Version 1.0
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Fortuna

Often referred to as the Feral Plane by dimensional travelers, Fortuna is a living reality that has its own thoughts and emotions, alien as they are, and is as dangerous as the nickname suggests because of it. Creatures grow big and powerful by feeding on the very emotion infused into everything, pushed to extremes in ability that make them ever more dangerous, and few ever stop growing stronger. This leads to a harsh people and civilizations that are built on the foundation of survival and strength more than anything else, you will not find welcome in these lands without proving yourself.

Even worse than the plane is the infection, a virus-like magic that burns away at Heart in a creature, and even the plane itself. If the Heart burns away all the Heart of a creature, they become a Cinder, zombie-like creatures that constantly shed ash and burn with unnatural heat. Cinders spread the infection through their claws and fangs and constantly press the infection into Fortuna just by their mere existence, though with how large Fortuna is, it hasn't made much headway other than making the plane sick.

This is what you enter into, so take **+1000cp** to get some perks to keep you alive.

Age & Gender

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

Locations

Roll a d8 to determine your starting location randomly or pay 50cp to pick for yourself.

1. **Kols'teim:** The largest city in all of Fortuna, built by the collaboration of dwarves, ashen, and kobolds, it is the most well known city and a major trade hub. It is relatively safe and sheltered from the environment.
2. **Shi'mok:** Originally built by an orcish warlord and his troll consort as an imitation of Kols'teim, this fort is only slightly less well known than its inspiration, though it is mostly inhabited by kobolds today..
3. **Avo'tinas:** The first human settlement before they came to be called Ashen, this is a village encircled by a ironwood palisade. Deva have since settled here alongside the ashen. Cinders are a common sight here.
4. **Verin'zok:** This forested swampland is the home of the bullywugs, with tengu living out in the drier forest outside it, outside of two small settlements where trade is conducted, the region is wild and untamed.
5. **Tul'goram:** A large tract of grasslands where nomadic tribes of trolls and drakon stake their claim. The tribes here are xenophobic and will hunt those that enter without permission..
6. **Gaer'valt:** Also known as the cinder barrens, it is a place full of ash and sand. This is where the cinder infection started. There is an old ruin of a dwarven stronghold at the very center of the barrens.
7. **Glas'wic:** A fungal forest that is home to the redcaps, filled with carnivorous plants, deadly fungi, and beasts born from them, all of them extremely territorial.
8. **Free Pick:** You may freely choose from any of the above options.

Origins

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

Vagabond (0cp): Burglar, conman, grifter, cheat, gambler, drifter, wanderers, petty thief, bandit, raider, and any number of other names now describe you. You are, or were, someone of ill repute and possess the talents to survive such a title and all it entails. You may have a few enemies, but also some good contacts.

Tradesman (0cp): One of the key aspects of civilization and community is trade, the marketing of goods and services that people want to earn something of value. You are one of the tradesmen that use this principle to survive their time in Fortuna, and the charisma to make sure you don't fall to predation like some.

Ranger (0cp): You are a scout and survivalist for one of the many tribes or one of the hunter gatherers or guardsmen of the cities of Fortuna, someone that spends much of their time tracking and surviving out in the wilderness rather than staying in their home. Rangers are also sometimes used as spies or assassins.

Warlord (0cp): You find yourself in the position of one of the many warleaders, chieftains, or military captains of Fortuna, or maybe one of the roving warriors that seeks to test their skills and the skills of others to find or cultivate a proper challenge.

Shaman (100cp): As a shaman, you are the spiritual leader of a tribe or one of the acolytes of a city's clergy, maybe a wandering mystic that offers advice and quiet companionship from time to time. However, your power is greater than simply that, the plane of Fortuna offers its bounty to you willingly, and you must answer her call.

General Perks

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

Storm of the Heart (Free): Emotions and expressions of them are an incredibly important part of the culture in Fortuna, not just for the act itself, but because the very reality itself is alive and in turmoil, something that touches on everyone within its boundaries. This touch of living turmoil from the reality create a form of magic that is reactive to emotions called Heart, merely feeling emotion allows one to use this form of magic. Some emotions do not possess obvious effects or are said to have none of their own, while others share effects between themselves and build off of each other, as is the case for frustration and rage, frustration generating heat and rage causing combustion.

You can grant others access to Heart by pushing a little of your own into them, forming a core of Heart that they can draw on at will, as with the Eye of the Storm perk below, though the type of Heart they acquire is randomly determined. Fair warning, this often comes with them feeling those emotions very strongly when it first manifests, it may be a good idea to get out of the way when you feel this take hold or you might be caught up by a spontaneous Heart manifestation or be attacked, depending on the emotions they awaken with. If you pay an additional 100cp, you can instead choose which emotions manifest from this ability.

Eye of the Storm (Free): While feeling an emotion allows one to use the associated form of Heart, every being in Fortuna also possesses a few forms of Heart that they produce naturally without needing to feel the associated emotion, albeit only enough to use low level forms of that sort of Heart. Choose one class of emotions, listed below, that you can generate with this perk. These forms of Heart are a little bit stronger and more efficient for you when you feel the emotions and you can use them despite not feeling the associated emotion, though only at a basic level.

Ragers have access to the emotions commonly associated with Wrath; rage, anger, frustration, hatred, and resentment. These emotions give command over volatile elements such as fire, electricity, acid, water, wind, raw force, heat and cold, and mixes of them. Ragers also generally have a higher level of strength than normal due to how these energies subconsciously enhance their physical attacks.

Priests are those that generate any mix of acceptance, contentment, faith, compassion, and hope, with many also being able to generate Calm Heart. These emotions give control over the healing process and can calm or pacify others, even emotional or spiritual pains and injuries can be healed by a skilled priest. Priests are more resistant to anything that would make them ill, infection, disease, and poison just seem to affect them less.

Lords are those that generate the emotions associated with superiority; confidence, contempt, envy, avarice, and pride. These emotions are all about the manipulation of the senses, primarily in the form of creating illusions, though some do learn to do such things as accelerate or slow one's perception of time, which has a number of useful combat applications. Lords have a strong mind that's difficult to influence.

Glooms are associated with the commonly negative emotions, such as grief, doubt, regret, sorrow, and depression. These emotions tend to dull the Heart of others, undermining them and rendering them weaker, as well as targeting the body to induce weakness and incapacitate their foes. These uses act almost like poison or a disease, and the effects can slow even the healing of a Priest. Glooms recover from injuries faster.

Survivors take the emotions of fear, anxiety, distrust, surprise, and worry, and turns them into a means of survival, a veritable repertoire of abilities to escape. Survivors are able to teleport short distances, turn themselves invisible, become intangible to pass through solid objects, and generate smoke that can obscure them from view and remove all traces of them. Survivors tend to be lighter and faster on their feet compared to other Heart users.

The Joyous use the more positive emotions of amusement, enthusiasm, joy, love, and wonder to enhance their physical form. Joyous are stronger, faster, tougher, and more agile than other types of Heart User. The greatest uses are in self healing, which can make the body inherently better over time just by feeling a little happier at times. This is purely physical enhancement and does not affect the mind. Joyous are possessed of greater levels of stamina.

Pariahs use many of the darker and cruel or painful emotions to fuel their power; apathy, suffering, sadism, isolation, and schadenfreude, with many having the potential to be Agonies as well. Pariahs are focused on transference and communication, able to link minds with others and use that connection to give from themselves or steal from others, this is often focused on the transference of life energy, though sharing thoughts is just as easy.

Dauntless are those that push against other emotions, allowing their will to shine through, enhanced by courage, determination, and stubbornness. Many a dauntless is also able to use Calm Heart. These individuals manipulate solid elements such as metal or stone, as well as plant life. Dauntless can also mimic the effects of plants they know well, though this is a lesser known and lesser used ability.

Seekers are the result of adrenaline and those that enjoy the rush; thrill, anticipation, passion, ecstatic glee, and reckless curiosity fuel a seeker's abilities. Seekers naturally possess enhanced senses and can stimulate internal processes that can grant short lived buffs, though these often come with a crash once they run out. Such buffs can be used by the seeker themselves or on others nearby.

You can create your own grouping of emotions for this as well as long as they are on a similar level of power and versatility as is seen here and the emotions are cohesive enough to fit together properly. However, as combinations outside of the main sets are rare, this costs an extra 100cp.

Survival of the Fittest (Free): The people of Fortuna are a hardy race by nature, the simple fact that they possess Heart has reinforced them in some small and large ways. The people of Fortuna are more resilient, tougher in a way, can exert more force without injury, and heal faster than races in other planes. This hardiness comes from a hard life in the storm wracked world of Fortuna where, at times, it's survival of the fittest, so on top of the general resilience boost this perk provides, you also benefit from skill in general combat. Equivalent of a primitive hunter or brawler, nothing focused or well defined, but enough to get by in a fight, plus the experience needed to get to that point.

Additionally, many of the races in Fortuna possess natural armaments, defenses, and advantages in their description while not providing perks for them, such as the imp possessing a stinger and wings or the tengu's bone spurs. This perk effectively grants them in place of a racial one do to their prevalence. This does not cover special traits like regeneration or poison, however.

Scars and Brands (100cp): Ritual scarification, branding, and tattooing is a common practice in Fortuna, each marking with a meaning or memory attached to it, a source of Nostalgia and Remembrance to call back to significant events, memories, or even a symbol of importance to the one marked by it. You know how to safely create these markings and how to direct them. Nostalgia, as a type of Heart, allows its user to relive past memories as they happened. While some see this as useless, others use it to return to a past emotional state.

Beast Butcher (100cp): There is an abundance of powerful creature in Fortuna's wilderness, all able to utilize a wide variety of abilities, both biological and magical, and often made much sturdier than the average tribesman. However, many in Fortuna have found that these creatures are a wealth of useful materials for a variety of purposes. Solid bone useful in the making of weapons, hides tough enough to make effective armor, meats fit for the finest of meals, and even ways to use more esoteric parts, such as blood, for their own purposes. You know how to harvest and process these parts and how they can be effectively used.

Serenity (200cp): You are what is known as a Serene, a user of Heart produced by being calm and collected, more specifically, you do so naturally without needing to be calm. This type of Heart enhances the precision of your use of other forms of Heart, however, because of needing to stay calm to generate this type Heart, it also makes it difficult to use forms of Heart generated from emotion. Being a serene gets around this by generating this type of Heart regardless of your emotional state.

If you also possess the Scars and Brands perk, then you can use the scars, tattoos, or brands from that perk as a focus for Heart use, making the use of certain types of Heart and specific uses of it easier, determined by the marking when it is made.

Pained Heart (200cp): Pain has an odd interaction with Heart. While not an emotion, physical pain dulls emotions, overtakes them and replaces them with nothing but physical sensation, and from this, power can spring forth, but only for those with the dubious 'gift' to wield it. These individuals are referred to as Agonies. The Heart generated by an Agony's pain is stored up, unlike other forms of Heart, and can be used at any time to make other forms of Heart stronger, more potent. However, storing this Heart in excess causes echoes of the pain that generated it in the first place without generating more Heart.

If you also possess the Scars and Brands perk, then you can use the scars, tattoos, or brands from that perk as a means of storing excess Heart, though only in small amounts and each scar or tattoo must have the type of Heart chosen when it is first made if this is done.

Life Binder (300cp): The body of a beast is rarely a wasted resource, only the most useless of materials left behind, and yet, the life of the beast itself is wasted by the act of killing it. Not so with this technique that you now know. You know how to bind the life essence of a slain creature to the parts of its body as well as how to focus parts of that life essence into each individual part to emphasize the traits you want out of the beast. Bones grow tougher or more flexible, spines grow sharper, scales more resilient, and even blood will start to channel Heart when exposed to it. This greatly improves the quality of anything made using the parts from the creature, from food to weapons to clothing or armor.

Additionally, you also know the technique for bonding or fusing biological materials with metal, stone, and other inorganic materials to create hybrid materials. This can even be used to imbue the spirit held within the body parts into a material if used properly, such as quenching a blade in empowered blood or mixing empowered bone into the coals when smelting metal down, changing the material to reflect the beast it came from.

Laden with Life (400cp): Emotions and sentiment have power in Fortuna, and within this plane, it can leave a mark on an object, stains of emotion that blotch, mix, and cover the object. These stains set deep and awaken an emotional state within the object, no sentience and no sapience, but emotions swirl within the object and grant it unique traits.

Normally these occur randomly, building up over years or generations as an object takes in the emotion and sentiments aimed at it, or what it represents, and manifesting much later. You, however, know how to deliberately stain an object to grant it this emotional state, shaping the power it provides, from a belt associated with fear that enhances spatial awareness to a sword steeped in hatred to make the wounds it inflicts slow to heal to even rings filled with trust and compassion that allow you to feel the presence of a loved one should they still live, all are possible.

If you also possess the Scars and Brands perk, then you can use the scars, tattoos, or brands from that perk as an anchor for these effects, effectively making the effects a part of a person instead of an item.

Heart Brewer (500cp): Heart is a magic with a nearly physical presence, it doesn't take much to push it into the physical realm, as long as you know the trick behind it, where it takes on a liquid-like form. Liquid Heart is weaker than normal heart, but the effects last for a long period of time compared to normal Heart use, and the liquid Heart can also be mixed with other ingredients fairly easily, altering how the powers manifest. These potions and elixirs do, however, have a side effect when drunken in excess, namely altering the mood and perceptions of the drinker. Dwarves are immune to this effect, however.

Liquid Heart is sometimes mixed with alcohol and spices which are then drunk or added into meals as a way to prepare the body and mind for the effects of consuming liquid Heart, making the effects stronger. This has the added benefit of offering a small boost to physical resilience, either in the form of resistance to poison, resistance to disease, accelerated healing, the toughening of the body, or a stamina boost. These effects are permanent but can take months or years to be noticeable. It is possible to make the effects of distilled Heart stronger at the cost of greatly reducing their duration, but this is difficult and requires complex mixes of materials and often needs the Heart to be concentrated, which in and of itself is a difficult process.

This may be applied to other forms of magic, which gain their own effects when used in this way, such as most forms of mana giving a better ability to concentrate to avoid spell disruptions or increasing processing power. Such magics may not distill to a liquid form, some may become a powder while others become a smoke that can infuse into things instead.

Racial Perks

Orcs (0cp): Orcs are a common race in Fortuna, considered the standard for physical and metaphysical strength. Standing seven feet tall on average, built with dense muscle, and possessed of large tusk-like lower teeth, orcs are physically imposing, even more so than the larger trolls. However, their physical strength isn't everything. An orc's emotions are intense, running deep and generating Heart that is far stronger than the norm, while this can make subtler emotions more difficult for them to utilize, this makes them incredibly powerful Heart users, even just using the Heart they generate when feeling nothing they are as strong as those actually feeling those emotions. Better yet, they do not lose themselves in these intense emotions, able to keep their heads and think despite the intensity.

- **Clarity (100cp, Free Orc):** Despite outward appearances, orcs are in complete control of themselves, mentally speaking, at all times, even when in a berserk fury or so drunk they can't walk straight. Regardless of emotion or impairment, an orc will be able to think as clearly as if they were calm and collected. This also makes it nearly impossible for insanity to take them, and even if it were to, it would be the sort that just makes them odd rather than anything else.
- **Intensity (100cp, Free Orc):** The best word to describe an orc has always been 'intense' due to how strong their Heart is, something fueled by a depth and strength of emotion that few can match. Orc's feel more strongly than most, and this adds power to their Heart use, even the Heart they generate without needing to feel it is stronger, baseline, than for other races.

  You'll find this similarly applies to other forms of magic, especially those that are affected by strong emotional responses, always adding a bit of extra strength to it. Additionally, magic hindered by strong emotions will have that quality lessened or removed over time.
- **Frenzied (200cp, Free Orc):** The core of an orc's Heart use is volatile, constantly under pressure from the powerful emotions possessed by them. While some view this as a vulnerability, the orcs see it as a source of strength, a final effort to give them the strength they need in desperate situations. When in need of some extra power, an orc can stoke their emotions to a fever pitch, the Heart in them surging and driving them deep into their emotions, greatly enhancing their already intense emotions. While this empowers the orc's use of Heart to a nearly excessive degree, it is physically and mentally draining to keep up.

Redcaps (0cp): Another of the smaller races, redcaps are a fungal race that mimics the humanoid form of other sentient races. Redcaps generally stand between four and four and a half feet tall, but are covered in cords of muscle that show they are far stronger than their size would suggest. Redcaps are so named for the mushroom cap that tops their heads, almost always resembling a hat of some kind, while technically a part of the redcap, it can be removed, their hair, actually mycelium, able to attach or detach from it at-will. This cap acts as a receptacle for extra nutrients during lean times and is filled with a red, nutrient dense ichor that looks similar to blood. These fungal creatures seem to be able to use nearly any weapon with the ease of long practice even when they've only just encountered it for the first time, even something as simple as a throwing stone can be deadly in their hands. All of this is rolled up alongside a natural bloodlust and killer instinct within the redcaps themselves, though they can and do temper this to not be a hindrance to themselves or their fellows, they simply become surly when not in combat.

- **Killer Instinct (100cp, Free Redcap):** Bloodlust is a part of the redcap mindset, the chaos of battle calls to them in a way that is difficult for other races to understand. Redcaps aren't disoriented in this chaos, for them, it is home, and thus, their awareness and ability to navigate through such situations is impeccable. This effectively gives heightened situational awareness and reflexes when in combat.

  Additionally, when a redcap gets into a fight, they start to release spores. While harmless on their own, redcaps can track those marked by their spores, and the spores can remain viable for weeks before losing potency. And when near the redcap, the clarity of this locating quality improves to the point they could fight a person marked by the spores without needing their other senses.

- **Bloodstained Carnage (100cp, Free Redcap):** What many forget about a redcap is that they are a fungus, not an animal. While this isn't obvious from the outside, this means that a redcap has far fewer organs than other races and nearly none are critical for them, and those that are have redundancies. This makes it incredibly difficult to actually cause serious damage to a redcap. While enough damage will eventually put them down, they will look like they should have dropped a long time ago when they finally do. Even taking part of their head off will only cause annoyance until it grows back as they lack a brain. Non-redcaps simply gain redundancies to their biology and the ability to survive damage that'd normally kill them.
- **Danse Macabre (200cp, Free Redcap):** With such an emphasis on combat, it makes sense for a redcap to have some skill with weapons, but they take it farther than that. Any weapon, or anything that could feasibly be treated as a weapon, held by the redcap weighs them down a bit less, seeming lighter in their hands that it truly is while keeping its true weight for the redcap's foes. Redcaps get more control and precision with their weapons as a result of this lightening effect. Skilled redcaps that can even focus this on their own body, though it requires experience and training to do so.

  Additionally, with a bit of focus, the redcap can extend the edge of any weapon they wield by a small amount. This is a subtle extension, noticeable to the redcap but difficult to spot for others, and training can increase the extension, with the most significant examples being just over a foot of extra distance. This feature does, however, only function for edged or pointed weapons.

Bullywugs (0cp): Very loosely resembling humanoid frogs, bullywugs, or pua'a as they call themselves, are amphibious beings that reside on and in lakes, seas, and swamps. Bullywugs, predictably, are exceptional swimmers and have a lot of explosive power to their movements. Bullywugs possess a small arsenal of natural weaponry, including a barbed tongue that can extend nearly a dozen feet, almost twice their height, and patches of skin that can secrete a paralytic poison when pressure is applied, many using this to coat weapons like knives or arrows. They also have the ability to hear and produce sounds at a frequency so high or low that most other races can't hear it, and low frequency sounds can travel for miles while high frequency ones can be used for echolocation.

- **Caller (100cp, Free Bullywug):** Despite appearances, bullywugs are a cooperative race that are in near constant communication with others nearby. Because of the range a bullywug can hear extends higher and lower than those of other races, they can communicate using those frequencies without being noticed, and they possess the physical properties to do so; a pouch of skin extending from the middle of their chest to their throat that can be filled with air to resonate at higher or lower frequencies.

  Low frequency sounds can travel a long ways before fading, and can even travel through solid barriers to an extent. High frequency sound, on the other hand, is quicker and can be used for navigation through echolocation, though this is not instinctive for the bullywug and requires training to accomplish.

  Races other than bullywugs don't get the pouch if they take this perk, but do gain the ability to both hear and vocalize in higher and lower ranges than normal.
- **Explosive Movement (100cp, Free Bullywug):** Bullywugs have powerful, elastic muscles that they can coil up for sudden bursts of strength, if only given a few moments to do so. These few moments are spent tightening their muscles for a release that can allow them to jump several times their own height, however, they can only hold this tightening for a few moments more before needing to release it. Bullywugs have entire styles of combat based around using this principle to great effect, though this perk does not give any skill in it to begin with.

  Additionally, a bullywug's body is adept at handling such stresses, allowing them to absorb impacts that would normally cause intense harm, such as falling from the heights they can jump from. This can be adapted to avoid damage from enemy attacks, especially against blunt weapons such as maces or hammers.

- **Poison Infusion (200cp, Free Bullywug):** While a bullywug naturally produces poison from several spots on their body - their wrists, necks, and just above their hips - and make shows of wiping weapons against those spots, this is a threat display. A bullywug can apply any poison or venom they produce onto their weapons, natural or otherwise, by simply willing it while in contact with it. This can even apply it to non-weapons such as a mug or an eating utensil. However, this is disrupted if the bullywug loses focus or cannot gain focus, making the patches that produce the poison a necessity.

  Additionally, bullywugs naturally produce a neurotoxin that lingers in the bloodstream with no effect until the bullywug decides to trigger an effect, using up some of the toxin in the process. This can cause muscles to lock up, spasms, pain, or weakness depending on what the bullywug decides in the moment. The poison will also naturally metabolize over time.

Tengu (0cp): The only avian race on Fortuna, tengu are flightless, having traded their wings for an extra set of talons with opposable thumbs. Tengu stand roughly the same size as a ashen, maybe a little taller, and come in a wide variety of colors, patterns, and overall appearances, some looking like chickens while others resemble sparrows and still others resemble brightly colored parrots. A tengu's feet are always taloned, as are their hands, giving them powerful claws, however, they also possess bony spurs just behind their wrists and above their ankles, spurs that are sharp enough to cause real damage and have flesh sheaths that can cover them when they're not needed. Tengu have a trick that allows them to mimic sounds and throw them to other places to keep, something some use to great effect to distract potential prey or to keep predators from finding them.

- **Smoke and Mirrors (100cp, Free Tengu):** In Fortuna, tengu are the foremost experts in guerilla warfare, exceptionally talented in remaining unnoticed even when their coloration would put them at a disadvantage. Tengu simply make little noise with their movements, with even their breathing being near silent, and can find the perfect conditions to hide themselves from sight if it is at all possible. They're also quite skilled in developing tricks to help them obtain and keep stealth, such as smoke bombs that can break up someone's scent or overwhelm the sense. This is, however, simply talent, not true skill.
- **Mimicry (100cp, Free Tengu):** A tengu's voice has a strange, echoing quality to it, the result of possessing three vocal chords and an incredible range to their voice. At rest, these align fairly well, giving the barest hint of an echo to the tengu's voice. However, even young tengu can tense or relax these vocal chords to create nearly any sound they've ever heard. Additionally, they can 'throw' their voice, making it seem to come from much farther away from them than it otherwise would, several dozen feet at minimum. This is thought to be a subtle form of commune, but it is unclear if that is true or not.
- **Phantom Throw (200cp, Free Tengu):** When a tengu fights, they tend to do so from short to mid-range, and while their claws and spurs are good in close, they rely on throwing weapons for when separated from their foes. Tengu are skilled with throwing weapons and can throw them much farther and with more power than their normal levels of strength would suggest they'd be able to. Tengu are simply able to impart more force into their projectiles than they should, especially those propelled by muscle power.

  Additionally, tengu feathers can be plucked and infused with a bit of any kind of Heart to turn them into small knives that are perfect for throwing but can be used as an effective holdout weapon in an emergency.

Imps (0cp): The smallest race in Fortuna, imps stand only three feet tall at the tallest. With red, grey, or mottled yellow-green skin stretched over a body that's essentially skins and bones and a pot belly, imps are not the most attractive of creatures, nor the most imposing. However, they are the only race in Fortuna that possess wings and their tail ends in a bony stinger with a cocktail of hallucinogenic toxins that seems to bypass any form of poison resistance, though dwarves, with their immunity, still show a tolerance for it. They can also produce a foul odor that can sicken even the strongest of stomachs. Oddly, an imp's wings are too small to allow them to fly, being at least partially vestigial, but something allows them to fly despite this deficiency. Imps are the only race that lays eggs in Fortuna and they often end up fighting off predators from their nests.

- **Opportunist (100cp, Free Imp):** Imps are normally omnivorous scavengers, even when in more civilized lands, but they've always been able to recognize a chance to get something more. An imp can recognize opportunity when it comes knocking and when something is too good to be true. Part of this is the fact they experience everything in slow motion, not to a large degree, but enough to see things others would miss in their faster frame of reference.
- **Hidden Threat (100cp, Free Imp):** The average imp appears to be quite the pathetic creature, but even the strongest of races will show some level of wariness when faced with an imp due to how well they can hide their actual threat level, it is almost impossible to tell just how powerful or dangerous an imp actually is. An imp can change their mannerisms and demeanor at will, able to genuinely look like a bumbling idiot despite being a trained warrior, this can even change their speech patterns without missing a beat.
- **Persistent (200cp, Free Imp):** Imps are often viewed as a lazy and weak bunch, sitting around and doing very little and tiring quickly even when they do, however, this is far from the truth. Imps are able to store up some of their stamina, building up a small pool of it, which can then be used to supplement the imp's natural stamina when needed. This does, however, tire the imp as if they were walking or otherwise performing light physical activity, which can make them tire more quickly while storing it away.

  The stamina from this extra pool combines with the existing stamina, making it denser rather than just giving more of it, almost like getting a burst of adrenaline. This can give a sudden surge of speed and strength when used properly, though overcharging it can be damaging long term. This is what allows an imp to use their small wings for flight, the burst of strength offering enough to get them airborne.

  Additionally, this stamina can be used to produce a hallucinogenic toxin that can be released from the imp's stinger, claws, or scent glands. This toxin causes the emotional state of those affected to become unstable and hinders concentration, akin to excesses in alcohol. With training, an imp can induce specific emotions with their toxin and use it to affect themselves.

Dwarves (50cp): The average dwarf stands around five feet tall, though their stocky bodies tend to make them look shorter than they are at times, they are, however, the most consistently civilized race in Fortuna. Dwarves favor settling into and fortifying a region rather than roaming like many of the other races found in Fortuna, simply because of their affinity for the world itself. This affinity manifests in the form of a type of magic known as Commune which, while not unique to the dwarves, they are experts in. This also grants them a near immunity to both poison and disease. Finally, dwarves are thought to be master craftsmen, while this is somewhat accurate due to their practice in the art, it is not the whole truth. While naturals with any kind of stone, wood, or metal, dwarves use a unique racial ability to augment their weapons, armors, and tools just as often as craftsmanship.

- **Pick Your Poison (100cp, Free Dwarf):** As a race, dwarves are nearly immune to poisons and toxins of all sorts, with even magical toxins that bypass normal immunities being massively reduced in effectiveness. This similarly applies to magics that hinder or weaken the dwarf and all forms of disease, including magical diseases, such as the effects of cinders, though they still need treatment eventually. This is partially based on the dwarf's metabolism, which can process even magic, a slowed metabolism decreases the damage done to the dwarf's body over time while a faster metabolism causes the effect to run out faster. Even with just a baseline metabolism, dwarves are affected much less by any poison, disease, or curse placed on them.
- **Body Control (100cp, Free Dwarf):** A key aspect of the dwarven race is their natural penchant for craft, a talent that comes from their exceptional level of body control and a sensitive level of touch that allows them to pick out minute details in their work. A dwarf has an instinctive control over their strength and movements that gives them a level of control when performing any kind of craft and helping them achieve amazing levels of detail. This makes even novice dwarves skilled craftsman and warriors. Some dwarves even learn to gain control over other aspects of their body, such as slowing their heart rate and need for air, giving themselves a shock to kickstart their metabolism or heart should it stop, or altering their metabolism.

- **Master's Touch (200cp, Free Dwarf):** Dwarves are known to have incredibly well made weapons and armor, and dwarf artisans similarly carry exceptional tools for their craft. While dwarven craftsman do make exceptional arms, armor, and tools, the true reason for them possessing exceptional quality equipment lies in their ability to temporarily call the potential of an object forward.

  This enhances an object, the imperfections in metal are smoothed over, elements in an alloy that weaken it will act as if they aren't there while those that strengthen it are evened out for better results, and they will both appear and act as if they were perfectly maintained. A similar result occurs with woods and other materials, pushing the object as close to masterwork as it can be.

  A dwarf artisan will find this further enhanced. The appearance of the object will improve to match their level of skill, becoming more ornate and reflective of the dwarf's overall ability to craft the object. This may also add some minor qualities to the object, such as a backpack holding more than it should or a smith's hammer shaping metal easier.

Drakon (50cp): The drakon are one of the oldest races on Fortuna, passing the story of the dragons that gave rise to their kind since before even the dwarves came to be. The drakon take after their draconic ancestors, appearing as humanoid dragons that stand only a bit taller than ashen do. While not particularly imposing in terms of figure and physique, the drakon have a primal look that makes them just as intimidating as larger races, combined with the glow that comes from their chest when using Storm, their own form of magic, they are able to cow other races just as easily as the more physically imposing ones. There are several variants of drakon, five in particular, each with a different build and color of scales.

- **Dragon Scales (100cp, Free Drakon):** There are five varieties of drakon, noted by their scale coloration and overall build. The first variety possess a light, golden brown coloration and are leanly built, almost scrawny in appearance. These drakon possess the ability to metabolize Storm to supplement their diet, as well as dampening their need for sleep, though they still need both, unable to survive off of Storm alone. Often referred to as blonde or tawny drakons, with taun being a common slang term for them, these drakon are sometimes mistaken for kobold in less civilized parts of Fortuna.

  The second have dark purple or indigo scales and have fewer reptilian traits than other drakon, appearing closer to what would be seen in an ashen, this makes them more appealing to other, non-reptilian races such as orcs, dwarves, and ashen. Besides their natural appeal, dusky drakon are known primarily for their exceptional will, able to hold onto their emotions for longer than other drakon, useful for Storm use.

  The third are grey-scaled with a build that is a good mix for speed and strength. These drakon, usually referred to as silvers or greyscales, have heightened senses compared to their brethren, and can even use their Storm to enhance them further, even opening up senses that are normally only in the background such as chronoreception, the ability to sense time. Each sense is enhanced separately.

  The fourth are an orange or amber color with a bulky build, virtually covered in slabs of solid muscle. These drakons are considered the strongest of the species, and the ones with the strongest breath weapon of their race. An amber drakon's breath weapon has a greater range and spread than those of other races and can be focused for greater power at the cost of range or area of effect.

  The last possess dark, reddish brown scales edged in black or dark grey and a stout body, these drakon possess the densest and most resilient scales, with one able to expand into pseudo shields on each arm, all of which can be reinforced with Storm to dampen impacts. These drakon are often referred to as brindled drakon or brinds, and are some of the more well respected variants.

You may choose one of the above, gaining the traits associated with them. A race other than a drakon that takes this perk gains a small boon and their hair or eyes take on the associated coloration instead of scales.

- **Primal Brutality (100cp, Free Drakon):** Drakon are one of the most animalistic races in Fortuna, easily seen as feral despite the discipline needed for their use of Storm. This is aided by the sheer level of savage instinct and ferocity they display in a fight. From this, an unpredictable but controlled style emerges, one suited for the drakon specifically and emphasizes natural weaponry as much as anything else they may possess. This tends to leak into the drakon's natural demeanor, which can trigger the fight or flight response in others as if they were being stared down by a predator, both in and out of combat, especially when the drakon isn't intentionally holding it back.
- **The Oncoming Storm (200cp, Free Drakon):** The Storm is a magic inherent to the Drakon, though some have found a way to mimic its effects over the years. This magic allows a drakon to take their emotions and feed them into a special organ in their chest where they're allowed to run wild, generating Heart that the Drakon can use as the emotions grow stronger and more out of control. As long as the drakon is able to keep these emotions contained, a difficult prospect to keep going for long unless properly trained, they can draw on the Heart within.

  Losing control of Storm, called Breaking, causes the emotions to surge through the body, sending the individual into a frenzied, berserker state, which comes with a significant increase in size and muscle mass. While it is possible to regain control of this state, it is a draining, and often damaging, process that renders the drakon significantly weakened and unable to use Storm for some time, it can even leave them unconscious if already weakened.

  Drakon have a special ability to convert the emotions within this organ into an energy, one completely separate from Heart, that they can breathe out in destructive waves, beams, and gouts. This removes the emotion from the organ and allows them to regain a degree of control. This energy can also be stored in a separate part of the organ so they do not need to feed into the Storm directly to use it. Preparing to use this energy causes the drakon's chest to glow with an inner light, piercing through their scales, which can be an intimidating display in itself. This is, however, unique to the drakon, though if you are another race you can pay an additional 100cp to gain this ability.

Trolls (50cp): The largest race in Fortuna, trolls stand anywhere from seven to nine feet tall on average, at least when they're in their prime. Trolls look a lot like what would happen if you crossed an orc with an imp, then added thick, leathery, greenish brown skin and made them eight feet tall on average. However, unlike orcs, trolls are no more durable than an ashen, instead, they regenerate and don't feel pain from cuts or blunt force, though fire, acid, frigid cold, and other substances that cause a burning sensation can cause them pain, and they are actually sensitive to such pain. Older trolls will start to shrink, losing up to two feet by the time they reach the end of their lives, however, their regeneration improves as they age, slowing the aging process further as they age. Trolls have the longest lifespan in Fortuna because of this.

- **Sharpened Senses (100cp, Free Troll):** When the people of Fortuna think of a troll, they would rarely be able to name anything beyond their regeneration and size as their claim to fame. But, trolls have senses that exceed any other in Fortuna. Their sense of smell can allow them to track prey across miles of land, their hearing is acute enough to pick up the faintest of sounds, even the heartbeat of what they hunt, and their eyes see far more than they should, with great clarity and distance both to their sight.
- **Iron Jaw (100cp, Free Troll):** Something few people realize about trolls is that they can eat and gain nourishment from just about anything. Metal, stone, and dirt can feed a troll just as easily as a side of beef would. This also comes with a stronger set of teeth and jaw to allow them to eat such things without injury and their tongue carries an effect that softens materials they lick temporarily. This softening lasts a few minutes if left alone, but the troll can end the effect by simply willing it.

- **Regeneration (200cp, Free Troll):** If there's one thing that trolls are known for, it's their regeneration. Trolls heal fast enough for the progress to be observable over the course of minutes, though deep or large wounds can still take hours or even days to heal. There body also naturally rights itself, a broken bone bent at an awkward angle will move itself back into its correct position as part of the healing process. This also dulls the pain from such wounds, though fire, acid, and a deep enough cold can bypass this and slow the troll's regeneration.

  One of the key features of a trolls regeneration is that it improves with physical age. A troll that's lived for a hundred years will regenerate at least three times faster than a troll that's only been around for twenty years, and while the growth slows as the regeneration slows the aging process, it will get to be at least ten times faster before diminishing returns sharply cut down on the growth rate, the oldest of trolls able to regrow entire limbs in a few hours.

  This relies on physical age, if an individual has stopped aging, for whatever reason, their regeneration will not improve and if they are returned to a younger state, their regeneration will similarly regress to a weaker state.

Amazons (50cp): One of the more reclusive races in Fortuna, amazons are the longest lived race on Fortuna besides the troll. Amazons appear as exceptionally tall and fit ashen females or leanly built orc females with angular features, something that has caused many to believe they are an all female race, this is only partially true. Amazons reproduce via parthenogenesis and are effectively asexual, though they do have some features to aid with genetic diversity, males emerge only under rare conditions and still appear exceptionally feminine to other races. Male amazons are generally smaller than the rest of their kin and appear younger, however, they possess a mutagenic quality to their genetics that allows for them to genetic disorders in a small or isolated amazon population. Amazons almost universally live on coastal peninsulas or islands and, as such, possess a strong affinity for the water, only bullywugs having a stronger ability to swim than amazons do. Chances are likely that if you see a ship out at sea, there's bound to be at least one, and probably many more, amazons on board.

- **Parthenogenesis (100cp, Free Amazon):** As an asexual race that produces young through a process similar to parthenogenesis, an amazon can simply choose to get pregnant at virtually any time and begin to incubate their young. This child will be a genetic clone of their mother, but will develop their own personality through experiences as any other child would.

  If, however, the mother possesses the Mind-Meld perk, they can use that to add some genetic variation to the child, adding some traits of the donor. This can even be done with multiple partners if the mother is so inclined. This can also function for non-amazons, adding bits of other individuals to their reproductive contributions, so a male could meld with another individual to change the genetics they contribute to a child they father.

  Taking this perk as a male gives a free female alt-form form.
- **Mind-Meld (100cp, Free Amazon):** Amazons are said to be from another place, much like the ashen, but have been a part of Fortuna for so long that this ability is all that remains of their past. Amazons can form a mental bond with others that can be used for communication, though this communication doesn't actually use words and instead uses feelings, impressions, and intentions. This bond allows the individuals to share their senses or memories, and some can temporarily impart some measure of physical skill, through muscle memory, they possess.

  Repeated meldings can lead to the amazon forming a more persistent bond, one that will automatically form while in range and has an extended range at that.

- **Olympian (200cp, Free Amazon):** Physical conditioning is a major part of life for an amazon, not just because it gives the strength to survive and thrive in the hostile environments of Fortuna, but because it lends to a magic possessed by the amazons. When an amazon trains to better their body, they can flex a magical muscle of sorts that is connected to that aspect of their physique, such as flexibility, strength, speed, endurance, or even manual dexterity. By doing so, they generate small amounts of a magical energy and create a reservoir for that power to fill up aligned with the physical aspect that generated that energy. The reservoir grows faster than the amount of magical energy generated.

  An amazon can push some of this magical energy into a reservoir, improving that attribute based on the amount of energy focused into it, though the maximum they can put into any attribute is based on the size of the reservoir and thus the amount of training in the attribute in question. This energy isn't used up in the process and can be pulled from a reservoir to be added to another one instead. Moving this energy is a slow process, taking a few minutes to redistribute the average reservoir.

  Actually accessing the energy actually requires some degree of training and some amazons never learn it, simply letting the energy naturally pool in the attribute that generated it and effectively accelerating their physical conditioning.

Geists (50cp): Geists are not completely solid beings and aren't entirely organic, either. This unusual race is a relative unknown in Fortuna. Geists are foggy, shadowy beings that resemble the upper bodies of exaggerated, featureless humanoids with the torso leading into a trailing tail that fades into nothingness, all seemingly wearing a mask. This natural body is fragile, easily damaged, and not able to take much punishment before being destroyed, however, a geist can possess objects in order to protect themselves. Their mask shows even while in a shell, with enough differences to allow identification of the geist possessing the shell. Geists were believed to be genderless for a very long time, however, they simply lack a significant form of sexual dimorphism, males and females look a lot alike, males are simply a little slimmer than females.

- **Ephemeral Body (100cp, Free Geist):** A geist's body is little more than a solid illusion, fluid emotional energy, and bits of a fleshy substance melded together and formed into shape, not fully solid, not fully alive, and not fully *real*. Geists can phase through solid matter, and even do so reflexively, though this drains them of mental energy and doing this too much will cause them to become fatigued or exhausted. This can even push the geist into unconsciousness, where they cannot continue to phase. As an added benefit, geists naturally float a foot or two off the ground, never getting closer unless they dive into it by choice.

  A race other than geists gains the ability to float in the same way at-will and may move at their natural speeds as easily as if they were moving normally. If a non-geist with this perk also possesses the Possessing Spirit perk, then they can leave cause a geist-like form to leave their still living, but unconscious, body while they act as a geist. If they fall unconscious, their geist form dissipates and their spirit returns to their body where they will remain unconscious until they recover.
- **The Masks We Wear (100cp, Free Geist):** The mask-like face of a geist is normally blank, only a pair of eye holes to indicate any kind of facial feature. However, geists have taken to carving masks that they can fuse into their face to add facial features to them. These masks soak up the essence of the geist as they carve it and are infused and stained by the Heart of the geist, turning it into a source of strength.

  A mask made in this way carries some of the strength of the features held by the mask, though most only grant a benefit when the geist is possessing a shell. Most simply use a mask that resembles another race, usually orc, drakon, dwarf, or ashen, which makes the shell refine itself to more closely resemble that race. Some use animal masks, which give small boons dependent on the animal the mask is based on, such as an ox mask enhancing the shell's strength or a cat mask making it more agile.

A geist may only have a single mask fused into their face in this way, but may swap them out fairly quickly if the need should arise. A non-geist that takes this perk can gain the benefits by simply wearing the mask, but can fuse the mask to their face if they wish.

- **Possessing Spirit (200cp, Free Geist):** With how fragile their bodies are, geists had to have a method of defending themselves or they'd have quickly died out. This method is possession. A geist may inhabit what they refer to as a Shell, a body constructed from various materials. Young geists will often inhabit a Shell made from random stones, dirt, vines, wood, and the like, quick and easily made by just having the materials near each other when they decide to possess it. However, such shells are often clumsy or unwieldy due to the way they come together. Older geists will commission or craft a shell meticulously to suit their needs and desires, with greater precision in their motions.

  Once in a Shell, the geist can move it as if it were their own body and it will benefit from a slight increase in durability due to the geists own physical traits being imposed onto it, minor as they may be. However, damage to the Shell can still occur, and such damage can cause pain to the geist, something that can eventually drive them from the Shell if it is damaged to greatly, at which point they are vulnerable to enemy actions. Unusually, a possessed Shell will actually heal, returning to the state it was in when the geist first inhabited it, though they can reset this if they make improvements, allowing a geist to keep a damaged Shell without needing to repair it themselves.

  It is possible for a geist to possess a living being, but only if they feel nothing, only if they are emotionally numb to the point of non-functioning, only if they are effectively without a mind already. This can result in the mind of such an individual slowly recovering from what brought it to that state, but they remain asleep and unaware until the geist leaves their body, at which point they are no longer a suitable host body. Bodies that never possessed a mind of their own are not affected in this way.

Deva (100cp): The plane of Fortuna is alive, this is a well known fact, less well known is that the plane is sick, fighting off a persistent infection, its wild weather patterns and mood swings a result of the infection and its own immune response. The deva are a more active version of this immune response, entities born of the plane as a way to kill off the infection in a more direct manner than the plane's own efforts. As a race, deva rarely look alike, having a truly varied appearance that combines the traits of several races of Fortuna, including some possessing animalistic appearances, such as animal heads or being covered in fur. While so varied, they all have one thing in common, a shining beacon on their forehead that resembles the rays of a rising sun and glowing eyes. While this beacon's glow can be suppressed, it always has a minimum of three dots on their forehead that give off a subtle glow. This beacon shows through coverings even when suppressed, the glow from their eyes, however, do not.

- **Agent of Fortuna (Free, Deva Only):** The deva were created by Fortuna to fight off an infection, thus they are given access to more of the plane's power than other races naturally do. A deva may choose a second option presented in Eye of the Storm, gaining the full benefit of that option as well as their original choice. Additionally, they get a discount on the Serenity and Pained Heart perks. Alternatively, they may forgo the discount on one of the above to gain the other for free or forgo the discount on both to gain a discount on Commune or Laden With Life instead.
- **A Heart Shared (100cp, Free Deva):** To counter the infection plaguing Fortuna, the deva has a method of using their own Heart to generate more of it, though not within themselves. A deva may use a small amount of Heart to grant another the ability to generate that type of Heart themselves for a time. The rate of generation and duration this lasts depends on the amount of Heart used. A deva just using their base Heart generation from Eye of the Storm can grant a dozen individuals roughly half the deva's normal level of Heart generation with those emotions.

However, a careless deva, either through recklessness or simply not trying, can induce these emotions in those affected by this ability. Using too much Heart on a single individual is the normal cause for this effect. While this can be useful, it can also cause mental exhaustion in those afflicted and even lead to temporary emotional numbness, reducing Heart generation to a trickle. This has been weaponized for use against cinders, causing them to falter as their Apathy falters before other emotions.

- **Bloodletting (200cp, Free Deva):** Heart, as a magic, is connected to both the metaphorical and physical heart of a person, it is little wonder that blood holds some power with that being the case. Fortuna has a comparable system for itself, lines of energy through the plane itself that act much like the veins and arteries of other living creatures. Deva are able to access and manipulate these flows, both in people and in the planes themselves, even ones that aren't alive as Fortuna is.

  Deva are able to create a substance known as Lifeblood, an energy dense ichor found in the deva's own blood, those repeatedly affected by the A Heart Shared perk, and those with some form of corruptive influence on them. This can be extracted from the body through small cuts or an existing wound, allowing the deva to collect the substance. This extraction, performed slowly and deliberately, is a painless process and causes nothing worse than the cut used to allow the extraction. However, this can be used in a far more rushed manner if the deva is pressed or doesn't feel very merciful, causing intense pain, worsening wounds, and temporarily weakening the one affected as the Lifeblood almost literally explodes from their body. This requires the deva make physical contact, either personally or with a weapon or tool.

  A deva using this ability to extract from someone afflicted by corruptive influences, such as a cinder, draws out a foul, sludge-like version of Lifeblood that carries these infections and almost always needs to be done either violently or with the target restrained and with intense focus on the part of the deva to avoid the pain and damage, it is much harder to keep that pain away when the Lifeblood is corrupted. This corrupted Lifeblood can be purged of such infections with time for normal use or be used as is, increasing the overall power but greatly reducing the control the deva has over the effects.

  After extraction, a deva can use Lifeblood to heal the land through a complex and time consuming ritual, which invigorates the spirit of the world and pulls it closer to the surface as a result. This makes the land more fertile, replenishes ores and minerals, and eases the weather that passes through somewhat by mitigating the mood swings of the plane slightly, it also draws the subconscious attention of Fortuna which can be used to create minor protections that stretch over acres of land. The more Lifeblood used, the greater the effects, though this does suffer from diminishing returns. This somehow still works even on worlds that are not alive. There may be other ways to use Lifeblood, but they are not well known.

Kobold (100cp): Kobold are small, rodent-like humanoids, standing just under four and a half feet tall on average. Kobolds possess dark brown or tan fur that is actually quite smooth, helping them squeeze into narrow spaces as if it were lubricated, but not offering much protection beyond shedding water otherwise, their tails are partially prehensile and have no fur on them, and their hands end in short claws that are good for both climbing and holdout weapons when nothing else is available. Kobolds have a special bond with gemstones and precious metals, partially because of a natural attraction to them and partially because of the power such things hold for a kobold's magic.

- **Packrat (100cp, Free Kobold):** Living underground in cramped quarters with narrow and often irregular tunnels, it's little wonder that kobolds are as small as they are, and yet, they can still squeeze themselves into and through spaces any other race would swear they shouldn't have been able to. As long as a kobold can fit their head through an opening, they can go through it with only a little effort. They can even curl themselves up to fit into nooks and crannies much too small for them to comfortably fit, and do so with room to spare. This is the result of an instinctive ability to distort space, and it even extends to containers they use as they can fit just a bit more than they normally would be able to into any such container.

- **Empathic Sense (100cp, Free Kobold):** Kobold have a reputation of getting into people's heads just as easily as they get into tight spaces, and for needling people when they really shouldn't. Part of this is just being curious or having a lack of tact, but this is primarily due to their ability to sense emotions. This can manifest in a few different ways - a corona of colored light around the individual, a song emitted from the person, or a unique smell for each emotional state are the most common - but a kobold instinctively knows what emotion they are sensing.
- **Gilded (300cp, Free Kobold):** It is without any doubt that kobold have an affinity for precious metals and gemstones, something many would attribute to simple greed rather than an actual magical connection. Kobolds possess a type of magic is known as Hoard, which has two main manifestations. The first aspect, and the one that's needed to access the second to any significant degree, is the Vault, a place where the gold, silver, and gems are stored, absorbs the power from them, and transfers the collected power to the kobold.

  The second, and more impactful, part of this magic is a pool that fills from the energy collected from the kobold's Vault. By default, a kobold can draw on this energy to create a gold filigree across their fur which generates an armor-like barrier that, when struck, depletes some of the energy. This pool of energy is limited and refills only as long as the Vault has energy to draw from, and draws the energy in at a constant steady rate. A kobold can sacrifice a bit of precious metal or a gem for a quick infusion of power if needed.

  Other uses for this energy exist but are not instinctive and can sometimes rely on specific types of gems or metals. These applications include creating illusory clones that the kobold can control, divinations that provide useful information, improving the quality of a material, either temporarily or permanently (though permanent quality increases are energy intensive for even small increases), and as a training aid, giving them the benefits of more intense training for a lighter workout or guiding their hands for a skill as if by someone that actually knows what they're doing, the more spent the greater the guidance or intensity.

Ashen (+100cp): Humans that end up in Fortuna are in danger, without some means of protecting themselves until they form a proper connection to Heart, they can have their souls collapse, turning them into a Cinder. Most are protected by a heritage from one of the other races of Fortuna, but some are lucky enough to awaken their Heart quickly. Other methods do exist, but are rare and relatively unknown. Humans have a unique relationship with the cinders they can potentially become, something that allows them to create a controlled collapse of the outer edges of their Heart, which regenerates quickly. This ability is called Burn as it causes the human's veins and heart to light up with orange light, and keeping it active for long periods of time can blacken the skin permanently. This power has allowed humans to hold their own in Fortuna despite lacking the natural advantages other races naturally possess and has earned them the name Ashen, few races even know the term human at this point.

- **Fortun Heritage (Free, Ashen Only):** Ashen need to have blood from one of the races of Fortuna to survive on this plane with their life intact. As such, an Ashen may choose a single other race, they get a discount on all perks from the chosen race.
- **Poker Face (100cp, Free Ashen):** Most races on Fortuna are very well tuned to their emotions, rarely seeing a need to suppress them. Ashen, however, are known to do just that, to hold back and deaden their emotions to project an image of civility even as they seethe under the surface. This has led to the ability to turn one form of Heart into another, a way to hide their emotions further from view. At the cost of reducing the effectiveness down to one fifth its normal level of power, you can convert any form of hear you generate into the type of Heart you generate from the Eye of the Storm perk.

  Additionally, you gain a very impressive ability to project the image of any emotion you want on the surface even if you don't feel that particular emotion, even if you are feeling the direct opposite of the displayed one instead.

  This similarly works for other forms of magic that have variations of how they manifest.

- **Heartburn (200cp, Free Ashen):** The ashen have a unique constitution that grants them access to the magic of Burn, a way to internalize afflictions to benefit from them instead of being harmed by them, almost universally starting with the effects of the plane on new humans, the very same thing that turns a person into a cinder. The ashen are those humans that internalized this affliction instinctively on arrival and managed to get it under control.

  This initial affliction can be triggered after its internalization to give the ashen a boost. When this happens, the ashen's veins light up with red and orange light, all the way to their actual heart, which glows white instead. This is a manifestation of the energy produced by the affliction burning the outer edges of the ashen's Heart, which they can then focus to create phantom weapons, tools, and shields. They don't produce enough to form any armor larger than a cuirass. This has the side effect of darkening the skin the more it is used until it reaches a charcoal black coloration, though that can take months or years of continuous use depending on their normal skin tone.

  Other afflictions can be internalized if they last long enough without killing the ashen, how long it needs to last depends on the ashen's ability to actually subdue the effect, which can vary based on the ashen's will and overall skill in doing so, the fastest known taking several hours to do so.

Origin Perks

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

Edge of Reality (200cp, Discount Drop In): As the cinders show, going unprotected from the rules of a world beyond your own can have unforeseen, and often dangerous, consequences. Without this protection, emotions burn out of control and turn them into the zombie-like cinders of Fortuna. Going to other worlds may result in similar results if you don't have some form of protection. With that being the case, you are now protected from all of the negative side effects of going to a world with different rules of reality.

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

Unshackled Void (600cp, Discount Drop In): Unreality is a void, a place of emptiness and nothingness, and yet, things are able to exist within it, a paradoxical state that you've not only learned to emulate, but can use to great benefit. You can, with time and effort, break down certain barriers in the way of using your abilities, slowly reducing your reliance on mental states, the presence of certain substances, or similar restrictions. As these restrictions are reduced, you gain the ability to use these abilities more freely, eventually being able to access the ability at will.

In Fortuna, this ability primarily applies to Heart use and reduces the need for feeling a certain emotion to generate enough Heart to manifest an effect. In future jumps, this may remove the need for a specific type of affinity to cast a spell or make it so you don't need a specific gene to benefit from a power source. You do not gain the required ability, you remove your need for them for a specific ability, requiring you to work for each such ability to remove the need, even if you removed the same restriction on another ability.

Abilities that require certain physical anatomy or are inherent magics unique to a race are unaffected by this, however, restrictions not based on such but still needing a specific race, such as the use of items that only work for a specific race, can be reduced, or even removed, through this method. Mental restrictions are easier to remove.

Grifter's Luck (100cp, Free Vagabond): Being on your own and wandering Fortuna, you have to be lucky, but for some, that's not enough, so, you make your own luck. You know how to make an opening or opportunity where there wasn't one before. To better help with this ability, you also gain expertise in deception and dirty fighting. You can lie and cheat with the best of them, have quick hands good for sleight of hand, and are very good at distractions.

Talent Scout (200cp, Discount Vagabond): When facing someone, whether as a potential ally or foe, it pays to know a little about them first, but sometimes, all you get is your first impression or a vague gut feeling to tell. You don't have to worry about this nearly as much as others might, you have the ability to tell roughly how strong someone is, what they're suited for, if they'd be a help or hindrance, and their general disposition towards yourself. It may take a few moments of focus to observe them to get this information, and the longer you interact the more accurate the insight gets. You can train this ability to start feeding you information faster, but it will still take a minute to get a completely accurate picture of the individual's ability level.

Your Reputation Precedes You (400cp, Discount Vagabond): A reputation can be a great boon for one such as you, the right reputation can keep people from fighting, can make you less of a target, or give your words credence. You have a knack for cultivating a reputation, even ones that aren't entirely true, though those are harder to pull off. Also, you can shape how you are perceived as an individual beyond simple actions, maybe your reputation includes an identifying mark you don't have or maybe it claims you are stronger than you truly are. People rarely challenge this cultivated reputation unless faced with indisputable proof of it being false.

Additionally, your reputation can generate Heart for you to use. When people hear your name or title and know it, whether from your reputation or otherwise, the emotions they feel generate miniscule amounts Heart that is pulled into the Reputation you've built, which you can then draw on for your own use. When people meet you, this is amplified, generating enough Heart to give you a major boost in the amount of Heart you can draw on.

Shared Legacy (600cp, Discount Vagabond): As reputations grow, they become legends, but legends are rarely standalone men or women, they have tools, weapons, allies, and more that fall under their legend just as much as they themselves. You've gained the ability to bind items, people, and animals to yourself, so long as they are willing, granting them a degree of your power and you a degree of their own. A bound ally defined by their strength will give you a bit of strength, abound weapon that's intimidating will make you more intimidating, a bound horse with incredible endurance and speed will give you some of the same, and you, in turn, will grant them a boon based on yourself.

Additionally, your allies may start to invest a little bit of themselves into this perk. This investment makes the boon they grant more persistent, lasting even after you leave this jump or if they were to pass. The more investment made by yourself and the ally, the more of the boon will remain, with the most staunch of allies providing their full boon past their death or into the next jump. A betrayal will not remove this boon, but will suppress it for ten years or until the start of your next jump.

If you possess the Your Reputation Precedes You perk, bound items and allies can benefit from and add to your Reputation, their reputations bolstering your own as yours bolsters them and adding more Heart to your reputation. Items will also start to gain their own reputation, to a degree, from this effect. An axe said to be able to cleave anything will grow sharper and possibly have a field around it that weakens what it cuts, but, this will only apply so long as you are bound to it. You may, however, learn to forge this reputation into an item if you work for it.

In order to bind something to yourself, there must be a genuine bond, whether it's from your reputation, a mutual level of respect in rivals, an animal's loyalty, or even just a shared meal. They must also willingly allow you to do the binding, non-sentient items are considered always willing as long as you have some bond with it. Such a bond is difficult to break, only betrayal will sever the bond with any certainty. Other ways do exist, but they take longer and are a drawn out process.

Valued Seller (100cp, Free Tradesman): As a merchant, you are charismatic enough to make a sale, as an artisan, you know the value of hard work, and as a native to Fortuna you know how tough it is to survive. This allows you to connect and build a rapport with your clientele, making you more valuable to keep alive than to be a simple one and done raid. This comes with a knack for preventing flared tempers and calming those that already have been.

Journeyman (200cp, Discount Tradesman): You aren't simply a merchant and possess a wide variety of skills you can offer as a service to others, including a number of crafts that make you a good handyman and repairman. They also make you adaptable in your abilities as an artisan. Encountering a new material won't stymie you for long, you'll quickly learn its properties and how to work it, even with extreme methods being necessary.

Other skills you may possess include logistics, linguistics, archaeology, farming techniques, preservation techniques, animal husbandry, and many other commonly found skills in a city or tribal setting. The skills gained from this perk are all gained at a basic level, however, you can choose to reduce the skills gained to focus on a smaller number of skills, improving your skill level with the remaining skills.

Work to Rule (400cp, Discount Tradesman): When making a deal, it can oftentimes be hard to collect on or enforce it, not so for you. You can choose to enforce the terms and conditions of any deal, transaction, or contract you make or enter into, both for yourself and the other participants. You can work with this ability to gain a little leeway for yourself and can exploit loopholes if you can find them, though this risks the power failing and others can exploit those same loopholes. This only applies to things that are possible, you can't grant someone access to your Heart in return for them acting as your bodyguard unless you can actually grant them that Heart.

Of course, abusing this can lead to this power failing, such as insisting a negotiation isn't over when it clearly is. You'll be able to tell the moment this power fails and will get a feeling when it starts to strain. Similarly, deals or contracts with no way out are harder to enforce and fail more easily than ones that have exit clauses built into them.

You can choose to enforce the letter of the deal or the spirit of the deal, depending on your needs and desires. Deals done to the letter are more prone to failure than those enforced to the spirit, however, deals to the letter have far more leeway given as a result, making them oddly more flexible than if you enforced the spirit of the deal.

Collaborative Effort (600cp, Discount Tradesman): Working with others is generally the only way to get big projects done in Fortuna. When you're working with others, it becomes significantly easier to keep the workers involved coordinated as long as you are a part of the group, even if you're not the one doing the coordinating.

You gain the ability to synergize the skills of people you work with in a project, giving yourself and all others you are working with a minor skill boost from the synergistic qualities of your individual skills, and when working with others, each person can lend their own skills and talents between each other. Though only a fraction of the skill is donated in the process, it is enough to allow someone to act as a somewhat skilled assistant instead of being just an extra set of hands.

Additionally, you gain a bit of a passive learning boost when working with others, giving you the ability to learn from those you work with quickly and easily. This allows you to pick up skills used by people you regularly work with just through seeing their efforts and incorporate them into your own skill base. You can share this additional effect with others while you work with them.

Wild Runner (100cp, Free Ranger): You are used to the wilds of Fortuna and can move unhindered by the often rough terrain of the plane. Sand won’t make you lose your footing or slow down, mud won’t suck you in, and ice won’t cause you to slip even if you’re running at your full speed.

Additionally, you have the skills of an experienced hunter-gatherer and survivalist. You can track through almost any terrain and can easily identify if a plant or animal is poisonous or not, and whether they’re edible or useful for medicinal purposes.

Phantasmal Stalker (200cp, Discount Ranger): You have years of experience in keeping yourself, and all traces of yourself, hidden from potential threats and how to take advantage of that when moving or fighting. Your skill at remaining hidden allows you to avoid even supernatural senses, keeps your scent from being left behind when you try to keep it hidden, and even removes all traces of DNA you might leave behind, like bits of hair or flakes of skin.

Additionally, as you'd be a poor scout if you couldn't get back ahead of the enemy and remain unnoticed, you can keep this up even when moving at a run, though this would be stressed by a full sprint with the level of skill on offer with this perk alone. You can improve this over time to allow you to go at your full speed while keeping hidden.

Predator's Insight (400cp, Discount Ranger): You have the ability to quickly pick out weaknesses in your enemies, whether that's an individual, a small squad of foes, or an entire army on the march to face your tribe. Through simple observation, you can get a picture of the patterns and behaviors at play, gaining insights into the dynamics that make a group or individual work, giving you a better ability to prepare and predict them. The longer you keep up this observation, and the more focus you dedicate to it, the greater the insights become and the more easily you can use these observations to gain an advantage.

Additionally, should you fight them, then you can exploit this understanding to target their weaknesses and gain further insights as you fight them, though your ability to focus on finding those weaknesses may well be reduced by the simple fact you're in combat, depending on your skill level compared to your opponent. You may also grant others your insights to give your allies a similar ability to target the weaknesses you noticed, giving a tactical advantage if you're up against a larger force.

You can similarly apply this to objects, figuring out how to effectively sabotage them in much the same way you learn how to counter an opponent.

Advent Ripper (600cp, Discount Ranger): Sometimes, your opponent has too much of an advantage, maybe their Heart is stronger than yours, or they heal fast enough that any damage you inflict is gone before the next attack even lands, or maybe their defenses are simply too much to get through. Instead of letting that advantage stand, you go on the offensive, not on the one with the advantage, but on the advantage itself. You can enter a state of mind that lets you see these advantages in your foes and allows you to target them when attacking, represented by your eyes turning a solid color, usually black or white.

The advantages take the form of points on, in, and around the body of the target and can range from Heart generation, rapid regeneration, invulnerability, or even obscene levels of luck, plus much more. By targetting and hitting these advantages, you can damage them. Heart generation will stutter, regeneration will slow, invulnerability will falter, and luck will fail if you strike them. However, some advantages are harder to strike than others, smaller targets to attempt and located in more easily defended locations. Some even move about the individual to make it even harder to target them.

There is, however, a disadvantage to this state, it is both mentally and emotionally draining, hindering the generation of Heart from emotions while in use and for a short time after use, lasting longer the longer the state is maintained. The mental drain is the same as keeping high levels of focus for an extended period of time and can lead to headaches, blurred vision, and an inability to focus if kept active for too long.

A Warrior's Grit (100cp, Free Warlord): Warlords don't get far without the ability to push forward, to go beyond their limits and get back up when they fall. You share this trait with the warlords of the past. You can ignore pain, exhaustion, and other forms of impairment through sheer willpower and grit for long enough to let yourself succumb to them in a safer environment. You can even push your physical abilities to give more than you otherwise would be able to, however, this can lead to damaging your body, possibly permanently, if you aren't careful.

The Alpha (200cp, Discount Warlord): You have a superb level of physical ability, finding yourself stronger, faster, and tougher than others of your race, and even your mind it tuned well to aid in your physical abilities. Your mind can always keep up with your speed, your have excellent control over your strength, and your ability to deal with pain means you can put that toughness to use.

Additionally, respect is given to you as these physical abilities improve, even at a base level you will find that people will listen when you speak simply because you have strength. This is a passive form of intimidation, but it doesn't have the negative effects of resentment normally caused by such, unless you actively try to use it for such of course.

Legends Never Die (400cp, Discount Warlord): To say you are a master of combat would be an understatement, you are a true legend on the battlefield, a practiced warrior that has lived through numerous battles. Choose up to ten weapons or other combat tools such as shields, you are proficient in their use, and the fewer you choose, the greater the level of mastery granted, with a single weapon chosen making you a true master with that weapon. More than just proficiency, however, you have the talent to learn and become more, naturally possessed of improved kinesthetic memory, instinct, and reflexes that make improving your ability with any physical activity better.

Additionally, you know, near instinctively, how to incorporate any abilities you may possess or acquire into your fighting style easily and efficiently, taking very little practice to incorporate new abilities. This also applies to new weapons you may take up, you can figure out nearly any weapon and make it a part of your fighting style with much less practice than one would expect.

Crucible of War (600cp, Discount Warlord): Being a warlord isn't about being a master warrior, but a masterful tactician, strategist, and a great leader as well, and in doing so, spread their influence through conquest. You have a degree of skill in leadership, both in warfare and in leading a community, enough to be considered a competent leader. However, as you conquer more land, the more people you lead, and the more you expand your influence, the more your abilities as a leader and combatant improves. This improves your learning rate for leadership and combat skills as well as giving an inherent instinct for the same based on your influences and conquests.

Additionally, you can grant a lesser version of this perk's benefits to those under your command, allowing you to train up squads of warriors and build armies more quickly as a result. Doing so also amplifies your leadership abilities with such individuals, this helps to build loyalty and enhances coordination and communication between leader and soldier.

The effects of this perk are partially maintained across jumps, roughly a tenth of the benefits carry into future jumps.

Hearth Tender (100cp, Free Shaman): As one of the spiritual leaders of Fortuna, you're aims are to keep morale up and to offer advice and guidance where it is necessary, but as an apprentice, you started on more menial, but no less vital, tasks. You are a skilled cook, know how to care for children, and can make even the most desolate of environs into a miniature oasis given a little time and elbow grease. Your meals are more nutritious, filling, and flavorful than they have any right to be, twice as much in fact, children you raise learn more quickly and are less likely to develop bad habits or have stunted development, and you bring comfort into any tribe or group you travel with small, simple actions. You also have a mind for logistics and can tell when someone needs someone to talk to.

Passing the Torch (200cp, Discount Shaman): You are an excellent teacher, able to bring anyone to a decent level of competence in a relatively short period of time. Anyone you teach learns the material five times faster than they normally would and the lessons stick better in their memory. You can even hammer home lessons on common sense for those that lack it. While this works best for more mental skills, it can be adapted for physical pursuits, such as combat, or magical ones, such as Heart use, with just a bit of practice.

Additionally, such individuals gain a similar boost to their ability to teach what you've taught them, and anything they learned to expand on what you taught them. While not quite as fast as your own teaching, they can effectively pass along the lessons and this same boost down the generations, keeping whatever lesson you taught going for as long as people are willing to listen.

Communion (400cp, Discount Shaman): Fortuna is a living plane, you know this, you know this far more intimately than most as you can ‘speak’ with the plane, read its emotional state, influence it, and tap into it when in need. This is a form of magic that allows you to sense and connect to external sources of power, which you can then draw on to augment your own in some way. On Fortuna, the easiest method is to tap into the emotional state of the plane itself to draw on its Heart, and you can even sense the type of Heart available in any specific region. This insight into the emotional state of the plane also gives you a read on the weather, potential natural disasters, how well crops may grow for the season, and similar readings. Drawing on too much Heart from Fortuna can influence your emotional state, this will similarly occur with other forms of power if applicable.

Additionally, Commune can be used in reverse, infusing your own power into something other than yourself. This can be used to dampen extreme weather conditions, hold off natural disasters, improve the growing of crops, alter the emotional state of the plane, alter the properties of plants, imbue strength into animals. The main use of this, however, is to store up power in an object that can be drawn out later. Leaving such power in an object for a long period of time may alter the properties of the materials it’s made from, with both positive and negative results being possible, such as stone softening if infused with Gloom Heart for long enough.

Dwarves have a tradition of using Commune in their craft and are trained in the basics young, as such, dwarves gain a discount on this perk and dwarf shamans get it for free. Dwarves with this perk gain a mastery of material alteration, using Commune to imbue a material with Heart, or another power, and accelerating the alterations through a secret process, which they often use to shape and reinforce stone into something closer to metal.

Commune gives access to Heart from the world you are on even if it isn’t a living world, based entirely on the state of the world in that location as well as the imprint of the people that lived there. You may also draw on other sources of power that may exist.

Preservation (600cp, Discount Shaman): You have a reserve of power that has a powerful preserving effect, a potent tool for any shaman. A small amount of energy from this pool can be imbued into an object to prevent it from losing potency, degrading, or spoiling for several days, most useful for herbs, spices, foods, and other volatile substances, even preserving magical qualities that would otherwise fade, even keeping an herb that needs to be used within seconds of picking could be kept for days before use if this energy is used properly. This energy can also be used to keep wounds and illnesses from worsening, though it won't help them to heal, to keep metal from corroding, or to prolong the effect of medicine, making it more effective in the process.

Additionally, you have the ability to keep volatile energies from fading, especially Heart, by storing them in small pockets that carry a similar preserving effect to the energy above. Any volatile energy can be maintained within these pockets, however, a single pocket can only have a single type of energy held within it at a time. You start with five such pockets but can create a new pocket or expand on an existing pocket by using the energy from the first part of this perk over the course of a few years. These pockets start able to hold enough power for a few minutes of light Heart use, though it can take several years for a newly created pocket to hold the same amount of power.

There are two main side effects of this perk, the first gives you a near perfect memory as they are preserved by the energies involved, the second is that you are effectively ageless, able to keep yourself from aging at-will and with no effort on your part. Also comes with skill in mundane forms of preservation such as jellying or curing.

Items

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

Warpaint (50cp): This is a collection of simple pigments designed to be put onto the body before a battle. The paint made from this pigment and a small amount of oil invokes a quiet dread in the enemies of the wearer and gives a sort of minor emboldening of the wearer, making them less likely to hesitate.

Heartstone (100cp): Also commonly referred to adamantite, heartstone is a creation of the dwarves, a heavy stone granted the properties of metal through a complex weaving of Heart using Commune, the end result is a metallic substance that is stronger than any other metal or stone on Fortuna and an amazing conductor of magical energies of all sorts. Heartstone responds favorably to all forms of magic and enchanting. You gain a large (4ft x 4ft x 4ft) crate of ingots that restocks once per jump, but it comes with instruction on the process to make more.

Mood Stone Collection (200cp): Mood stones are a naturally occurring form of solid Heart that reacts with living creatures to induce an emotional state aligned with the type of Heart, granting access to that type of Heart as long as the mood stone is worn or maintains skin contact. Using more than three mood stones at the same can result in emotional instability that can have serious negative consequences for the user.

However, this can be used indirectly by placing it into an object, such as a ring, pendant, armor, or weapon, where the effects are lessened, but more controllable. Commune and Storm users can more safely use mood stones as a source of Heart due to the protections offered by those magics, as can Orcs due to their innate ability to remain in control of themselves even under extreme emotional stresses, but even they can be overwhelmed by the pure concentration within these stones.

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

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

Apothecary's Vault (200cp, Discount Drop In): This strange warehouse attachment is filled to the brim with various alchemical implements and a nearly equal number of pedestals with glass domes that fit them perfectly. Besides acting as an effective chemical and alchemical lab with most any tool you might need, only extremely specialized tools not being present, the room itself has no useful properties. The pedestals, however, carry their own form of power.

Any substance placed under one of the glass domes is perfectly preserved and any mystical or medicinal property they possess is compounded on as long as they remain under the domes. The pedestals soak up these properties which you can then tap into to use those effects for yourself. Potions stored in this manner, for example, will grant their effects entirely when you access them in this manner, while herbs and ingredients for these potions can have their effects combined in proper ratios to recreate the effects of a variety of potions. Even nutritional benefits can be held and used in this way.

Pedestals constantly absorb these effects and can be used as they do so, however, using the base rate would only leave the effects at a significantly reduced effectiveness. Leaving the pedestal untapped, however, allows it to build up power for a more complete version. Twenty four hours of charging would allow for 4 hours of continuous, full power use, as present in the item itself. This can be overcharged by tapping more, but that would drain the pedestal reserves more quickly, or it can be stretched out over a longer period of time by tapping less at the cost of weakening the effects. Only temporary effects build up in the pedestals, permanent effects cannot be gained.

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

Post Jump, you can use this to travel between nearby planes of existence (such as going to Heaven or Hell in the DC universe).

Rumor Mill (100cp, Free Vagabond): You have access to an extensive network of people that can bring you news, information, and rumors as well as spread the same for you. This can even bring you information on potentially useful people, obscure trivia you may find useful in the future, or just give you a read up on current events. As long as you pay attention and get in touch with this rumor mill, you will almost always be in the know.

Legacy (200cp, Discount Vagabond): This is not really an item but functions as one regardless, you have a starting reputation inherited from someone else that you can toggle on and off. While not a big one, this reputation is a decent base to build off of and you can choose how it manifests to a degree. Maybe you have a reputation for being trustworthy or ruthless or kind or any number of other descriptors, though you may only choose one. This reputation can be worked on and altered over time and will carry over between worlds, adapting into a legacy or stories in future worlds that you can draw on.

At any time, you can turn this off to effectively make yourself less noticeable or iconic, distancing yourself from your reputation so you may interact without the weight of it, though you can still be linked back to it if you do anything too iconic to your reputation.

Crown of Grandeur (600cp, Discount Vagabond): Not necessarily a crown, this can be any worn object that is a loop, a circlet, an armband, an anklet, or even a simple ring. This item, when worn, can have any type of Heart channeled into it, triggering a potent transformation in the wearer, their body refining itself into a more impressive state and gaining improved physical abilities. This is influenced slightly by the type of Heart used and, if applicable, the Reputation the Heart is drawn from. Regardless of the type of Heart, the wearer will grow taller, gain increased muscle mass and definition, and significantly improved presence, making the wearer more charismatic. This also emphasizes attractive physical qualities of the wearer and qualities that make them more intimidating, which only manifests when the wearer wants it to.

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

Homestead (200cp, Discount Tradesman): A small parcel of land with a house and work shed built atop it. The land is easily tended and is fertile enough to be used for gardening or small scale farming, the house is a little small but is cozy and has enough insulation to survive the more extreme weather of Fortuna somewhat comfortably, and the work shed has the basic tools necessary for whatever trade you may practice, if it has any. Additionally, the land will naturally help you with whatever trade you practice on it, easing your works as you always seem to have ideal environmental conditions, just as humid and hot as the day can be and work for your work.

You can pay an additional 50cp to improve the quality of the tools, offers more specialized tools, increases the size of the house and shed, or gives a few more acres of land, enough to give you more room for farming or animal rearing. You can purchase each of these options once.

Living Geode Shells (600cp, Discount Tradesman): Living geodes are naturally occurring structures that birth some of the stranger and stronger creatures in Fortuna, as well as some of the more unusual substances and objects, ranging from simple crystals with magical properties to fully functional armor or weapons. These three spheres of stone are precursors to living geodes, able to take in various objects, substances, phenomenon, and magics to create something within it. Maybe a creature you can raise, a bit of crafting materials with never before seen properties, or a potent tool or armament of some sort, all based on what you feed the geode shell. Forcibly cracking the geode will ensure that what lies within is an object or substance, only by letting it crack naturally, which can take anywhere from a month to several years depending on what is put into it, will it result in a creature, and even then only if you use several materials. You gain a new set of three every year, even if the current ones are unused.

Survival Pack (100cp, Free Ranger): This simple pack contains more than it should and is stocked with an array of useful tools for surviving in the wilderness. Flint, a steel knife, several lengths of rope and cord, a waterproofed cloth tarp, a wooden mallet, a canteen, a small mirror, and a wide-bladed shovel that can also act as a hatchet and is a surprisingly good holdout weapon. Comes with mostly flavorless rations that have just enough nutrients to keep someone alive, though it won't be pleasant to survive off of just this, best used as a supplement to bulk up game and gathered nuts and fruits.

Quiver of Natural Arrows (200cp, Discount Ranger): You have a simple wood and leather quiver that can hold dozens of arrows, more than it looks like it could carry and it is virtually weightless, along with anything stored within. This isn't, however, all there is to it. The quiver can convert almost any item into an arrow when placed into it, and such arrows will have minor traits based on what they were beforehand. A rock would turn into an arrow that hits harder than it normally would, a vine arrow would entangle the one struck rather than hurt them, and a piece of flaming coal would ignite when fired, just as examples. The arrows will also resize to any bow you use.

The quiver comes with a bow that can be stored in it, it is a fairly basic bow with a draw strength that is always perfect for you to use. If you ever lose this bow, it will respawn just like any other item, or, you can make a new one by putting a branch or other similarly shaped object of the correct length into the quiver. Storing another bow in the quiver grants the same benefits as this bow naturally possesses.

Phenex Pigment (600cp, Discount Ranger): This potent pigment is drawn from the incredibly rare phenex, a type of small, plant-like bird creature that is nearly impossible to capture alive, which is necessary to make the pigment. This pigment, if ingested, will create an internal structure that will trigger on the drinker's death, reviving them back to the peak of their health and in their physical and mental prime. You cannot benefit from more than a single dose of pigment at a time, but can ingest a new pigment as soon as the previous one runs its course, and the pigment's effects last until they are used to revive the user. You gain a single dose of this pigment once every ten years or at the start of each new jump, whichever comes first.

Armory (100cp, Free Warlord): This large room is filled with rows upon rows of weapon racks stocked with good quality weaponry and armor stands with both leather and metal armors of the same quality as the weaponry. There are enough weapons and armor here to arm several squads of warriors. This armory will restock over time to allow you to supply more soldiers, with any broken or lost weapons and armor restocking within 24 hours. For an additional 100cp, the weapons and armor in stock is masterfully crafted rather than simply well crafted.

Warskein Armor (200cp, Discount Warlord): A suit of armor built from the best pieces of armor collected from several battles. Pieces of metal armor, good quality leather, pieces of bone plating and horn, all of it melded into a cohesive suit of armor. Each piece provides its full protection to the entire suit and the one wearing it, even if it is only a pauldron or vambrace. This gives the armor an amazing level of protection against physical attacks and is somewhat insulated against both heat and electricity. The armor wears like a second skin, virtually weightless to the wearer and does not hinder their movements, and seems to repair itself over time.

For an additional, undiscounted, 100cp, adding new pieces or replacing a piece with a better one will similarly spread the protection offered by that piece to the full suit, the new piece melding perfectly into the rest of the armor.

Schamlaire (600cp, Discount Warlord): The pinnacle of dwarven craft and some of the greatest weapons on Fortuna, the schamlaire are made from heartstone forged by the greatest shaman-smiths of the dwarven holds in a moment of inspiration granted by Fortuna itself. These weapons are always made for a specific individual and nearly always lost when the intended wielder passes, though some become heirlooms, with many being found at a later date by great warriors and those that would be called heroes (in the classical sense of the word), worthy of wielding the weapon. A schamlaire can take the form of almost any weapon, more commonly a melee weapon of some variety, and are supernaturally sharp (if bladed), durable, and balanced, with a potent enchantment that improves the combat talent, instincts, and luck of the wielder. This allows a schamlaire wielder to have a nearly supernatural level of combat awareness, skill in wielding the schamlaire, and an unnatural ability to survive even against superior foes, though this won't ensure victory or a lack of injury, just survival. Over time, the physical talent of a schamlaire wielder will increase, as will certain mental qualities that enhance all combat related skills and abilities, which are just as useful in many other areas of physical skill. This will allow a wielder to train themselves to new heights that would otherwise be impossible.

Larder & Medicine Cabinet (100cp, Free Shaman): This is a large room that contains several forms of edibles, especially those that last for long periods of time such as preserves, dried or cured meats, hardy cheeses, fermented or pickled vegetables, specially prepared breads, honeys, spirits, grains, and several varieties of both spices and herbs. Several of the substances stored in this larder even have medicinal properties, primarily the herbs and spices, and bolster the nutritional value and health benefits of any food made using them. This larder always seems to have something in stock and you can always seem to find small amounts in your pack when you need it. Eating food prepared with these ingredients regularly will have a hardier immune system and suffer from fewer health issues.

Spirit Pendant (200cp, Discount Shaman): This simple-looking glass pendant is made with the ashes of past shamans, ancestors, or the bones of powerful beasts, creating a swirled pattern within the glass. These pendants react strongly with Heart and create a defensive barrier that blocks out Heart-based effects. While not perfectly effective, they will dampen the effects enough to be protective. They are considered good luck charms and give a degree of good luck in a wide variety of situations, though this is most effective at keeping your mistakes from backfiring spectacularly on you rather than combat scenarios.

For an additional 100cp, undiscounted, this pendant is instead a Cinderheart Pendant, a spirit pendant made with the powdered heart of a cinder. These pendants are stronger than normal spirit pendants and absorb the Heart they defend against, then burns it to build up of energy. This energy is usable to counter or weaken Heart use that is otherwise unaffected by the pendant, burning it and its effects away.

Enchanter's Kiln (600cp, Discount Shaman): This large, bronze brazier is always cold to the touch despite the prismatic flames held within over a bed of crystalline coals that are fused into the bottom of the brazier. The flames held in the brazier are a regulator for forms of magic, giving exceptional control as it calms and softens the magical structures, making them more flexible and less volatile.

By drawing some of the flames from this brazier, which react easily to the will of its tender, they can be added into a casting to give greater control and responsiveness to the will and intent of the user, enough to allow for large scale or complex effects that would normally cause significant mental or magical strain to accomplish. This is especially useful for the creation of enchantments as it makes them more responsive to their wielder.

Additionally, it is possible to bind the brazier to yourself by putting your hand into the flames and pulling one of the crystalline coals out of it. This is incredibly painful as the flames do burn, it is not, however, a physical burn and bypasses any resistance to fire, pain induction, magic, or soul manipulation someone might have. As long as you hold this coal, you can access the flames of the Kiln, albeit in small doses.

Companions

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

Animal Companion (100cp, Discount Ranger): You possess an animal that is loyal to you, this can be a bird of prey, a horse, a dog, or a similar creature, such as the Tal'ynn, a type of cat creature similar in size to a large dog with a long tail that ends in a small club. This animal possesses the Storm of Heart, Eye of the Storm, and Survival of the Fittest perks, with your choice of Heart for the Eye of the Storm perk. Additionally, it is much smarter than one would expect and has a sort of language that can allow you to speak with similar creatures, such as a crow letting you speak with carrion birds or a wolf letting you speak with canids.

Drawbacks

No Drawback Limit

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

Outcast (+100cp): You have the feel of an outsider even amongst your peers, they are uncomfortable in your presence, find you strange, or otherwise don't want to be around you. This can be overcome with time and patience for specific individuals, but it will be hard. It also means you're unlikely to find good allies as those with options will be likely to refuse to work with you.

Exiled (+200cp, Requires Outcast): You aren't just an outsider, you were fully exiled from your home and were marked as such. People will be distrustful, and in many cases outright hostile, towards you the moment they see the mark, and even those that don't see it will be wary due to the enchantment on the brand. This makes it nearly impossible to integrate into a group, even those with ill repute will be leery. This can, like Outcast, be overcome with individuals given time, patience, and a chance.

Anathemic (+300cp, Requires Exiled): Beyond simple exile, there is what is known as the Anathemic Exile, a punishment for the most heinous of crimes, where the simple act of living becomes a crime, and all who aid you become criminals themselves. This is a death sentence to all but the most capable of individuals from outside this universe.

Frailty (+100cp/+200cp): Fortuna isn't a kind place, those with a frail body normally don't last long, and those that do are constantly challenged by the physical demands of simply living on the plain. You do not gain the additional resilience offered by the Survival of the Fittest perk, effectively only gaining the second half of the perk until the end of this jump. For an additional +100cp, you don't gain the benefits of Survival of the Fittest until the end of the jump. For every two times you've taken crippled, this gives an additional +100cp.

The Hunted (+100cp/+200cp/+300cp): Animals don't like you, at all. Weaker animals will flee as fast as they can, predatory animals will attack with reckless abandon, as will normally aggressive animals like rams or boars, and even insects will be a constant annoyance. This makes hunting difficult and more dangerous than it was previously. For +100cp, this is fairly minor, still a hindrance, but more annoying than anything else. For +200cp, this is more dangerous as only domesticated animals will tolerate your presence. For +300cp, even domesticated animals will attack you, and may even go out of their way to do so.

Alternatively, you can focus all the enmity from this drawback into a singular creature that is stalking you across Fortuna, and will always be replaced should it be killed. It will also be significantly more dangerous as it concentrates the dispersed dangers into a single creature, meaning the creature will be more dangerous than any of the creatures in the lesser state. You can take each version of this drawback independently.

Easy Target (+100cp/+300cp): Your demeanor seems to be a beacon that tells unscrupulous individuals that you're an easy mark. Bandits, petty thieves, con men, and merchants looking to gouge you with their prices will all be more common and persistent. For an additional +200cp, this worsens so they seem to know what to do or say to actually make you an easier mark, if you pay enough attention then you might still be able to spot such attempts, but any distraction may make you vulnerable.

Untamed Heart (+200cp): For most, manipulating Heart is a matter of simple instinct. Some, yourself included, do not have the instinctual grasp of the power others do. These individuals, called untamed, cannot hold back their Heart from reacting when stressed, often lashing out wildly without meaning to. Alternatively, they have a hard time intentionally calling up their Heart due to being unable to channel their emotions properly, leading them to needing extreme concentration to manifest the power properly. This can be taken a second time for both to be true.

Heartless (+200cp): Your do not gain the benefits of Eye of the Storm until the end of the jump. This means that only the Heart generated by your emotions is accessible and you will not have a reliable source of internal Heart.

Ill Winds (+200cp/+400cp): The weather of Fortuna is often extreme and can swing quite suddenly, and you're likely to see the absolute worst of it. Fortuna's emotional state seems to worsen around you, and with it, the weather, often suddenly and violently when it can affect you most. Sudden downpours, lightning and thunder, blazing sun, blindingly thick fog, and the occasional blizzard will follow you when you can least afford their presence. For an additional +200cp, the weather will actively put you in danger, such as a lightning strike being perilously close to you, or even striking you, though you'll get warning of such things early enough to potentially counter them.

Crippled (+300cp): You're missing a limb, or at the very least have severely reduced abilities with one. Or maybe you're blind or deaf. Whatever the case, you suffer from this lack, though you can cope with enough practice. This can be taken multiple times, once for each arm and leg and once more for your senses of hearing and sight, however every purchase after the first only gives +200cp, and every purchase after the fourth only gives +100cp.

Blunted Emotions (+300cp): Your emotions are muted, lacking impact and strength compared to others on Fortuna, this makes your Heart use much weaker as a result. The only thing this doesn't affect is the Heart generated by the Eye of the Storm perk as that does not directly rely on your emotional state to generate.

> **Deadened Emotions (+300cp, Requires Blunted Emotions):** Your emotions are gone. Not just muted or dulled, but directly gone. While you can fake it to a degree, you are almost entirely logical, making you robotic barring enough practice at faking emotional responses to make it seem natural. This does have a major downside, however, you cannot generate Heart from emotions. Like Blunted Emotions, this does not affect the Heart generated by the Eye of the Storm perk.

Pacifism (+300cp/+400cp): While you might not be a true pacifist, you find it hard to fight, you lack the talent and instincts to be a proper warrior, enough so that simple confrontation is stressful, let alone active combat. Violence just . For an additional +100cp, this is full on pacifism, you are unable to bring yourself to directly harm someone and will feel guilt for causing any sort of physical harm, even indirectly. This does, however, make you better at talking people down as a necessity.

Charred (+400cp, Requires Heartless and Deadened Emotions): You are a cinder. The cinders are zombie-like creatures constantly burn away at Heart, both their own and those of others in order to fuel their existence, as well as spreading an infectious virus that can turn people into cinders themselves. Cinders lack all forms of empathy and only feel uncaring malice towards anything uninfected. While you may lack the malice of the other cinders, you have all the characteristic traits of being a cinder and will be attacked on sight, and if people learn you are intelligent, rather than mindless, you will be hunted.

This does, however, come with benefits. You possess claws that you can heat to be blisteringly hot and carry the cinder virus, you jaws with razor sharp teeth and the ability to dislocate your jaw, and you can shed and control ash from your own body.

This form will become an alternate form post jump.

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

Scenarios

The Dire Hunt: On Fortuna, there is a phenomenon where some creatures are born bigger, stronger, with more dangerous natural armaments, and with heightened instincts, creatures that are known as dire beasts. These creatures are powerful and stake claim to large tracts of land, often with resources useful to the people of Fortuna, enough that they'll venture into the beast's territory to obtain some. However, these beasts are powerful enough to be a threat to even entire teams of warriors, leading to only the most elite being able to protect their charges long enough to get anything of note.

One lesser known thing, however, is that defeating one of these beasts opens up the possibility to take in some of their strength, become a dire beast yourself. By killing a dire beast and digging into it, you can find an organ between their heart and stomach that isn't in other creatures of their species, this organ is the source of a dire beast's strength, and by eating it, you gain that strength. By taking this scenario, your task becomes hunting down one of these dire beasts and consuming this organ to become a dire beast yourself.

This is harder than it sounds, as you will be brought down to your body mod and whatever purchases you've made in Nexusverse jumps (Nexus, Betwixt, Paradise, Fortuna, D'void, and Asherati) until such a time as you consume one of these organs. Failing this will not end your chain, nor will it penalize you, but this is your only chance to obtain this power.

> ***Reward:*** The dire transformation takes your physical condition and supercharges it, including an overall increase in size, at minimum an extra foot of height with proportional increases in all other parts, significantly stronger bones, more efficient organs, denser muscle that can pack more power, and better flexibility. It also gives a layer of animal magnetism that can be attractive to others, as well as physical augmentation to help pass on your genes (if you know what I mean). These changes are genetic, purely biological (no magic is enhanced at all), and can be passed onto your children, though they may also dilute over generations.
>
> This may also be influenced by the beast it came from. A beast with high levels of speed will focus the changes more into speed while a beast that can regenerate will enhance your healing rate, a flying beast may make you more aerodynamic or grant vestigial wings full functionality, etc.
>
> You can also hunt more than one dire beast. If you do, the effects of this scenario reward improve, though with sharply diminishing returns, and the influences of the beasts stack up.
>
> ***Additional Reward:*** If you manage to slay at least five of the dire beasts, you gain insights into how the Dire transformation works and can potentially replicate its effects, granting others a dire form themselves. Each additional dire beast slain makes this easier to accomplish, with ten giving you the ability straight away, though you'd only be able to do so in small numbers.

Immune Response: The Deva emerged as a response to the cinder infection, a way for Fortuna to fight it off more directly. So, it stands to reason that the cinders need to be fought off. With this scenario, you need to ensure that the cinder infection dies, and with it, the threat to Fortuna that they represent. You must, either on your own or with others to help you, find the source of the infection and end it. As simple as this sounds, you will find it is not so easy, with a great many challenges along the way. Chief among them being that you will be reduced to your body mod and the perks and items obtained in the nexusverse jumps, same as the The Dire Hunt scenario above.

The source of the infection originally emerged in Gaer'valt, a dwarven stronghold in the center of the cinder barrens, a wasteland that stretches far enough to take days to travel. Cinders wander the wastes in mindless droves, but they aren't nearly as plentiful as they used to be. The reason for this becomes apparent after arriving at Gaer'valt, the source is mobile and has left the fortress, moving elsewhere. Tunnels underground and tracks above ground suggest it could have moved either way, and you must track it down.

The more you search, the more you'll find that points to the cinders being a directed force, at least partially, and that the thing you are tracking down is the thing directing them. You will start to encounter cinders more coordinated and persistent than normal, ones that are more intelligent, and eventually those that seem to be an entirely new species altogether, using their abilities with the skill of a dedicated Heart user. All of this will lead to the final showdown with the leader of the cinders.

This creature is a giant beast resembling a cross of salamander, big cat, and partially hardened lava with an additional pair of legs a short ways behind its frontmost set, it is intelligent, enough so that it can direct entire squads of cinders with the efficiency of a practiced commander, and it possesses access to a Malignant Heart that *thrums* with malicious intent, to the point it can be felt clearly from quite the distance. This Malignant Heart within the beast is the source of the infection and must be excised from the beast and destroyed to complete the scenario.

This will be a difficult battle as this beast is more powerful than most dire beasts and has an aura of malice that burns away at Heart even as it is called up, making it ever more difficult to utilize, and, if it takes to long, the cinder infection may well take hold and start to turn you, and any companions along for the ride, into cinders, ending the scenario in failure, and ending your chain as well.

After defeating the creature, its physical heart must be removed and destroyed, something more difficult than you might expect as it seems resistant to most forms of harm. However, a high concentration of Heart in multiple types, possibly even needing enough of each type, in amounts able to bypass the magic burning effect of the heart, will cause it to crumble. Regardless how it's done, once the heart is rendered unable to infect Fortuna any longer, you will have succeeded this scenario.

> ***Reward:*** Your own Heart is strengthened by the trials of defeating this beast, multiplying your Heart generation from all sources by a factor of three. Additionally, the added benefits of Heart (such as rager heart granting strength) are similarly multiplied. Finally, the beast's body hardens into a fine metal that possesses many unusual properties, being highly receptive to any form of magic, even more so than Heartstone, and it regenerates as the body seems to continue to heal even in its death.
>
> ***Additional Reward:*** If you, or a companion, are a deva, you may instead use Bloodletting to *purify* the Malignant Heart instead, instantly giving Fortuna immunity to the infection of cinders and cause the remaining cinders to slowly crumble to dust. Doing so provides a unique benefit to the deva that did so, akin to the effects of a Cradle on another race. In this case, the deva gains access to all forms of Heart offered by Eye of the Storm and they are able to produce a steady amount of Lifeblood to fuel their bloodletting ability
>
> ***Alternate Reward:*** If you possess the Charred drawback, you can still attempt this scenario, but you will be unlikely to have any form of aid in the attempt. However, once you have the beast slain, you can pull its physical heart free and consume it, doing so will grant you the Malignant Heart it once possessed and allow you access to Malice, a type of Heart that burns away at other forms of Heart (and other magics) and can be used to infect and control others if they are unprotected by mystical energies.

Of Primal Stock: Every race on Fortuna has stories of the Cradle, a place where the race is said to have originally come from with arguments between the races about exactly where the Cradle is. The Cradle has been sought for ages as it is thought to be a paradise where Fortuna itself cultivates the land to be at peace, the weather calm, the animals tame, and the lands fertile and bountiful. The perfect land to settle. No such thing exists on Fortuna today.

In truth, each race had their own Cradle where they were born as a race, where Fortuna seeded life to create the races that exist today, and while they were once the paradises the races say they were, this is no longer the case. After each race left their Cradle, they were repurposed. Now, the Cradles that once housed the races of Fortuna in their infancy have become trials reflecting the races and their development since leaving their once safe confines, a way to challenge them, and keep cinders out. There are, however, two exceptions the Deva and the Ashen. Deva are relatively new additions to Fortuna which were born directly into the world, thus they have no Cradle to speak of, however, they have their own trial. Ashen, meanwhile, are not native to Fortuna, again, no Cradle, however, unlike the Deva, Ashen do not have a trial set by Fortuna.

Your aim is to find the Cradle for your race and pass the trials to reach a circular, crystal filled chamber that resembles a geode large enough to fit a large house or small mansion. This geode-like structure will determine if you passed the trial properly, and if you did, grant you the prize that Fortuna has set, an infusion of power from the Cradle, the very representative power of the race as a whole. The effects of this are described in the Rewards below.

The Cradles and their trials are varied and represent the race as a whole, but they are always difficult, but manageable for their race. To give an example; the Cradle for imps lies underground in a ground level cavern hidden in a rainforest, the caverns are filled to the absolute brim with natural traps, ambush predators, and insect larva that release poison gas from the moment you enter the cavern and don't stop until several hours after leaving. Navigating this cavern is wrought with peril as everything is hidden and will attempt to kill you the entire way while the air steadily gets more filled with poison. The cavern is also winding and labyrinthian, with several dead ends in its path, often with bones left behind by past explorers, and yawning chasms that have small, unstable stepping stones far enough apart that only bullywugs might be able to jump between them.

All Cradles will be of a similar level of difficulty for their race. It is possible for one to attempt a Cradle of a race other than their own and reach the Geode, but the results are very different.

> ***Reward:*** After the Geode judges you worthy, it imbues you with power that grant the benefits listed below. It also teleports you out to the surface, often quite some distance from where the Geode actually is and the entrance will have moved from its previous location.
>
> - *Orcs:* The infusion causes an orc to gain increased muscle density, which improves their strength and offers protection as they get more durable, they grow short horns on their foreheads, and their skin tinges a color based on the type of Heart they naturally generate. Additionally, the clarity an orc possesses increases significantly, allowing them to see through illusions and making them virtually immune to subversive magics that would sway their allegiance. This also makes it easier for them to enter and maintain a frenzy. Finally, the physical effects of their base Heart generation are enhanced, such as ragers getting even stronger.
> - *Redcaps:* As one would expect, surviving the redcap Cradle leads to the redcap gaining an even greater ability to kill than they had before. Firstly, the spores the redcap releases now read the body itself to allow the redcap to anticipate the movements of those affected by them. Secondly, the redcap gains a small degree of telekinetic control over the weapons they affect with Danse Macabre, which they can also use on tools and other objects after getting into the Cradle. This control is enough to alter the trajectories or alter speed slightly, but little else. Finally, redcaps can incorporate other fungi into their body to add unique qualities and new kinds of spores they can utilize. Redcaps don't change much in appearance other than their teeth getting more shark-like.

- *Bullywugs:* The bullywug Cradle causes the bullywug to become a great deal more colorful than the normal brownish green, matching closer to a poison dart frog or tree frog. This comes with the ability to focus the sound they can generate with their throat pouch to actually be damaging, even able to blast apart stone with just their voice. They also gain resistance to sound-based effects. Additionally, the bullywug can charge up the power in their movements for longer and get more from said charging. Finally, the poison a bullywug can generate is potent enough to affect things normally immune to poison and they can alter the properties of their poison over time by analyzing and internalizing new poisons.
- *Tengu:* Getting into the tengu Cradle grants any tengu to manage it fully functional wings that they can fold back into their body at will. The wings effectively cease to exist when folded away and are not stored internally. Tengu may also alter their physical appearance to look like another race, however, they look like themselves turned into that race rather than being able to fully choose their appearance in that form. This can change the tengu's natural physical abilities based on the race, but they are not that race for any other purpose. Finally, tengu can impart even more force into any projectile they use and can turn their feathers into nearly any kind of projectile or thrown weapon, though some may need more than one feather. While this extra force is still greater for thrown weapons, the difference is much closer than it previously was.
- *Imps:* An imp's wings become fully functional, rather than being mostly vestigial, no longer needing to spend the stamina from Persistent to fly. The same is true for their poison, which is generated naturally but can now be enhanced by spending the stamina from Persistent. The amount of stamina an imp can store up increases and they are no longer damaged from overuse of the increased physical abilities from using this extra stamina. Physically, imps grow a bit larger, gaining a three to four inches in height with proportional growth elsewhere, they gain a greater amount of stamina, thy can move their tail with exceptional speed, and they can convert the stamina stored up with persistent into a liquid form that, if consumed, has the same effect as tapping into the stamina, but can be given to other races for a boost.
- *Dwarves:* The dwarven Cradle gives a dwarf that passes the test has gains complete immunity to poisons, diseases, and curses of all kinds unless they choose to allow themselves to be affected. They may also benefit from them instead of being hindered, much the same way one could benefit from caffeine despite it being a poison to many species. Additionally, the dwarf gains an innate affinity for crafts, learning any crafting oriented skill or ability five times faster than normal. Finally, the dwarf's Master's Touch ability is greatly enhanced. It can improve upon the materials used to make the object, alter the shape to better work for its task, and even enhance qualities into the supernatural, such as a carving knife being able to cut stone just as easily as wood. This also has an effect on Enchantments, making them stronger, though this is limited in how far it can go compared to the enhancement to physical qualities, and stronger enchantments get a lesser boost compared to weaker ones.
- *Drakon:* With their being five types of drakon, it would come as a surprise that there is only a single Cradle for the race. Part of this is due to the benefit the Cradle provides, the only benefit in fact, which gives the drakon the abilities of all other varieties of drakon on top of their own natural variety, this has the added effect of making their scales take on a metallic or gem-like quality. It also improves their natural ability to be more efficient.
- *Trolls:* With how straightforward a troll's abilities are, it would come as a surprise what they get from their Cradle, their mind is enhanced rather than their physical abilities. Trolls gain increased awareness and a greater ability to use what they know, able to make logical leaps to find useful information and ideas. Additionally, trolls gain the ability to slow their regeneration to enhance their Heart generation or vice versa. This may be applied to any other magic generation they might possess. Physically, a troll's body gains more muscle, filling out to a more normalized appearance compared to their previously emaciated form.

- *Amazons:* When an amazon goes through the trials of their Cradle, they grow stronger, faster, tougher, and otherwise have their physical abilities enhanced, to a similar extent as the reward from The Dire Hunt, including an increase in height of several inches with proportional increases. However, this is a lesser boon than the effects on their Mind-Meld ability. The range of the amazon's Mind-Meld increases significantly, as does their ability to share information and abilities as the amazon can use the energy from Olympian to empower others, not to mention the level of coordination this can give to those in the meld.
- *Geists:* Geists have a strange reaction to the Cradle as they gain only a single ability, they can summon a shell that represents them at-will. This shell is ideally suited for the geist and causes no pain when damaged outside of knowing damage was done, it can also host several masks on different parts of the body, gaining the effects of each mask. The shell can also assimilate materials to enhance itself through physically eating the material. It can also be reshaped to emphasize certain abilities of the geist, given time. The shell can also be "de-summoned" to put it into a storage space specifically for it. While in this storage space, the shell "heals" as if the geist were still possessing it and can process upgrades more easily.
- *Kobold:* A kobold going through their Cradle will find their Vault transported to an area of folded space directly connected to the kobold so they can simply reach in to add more valuables or remove them if needed for whatever reason. The Vault also generates energy faster, this is paired with an expanded pool to draw the energy into and a faster rate of transfer due to the new proximity. Almost as an afterthought is their new ability to peek into the minds of others in short bursts to gain more insights into an emotion by focusing on it.

Alternate Reward: If you complete a Cradle for a race other than your own, you get the choice of gaining either the two 100cp perks of the race or the 200cp perk of the race and some of the physical characteristics of the race, potentially including a gender shift if you're a male going through the amazon Cradle. An ashen going through a Cradle they share a heritage with gets all perks from that race, if any, and gain the above benefits as if they were that race. Going through the Cradle a second time will do nothing. If you already have all three perks, you gain the above benefits as if you were a member of that race.

Additional Reward: If you and/or your companions are able to clear out at least six different Cradles, you gain the ability to make similar trials and the geode structures necessary to give a race a similar boon, concentrating the properties of the race into a source of power for the geodes to use, with the trials weeding out those you would consider unworthy of the power.

Notes

Special thanks to Linedoffice, Sonic0704, and Gengar/Shadeseid for their help in making this jump.

A Note on Amazons: Parthenogenesis is not a completely accurate term for what they actually do, this is actually based on the way asari reproduce in Mass Effect but suited for the unique metaphysics of the Nexusverse. Magical sharing of genetic sequences through a mental link. The actual parthenogenesis is accurate for the “clone daughter” aspect, but the mind meld aspect is something else entirely.

On the Survival Pack: The shovel given is essentially a trench shovel, it is a multipurpose tool and very flexible. If you want to see what I mean you can look it up on YouTube and there’s the show Forged in Fire where they actually made something like what the Ranger’s get.