able to see them now, even before the Voids react to their presence. Not much different from looking at Voids, with this lens on, it'll be possible to see objects and creatures which would otherwise be invisible.

Void Dummy 100 CP

A construct bound by a specially constructed Curse Commandment Layer, while it resembles a Void and possesses similar physical properties, it lacks the basic instincts and burdens that a Void would possess. In addition to this, unlike the Void, it does not require an external source of EXS to power the Curse Commandment Layer.

Rather useful as a training dummy, it's extremely resistant to damage due to being constructed out of pure Existence, and if destroyed, the Curse Commandment Layer can repair the dummy following a moderate span of time.

FSL Beast 100 CP

Presumably a relic not too dissimilar from the ancient Autonomic Nerves, these beasts come in all forms, though they're all generally animals of some sort, and generally aren't much bigger than a human. The Curse Commandment Layer that covers their body seems to function in a similar way to the ones found on some Voids and Autonomic Nerves, but as none of the FSL Beasts require any external source of EXS, it's presumed that they can naturally generate enough to circulate through the Curse Commandment Layer.

It would seem, based on observations, that individual FSL Beasts can at least achieve the same level of sentience as a domesticated pet. The current Princess of the Yatou Clan happens to own a FSL Dragon who seems to serve this function. Presumably, they can be trained, given sufficient time and dedication.

Autonomic Nerve Blueprints 200 CP

Autonomic Nerves are truly a relic of history, a testament to an earlier age, before the establishment of organizations dedicated to the Hollow Night, before there was any thought of harnessing the Existence to transcend the limitations of the In-Births. There is evidence that they existed before the concept of In-Births became commonplace, existing only to hunt down and destroy the Voids which threatened humanity. These blueprints provide you with the basic necessities to create an Autonomic Nerve of your own.

Their time has passed, but the procedure and methodology to create them is retained within these blueprints, provided you have the necessary components or technology to create them once again. In any other world, we would have called them homunculi, but the Autonomic Nerves do have some rather distinctive properties to them, based on what observations we've been able to make.

Based on our observations of the only combat active Autonomic Nerve unit within the survey range, we concluded that Autonomic Nerve units are capable of manipulating energy for both clothing synthesis purposes, as well as focused beam emissions in an offensive and defensive capacity. The Autonomic Nerve unit also appears to be pre-equipped with an "Aegis Attributer" unit, which appears to function both as a flight unit as well as a standard combat armament – manifesting in the form of prismatic blades based on our observations.

Do note that all known Autonomic Nerves operate using a FLS Curse Commandment Layer – and while the blueprints contain a variant tuned

specifically to the Autonomic Nerve along with an inbuilt generator, reverse engineering the design may prove difficult without extensive expertise.

There have been debates over whether Autonomic Nerves can be considered as "individuals". Under normal classifications they would likely be considered an automaton, but the Autonomic Nerve did demonstrate a capacity for free thought, adaptation, and self-awareness – marred only by their dedication to their built in objectives. We can only assume based on the limited available information that all Autonomic Nerves can eventually reach a level of sapience comparable to humans.

Artificial EXS Generator 200 CP

Existence is somewhat which the Abyss generates – but the normal human body can actively retain it, and similarly In-Births can absorb Existence given a stable source, whether it is from another In-Birth or directly from the Abyss. For existences like the Void and some special In-Birth incapable of retaining Existence properly however, they're typically forced to scavenge and kill to gain Existence.

This "organ" draws upon notions of the ancient civilization, which was capable of creating automatons that could handle Existence, despite not being natural Vessels of it. It can naturally deliver a moderate supply of Existence to the bearer – but for creatures permanently starved like the Void, this will only delay their urges, rather than sating them.

Be wary, that while the flow of Existence coming from this is a steady one, it will stop supplying Existence the moment a "threshold" is hit. As you may remember, this is to prevent any individual from hitting the danger threshold, in which the excessive amounts of Existence forces their transformation into a Void – at a time when they aren't ready, at a time when their body is incompatible. It isn't very likely that anyone will be able to become a Re-Birth with this "organ" alone.

Yatou Clan Experiments File – Seal of Soul Transmigration 300 CP

Long ago, the Yatou Clan attempted a covert experiment on some of its own members, in an attempt to create a "weapon" out of an In-Birth which would prove to be the turning point in the fight against the Void. The attempt was a success, but not in the sense that the Yatou Clan wanted.

Death dependent immortality may seem contradictory at first, but it was precisely what the Seal of Soul Transmigration experiment managed to achieve. The subject in question would move from one body to another following her demise, "reincarnating" with her memories intact in the body of another young girl. Though the test subject was not a willing one, she did prove that it was possible to create a

"weapon" through which knowledge within the clan could be successfully retained.

The file contains information on how to perform this upon another – naturally a form of reincarnation won't do much for you, considering it needs you to die. While immortality is coveted by many people, this might not necessarily be the form that they would want it to come in. Once the Seal is successfully implanted into the individual who is to become "immortal", only a weapon that can strike at their "existence" directly will be able to break the Seal. Though with a bit of work, you might be able to find other ways.

Fragment of the Abyss 300 CP

Based on the observed behaviour, it could be said that the Hollow Night and the Abyss are irrevocably tied together – one cannot exist without the other. The Abyss creates the Hollow Night, and the Hollow Night in turn ensures that the Abyss remains protected, by creating the Void and the In-Birth to perpetuate the cycle of Existence.

A fragment of the Hollow Night's perpetual source isn't anywhere close to being as powerful as the real thing – but Existence still pours out from it like a small but perpetual fountain, enough to saturate the area around it with Existence, but thankfully not enough to start creating any Void. But as it lacks the sheer depth of the Abyss, the flow of Existence coming from this fragment ebbs and surges at times – so while it can saturate an area given time, it isn't very reliable when set up for only brief periods.

[ADDITIONAL MODIFICATIONS]

Did we give you insufficient resources? Well if you need extra, we have some options available, our resident scientist has been studying the Hollow Night phenomena since we got here and there are some peculiarities that you could help out with.

Take a look at the options carefully though, because some of his experiments are a fair bit more dangerous than others, and the Hollow Night has already proven to be a very dangerous place…so you'd just be stacking hazards one on top of another. If you are interested, just go and find our scientist freak.

IT CAME FROM THE ABYSS

The man poring over the monitors in the room is most likely the scientist that the old man was talking about. He doesn't seem too excited by your presence, as all of his attention is being placed on the monitors. It takes him a moment before he starts to explain anything – and even then his eyes are still fixed on the monitors.

Without even an introduction, the scientist tells you that while clashes are very common within the Hollow Night, there are situations where it seems battles are strangely preordained. The most likely possibility, from the scientist's point of view, is that somebody is in the background manipulating the fights. But there's also a possibility that the Abyss itself is causing these fights to occur.

The source doesn't matter as much as the consequence in this case. You see, if you're so willing, the scientist can allocate you resources – but in return you'll be marked. It isn't anything visible, but it's enough for you to get stalked by a rather formidable nemesis. It's a creature that doesn't need rest, a creature that comes back from death relentlessly…a creature that seems determined to take your "existence" and take it for its own.

The scientist reminds you that you don't have to take part in this at all – but if you do…always watch your back, because unlike other In-Births or Voids, this monster won't be waiting for a Hollow Night to come around to take what's yours.

*The maximum CP you can gain combined between this and drawbacks is **800 CP**.*

The Nemesis +100

As the scientist explained earlier, the creature that's stalking you has a very peculiar set of traits. They aren't necessarily unique traits, but they do suggest that somebody of considerable power was involved in their making. The Seal of Soul Transmigration which it possesses appears to be a complete version that a Re-Birth might possess, allowing it to hop from body to body following each death. Unlike

the normal Seal of Soul Transmigration, there's no predictable pattern as to what bodies it will end up utilizing. And while the legendary Indulgence of Sever-Rending would normally break this eternal loop, it only seems to delay the eventual return of this creature.

Perhaps a fragment of the infinite Abyss itself, while the creature has no particular strengths at first, it adapts quickly to its prey. As part of its adaptation process, you may find that it likes to harass you mentally as well as physically. It might be best not to trash talk it, or else you'll never hear the end of it.

Thankfully, unless others provoke it, it generally avoids fighting anybody but you. Unfortunately, the tendency for In-Births to provoke anything moving within the Hollow Night is quick high.

That being said though, as this entity isn't exactly a Void, nor exactly an In-Birth or even a Re-Birth it operates freely outside of the Hollow Night. The Hollow Night, connected to the Abyss as it is, allows it to go from continent to continent without going through the hassle of booking flights online and arranging trips.

Out of Sight, Out of Mind +100

People tend to forget things that they don't see very often, it's only natural, given that most of us live with a relatively limited set of priorities. Even your little stalker is an example of this, given that its only priority is your demise. But the fact that nobody else seems to believe your new "friend" exists can be a bit unsettling. Even in the face of legitimate proof, people simply disregard the existence of this monster hunting you down.

As such, don't expect any help as far as facing the monster goes. Any damage it causes will unfortunately be pinned on you, because in all likelihood you were the only that anyone will acknowledge was present. So pick your fights carefully, and try to have a measure of discretion, preferably enough for two because your little stalker definitely won't be holding back.

Mirror Match +100

Under normal circumstances, it wouldn't be too bizarre for the creature to adapt and learn new skills to better fulfill its purpose. But the monster that's hunting you doesn't seem to be either adapting or learning – it seems to be outright copying the techniques that it sees you utilize, as far as a beast of Existence can anyways. The mimicry for minor techniques will be nigh perfect, but you can be thankful that it won't have an easy time performing the same feat with more complex techniques.

It's the only thing to be thankful for really, because techniques aren't the only thing it can copy. Your appearance, your mannerisms, your typical behaviour, the more it observes you, the better it'll be at mimicking you as a whole. This change in ability comes with a change in behaviour, as your stalker will now take its time to observe you in your natural environment, to get a better foundation before the inevitable clash.

The Shadows Shift +100

The moment night falls the shadows seem a bit more intimidating, and the movements in the dark seem a bit more apparent. Whereas normally your nemesis will take its time to stalk you, travelling through the Hollow Night to chase you across continents as necessary, this is no longer the case.

The moment night falls, you should prepare for a confrontation, because any sort of nightfall will be sufficient for it to track you down. A creature of the Night, its abilities grow stronger as soon as dusk passes, until it peaks at the point of midnight. It would be wise to remain aware of the time whenever night falls, just to make sure you're not fighting in an even more disadvantageous situation than normal.

The Strings are Attached +100

An enemy that focuses wholeheartedly on you can be, in some ways, preferable. At least you know their end goal, regardless of how they approach that objective. With your nemesis, normally this would be a rather straightforward process; after all, they need to kill you personally to take what's yours.

Unfortunately, whoever is pulling the strings doesn't agree that such a straightforward method would make for a sensible approach. So instead, the monster will take to picking off weak elements one by one. People that aren't related to you can still give it more Existence to fight you with; people that are related to you can be killed to inflict a measure of psychological damage. It'll be even better if it can turn your allies against you. You know who the last blow will come from – but there'll be enough steps along the way to escalate this conflict to involve far more than just the two of you.

Even if the creature was an annoying pest before – it still held to conventions that you could call "honourable". With this change, the word will never have existed in its dictionary.

DRAWBACKS

Considerably less problematic than what the scientist was immersed headfirst into, investigating into the different aspects of this world shouldn't be nearly as troublesome, and there are still plenty of things that the survey team would like to

have explained regarding this world's phenomenon. If you're willing to test the waters in the survey team's place, you'll be compensated for it.

*The maximum CP you can gain combined between this and the nemesis is **800 CP**.*

Bloodlust 200 (Mandatory for Void)

Even though the Abyss releases a constant stream of Existence into the world, it isn't enough to sate your hunger. The primal urges within you demand a substantial sacrifice, and the In-Births, with their vessels full of Existence, are the only things that suffice. The longer you go without consuming an In-Birth and gorging on their accumulated Existence, the more prominent your hunger will become, until it finally drives you mad.

All Voids suffer from this phenomenon, and consequently even those with some level of awareness are forced into committing horrible acts of murder, if only to stave off the hunger momentarily. The consumption of normal humans who wander into the Hollow Night can satisfy you somewhat, but it pales in comparison to the In-Birth.

Just don't expect the In-Births to serve themselves on a plate for you to devour.

No Reasons Needed 100

With the Voids and the various factions all clashing against one another, conflict is an accepted norm within the Hollow Night. But with everyone accepting that might makes right, you might be best off avoiding other In-Births and Voids entirely. Regardless of their faction, regardless of their personal ideologies, people always seem to find a reason to pick a fight with everybody they see, both in the Hollow Night and outside of it. Your acquaintances might just be looking for a friendly spar, but enemies are far more common within the Hollow Night, and there are plenty who require no justification to start a fight.

The victor decides the fate of the fallen…but someone you spare now might come to stab you in the back later. Be sure to make your choices carefully before you proceed.

No Words Needed 100

With all the fighting going on, there generally isn't much time for people to actually communicate and work things out. Certainly the Voids don't care much for idle chatter, but even the In-Births generally see combat as the first recourse. You can't really blame them – a dead opponent is an eliminated threat that won't come back to haunt you, and all In-Births can understand the hostile nature of the Hollow Night.

But this lack of discourse will lead to an inevitable accumulation of misunderstandings. From misunderstandings on a personal level, to misunderstandings between organizations, without any opportunity to resolve these, things can get very serious, very quickly. Be wary that your reputation can quickly turn for the worse if a single misunderstanding spirals out of control.

People, whether they're humans or In-Birth, tend to let their imagination get the better of them. Whatever you do, don't let people get the wrong impression of you, or you might end up like that poor boy that has gone around stealing the virginity of young women all over Japan.

Hungry, Hungry Monsters 100

The Voids are inherently drawn towards any living being besides themselves – after all, any bit of Existence, however meagre, can still be a meal to a starving beast. But Voids typically don't work together with one another – dividing up a small meal is a pretty big hassle which often leads to conflict. But no one doubts the effectiveness of even a single Void – underestimating them like that is a quick way to get any In-Birth killed.

So when the Voids do work together…well any "bad situation" just turned into a "terrible situation". As time passes, the Voids will naturally gain more experience in working as a group – and they won't hesitate to hunt you even if you're a Void yourself. It wouldn't be wise to fight them too many times without killing them off outright, but killing the horde off without a single survivor scurrying away to live and learn isn't as easy as it sounds either.

So always be wary when you see a Void…because there's a pretty good chance that it has a pack of friends ready to make a midnight snack out of you.

Broken Vessel 200 (Cannot be taken by the Wanderer)

The notion of Vessels isn't brought up very often between In-Births, mostly because it's taken for granted. But there are those who could be considered "abnormalities" even amongst In-Births and of these, "Empty Vessels" are a particularly interesting case. It'll be interesting to you too, considering you happen to be one.

To explain it in simple terms, an "Empty Vessel" lacks the ability to sense or absorb Existence. The problem with this is that all In-Births are inherently dependent on Existence. Without Existence, your abilities spawning from the presence of Existence simply fail, and you also happen to be remarkably frail, as the level of Existence within an In-Birth is directly equivalent to their life force. As a Void, this is just as damning – especially considering Voids already have to scavenge for Existence from other beings.

With artificial injections of Existence, if you had such a source, you might be able to fight for limited periods of time, but being a damaged Vessel as you are, you'll find that you leak out Existence even as you attain it until only a minimal amount is retained.

The Hollow Night's Influence 200

They say that all those who venture into the Hollow Night walk along the edge of madness, and for certain, only those who can survive the attack of a Void with their mental faculties intact can become an In-Birth, but even without a Void around, the Night can drive people mad.

The Hollow Night actively corrodes both the sensibility and rationality of all those who linger within it. It may start as harmless lapses in judgment, but with enough time it can grow into complete lunacy. While those with strong convictions or those holding to an ideal can retain their faculties for longer than normal folks, it would be wise to remember that conviction itself is only several short steps away from obsession.

With the conclusion of each Hollow Night, the individuals in question will slowly recover from their accumulated trauma, but should they continue to venture into the Hollow Night each time it comes up…well, we all go mad eventually. Some just fall sooner than others.

We Want You! 200

On the bright side, every active faction seems to want you in their ranks. Also on the bright side, they want you so badly that they're willing to fight over it. Furthermore on the bright side, they're all willing to back you up when you need it.

But as far as silver linings go, that's about it. Though the factions want you in their ranks, it's more appropriate to say that they want to study and dissect you for your powers. They're willing to do whatever it takes to achieve this end, from abductions, to mass murder if it means it'll guilt trip you into joining them. The support that you can expect generally amounts to a guarantee that you'll be sent into the most dangerous of situations – maybe with an observer nearby to take notes of your abilities.

…Is it really that great to be popular? The fame might seem nice at first, but these organizations tossed the concepts of privacy and personal rights out the window from the moment the Hollow Night started influencing human lives – and no matter where you are in the world, you can expect them to hunt you down and try to "forcefully" persuade you to join them.

Joining a faction isn't likely to deter anyone else from trying to recruit you either.

Children of the Night 200

Despite the routine appearance of the Hollow Night, the actual amount of In-Births and Voids seem to be strangely low. Oh…wait, we were only looking in a limited area, well that explains a lot of things.

With the Hollow Night phenomenon occurring all over the world, you'll find that the amount of Voids and In-Births will spike up everywhere around the world. An increase in the Voids leads to an increase in the number of In-Births after all, and not everyone believes that the Voids should be exterminated.

Unless you actively keep them in check in a global fashion, the number of In-Births and Voids will consistently increase across the world every time the Hollow Night comes around. This will lead to increased strife all across the world, as you might expect. Organizations like the Licht Kreis will attempt to keep areas under control, but even they have rather limited numbers…

The Long Night of No Solace 300

The synchronization between the Earth and the other world is thankfully sparse enough that the Hollow Night phenomenon only occurs once a month. But unfortunately, the routine isn't exactly set in stone – and many organizations have theorized that with the Abyss could probably be controlled to affect the nature of the Hollow Night.

Well this would prove them right, but not in any positive way. The duration of the Hollow Night now lasts a lot longer than just a single evening - to the extent that the majority of the month will be spent in darkness. You can probably already guess that this won't bode well for normal humans – to have a complete absence of the sun for an extended period of time. Though light does break through from time to time, the presence of sunlight will start to feel like an oasis in a vast desert before long. Strangely enough, life that would otherwise depend on the sun seems to do fine – perhaps that's just the nature of the Existence affecting them.

The Void are going to be far more active as you might expect, given that they have plenty of time to roam about now, but it's really some of the In-Birth organizations that you should be wary of. Many of them are already prone to taking extreme action – and these circumstances would certainly warrant some ridiculous choices even for individuals of a tempered mentality.

[THE NIGHT ENDS]

Perhaps you ended the Hollow Night, perhaps this is just the last break of dawn you'll see here in this world, but regardless of where the world stands – it's time for you to make one last choice – one which decides your fate.

To return, to stay, or to leave…the choice is yours.

A FAMILIAR DAWN

Heading back to a more familiar Earth? Or perhaps your return trip will take you elsewhere? Regardless, we'll make the preparations for your return to your origins immediately, along with whatever you possess at the moment of course.

WAITING FOR DUSK

Still have unfinished business here? Or did you find this world somehow endearing? Well, staying here is a perfectly valid option. You already have everything with you, so just head back at your leisure.

ANOTHER STEP FORWARD

Moving onwards? If your journey has an end, it isn't here. Best of luck in your travels ahead.

Notes

What is Under Night in Birth?

It's a fighting game by Soft Circle French Bread. The story isn't related to SCFB's other work – Melty Blood, except with a cameo insertion from one of the characters. The story itself is "relatively simplistic", dealing with the appearance of a supernatural phenomenon called the Hollow Night – and the people who are transformed by that circumstance to fight against the phenomenon's threats.

PERK NOTES

The Wanderer	
Eyes for Madness	*Grants capacity to see the Void, as well as ability to perceive hidden energy sources – like Existence. *A mild deterrent against mental insanity or lunacy induced by sensory experiences consequently can be seen as a boost to willpower.
1st Clause: Divide	*Forces people into a one on one duel, even when it would be generally unwise to do so. *The enforcement deters people from interfering, but will fail if you stall the fight for too long. *You'll know if it works because a narration will play to those involved to announce the duel.
Equalizer	*Allows standard weapons and weapons otherwise incapable of harming a Void/In-Birth to be able to inflict damage upon said targets. *Elevates the strength of anything you choose to use as a weapon, by reinforcing their strength proportional to your own willpower. At high amounts of willpower, weapons you utilize can break magic barriers and such – even if they would normally have no effect. *Doesn't actually affect your ability to use these things – so expertise is something you'll have to find elsewhere. *If you possess an EXS Skill with a Weapon Synchronized, that weapon will improve in durability based on your willpower
Borrowed Vessel	*Allows you to pull energy off of another individual, and use them to fuel your abilities, as long as they're willing. In this state, you can "borrow" abilities they possess as well, this starts off weak at first, but grows in strength as time passes. *On the other hand, you can lend out an ability as well, but regardless of whether you're borrowing or lending the relationship is always in a 1 to 1 fashion. (You can simultaneously borrow and lend, even if they're with separate individuals.)
Yatou Remnants	
With Death In Mind	*An instinctive sense of a creature's weak point, to inflict crippling wounds, or fatal ones depending on the creature. *An improvement towards combat efficiency in general, especially against

	monstrous creatures that would be otherwise unpredictable.
Night Killer	*Your senses are amplified under bad lighting conditions. *Reduces the traces of your movement, as well as the disturbance you make while moving. People lose track of you easily if their attention isn't focused on you completely at all times.
Vanishment of Void	*Enhances your techniques to inhibit things like regenerative factors, and slows the natural regeneration in wounded targets. *Similarly, you can break apart magical barriers and constructs by disassembling the magic that forms them – attempts by them to reconstruct is inhibited as well. *If you possess an EX Skill with the EXS of the Devourer modification, whether you're using techniques to inhibit regenerative factors or to break magic, a portion of the blocked energy is redirected to you instead.
Edge of Indulgence	*Allows you to craft weapons which strike directly at one's life force. Weapons such as these can shave away at an opponent's life span, though the effect is largely dependent on the severity of the inflicted wound – and minor wounds will have effects that really can't be noticed. *Against creatures with ridiculous amounts of Existence (i.e. Re-Births/Immortals), your weapons can bleed the Existence out of them, making it possible to kill them via conventional means.
Licht Kreis Executional Dispatch	
With Society In Mind	*Identifies the ways to help the majority within a group of people by highlighting their needs and concerns. This is generally organized with necessities dealing with their well-being identified first and foremost. *Makes you more persuasive to groups of people at once, and improves your ability to interact with the general public.
Preparations of Interception	*Six sense alert whenever conflict or peculiar events (Like the Hollow Night) occur nearby. *Identifies the general threat level of the phenomena, relative to your abilities.
Coordinated Execution	*Improves the ability of all your "team-mates", as long as your objectives align with one another. *The strength of abilities to coordinate and support one another within that same group are all boosted significantly, and all of you within the group bond with one another quicker the more time you spend together. *If you possess an EXS Skill attuned to an element, all of your team-mates in range can attain a slightly reduced level of affinity for the same element.
EXS In Birth	*Gives live to inanimate objects you possess – manifesting as a complete spirit (Not unlike the EXS skill option: EXS of Apparition) capable of physically affecting the world. Orie's rapier was manifested as a knight with a broadsword for instance. *For the spirit to act, you must be present. Any item can be used, and you may give any item a single spirit each (Thus it's technically a more effective version of EXS of Apparition) but the strength of the spirit is dependent on

	your attachment to the object.
Amnesia Agent	
With Freedom in Mind	*People don't seem to care as much when you abuse loopholes in the law, or disrespect the local authority. *Your awareness of the systems implemented to control others and restrict their actions improves.
Chaos Spreader	*Allows you to incite chaos easily within a crowd and unnerve individuals in a solo confrontation. *Allows you to easily sift through chaotic situations and keep your cool regardless of the circumstances around you.
Void Subjugator	*Allows you to subjugate Void (and other beasts as well) with pure willpower. (Similar to EXS of the Caller, but not dependent on an EXS Skill) *However, while you can subjugate Voids and beasts alike, attempting this on creatures with sapience, or very strong willpowers, is likely to fail. *If you already possess an EX Skill with EXS of the Caller, it increases the strength of subjugated beasts – and increases the VP gained by each Void by 100 VP.
Overflowing Chalice	*Allows you to corrupt others by pouring your Existence into them temporarily. This can in turn create an In-Birth (in a safer fashion than a Void near death experience), or if excessive amounts of Existence is poured in – can create a Void out of an individual. *In-Births created this way have a very basic EXS Skill, and very little understanding of their abilities. They will however, be able to manipulate the natural energies of the world around them, and turn it into Existence. *Similarly, Voids created out of this will spread the In-Birth phenomena by consuming living beings – those that survive have a chance of becoming In-Birth, if they don't become crazed.
Void	
Instinctive Hunger	*Allows you to instinctively sense the weakest individual in a given group *Whenever you're hungry, you can instinctively sense the direction in which prey can be found.
Existence Feeder	*Consuming a living being will reinforce your life force. (In this world it increases the amount of Existence you possess) *The healthier your meal was, the tastier it'll be, which in turn affects your mental health directly as well.
Sink Into the Abyss	*Allows you to slip into the shadows, back to a "safe" point. *You can also mire people into shadows, though they'll be spat out once you leave the vicinity. People affected this way are likely to suffer from lunacy as they sink into the shadows, though people who "survive" this won't become In-Births
The Anomaly Spreads	*Allows you to spread a sense of awareness into other beasts like Void – and also normal creatures that would otherwise be considered as "dumb". *Beasts affected by your ability are capable of generating Existence – but the choice is yours whether you infect them with the same madness that

	affects the Void. *All creatures affected by this are capable of communicating with one another via telepathy.
Alternate Options	
Immortalize Breakdown	*If you shout out your attacks, they'll improve in strength and effect slightly. *For very convoluted names, the inherent flashiness of the attack improves by a degree equivalent to how incomprehensible the name is.
Inverse Abnormality	*Weapons that would be otherwise too difficult to handle due to size, weight, or shape can be handled with ease. *Their effectiveness, if you would be otherwise incompatible with them, is slightly reduced however. *Your expertise with strange weapons however, improves quicker the more you use them.
Concentration	*Allows you to naturally gather energy from the environment around you *Also allows you to convert the energy you gather from the environment around you into Existence (Existence is what you'd normally gather from this world anyways)
Hollow Irregularity	*Skews the normal bounds of physics to a degree where things like wave-dashing and wall bouncing become possible, essentially fighting game physics. *The phenomena however requires energy to maintain, and only persists in a field around you, with you as the epicenter.
Nightfall	*Manifests a "field" of the Hollow Night phenomena, in which all electronics will quickly fail. People who venture within the field are also disoriented – but each individual will start producing Existence while within the field, even should they not possess the means to manipulate it.