

Heroes of the Storm

The Nexus. A conflux of time, space, and even dimensions where heroes and worlds clash. Sounds like underwhelming science fiction, doesn't it? Well, you better get used to it because for the next ten years, you'll be right here in the thick of things.

For you'll be stranded somewhere in this powerful transdimensional storm, in which worlds literally collide as they are ripped in or out of existence-and more rarely, pulled into stable orbit. For thousands of years, if not longer, the Nexus has existed and battle has been waged within...perhaps for some greater cause, and perhaps simply because it is the tendency of the strong to test one another. Numerous worlds exist within the Nexus, some of which are distant visitors soon parted. Others form more central locations within it-and as points of stability, have their power controlled by a Realm Lord who rules it by right of conquest. Still others are yet more exotic-but mysteriously, it appears all such realities are accessible to even the least mystically attuned travellers.

Some of those you encounter may be...*familiar*.

Jim Raynor of the Koprulu sector, and Zeratul the Protoss Dark Prelate. Both of whom are likely to clash with a certain Queen of Blades also hailing from their universe.

Deckard Cain, last of the Horadrim. Perhaps accompanied by Tyrael, Archangel of Justice, as they seek to defeat the Prime Evil Diablo himself.

Tyrande, High Priestess of Elune. Joining forces with Jaina, the Archmage to defeat their shared enemies-whether the Lich King Arthas or Kel'Thuzad the Archlich.

And many others

Take 1000 Choice Points (CP), and craft war under foreign stars.
Beware Diablo.

Location, Age and Gender

Time is...vague in the Nexus, but be assured that your standard ten year stay will be ensured with reference to your point of view.

Your age may...vary greatly depending on other aspects of your background. Suffice to say that you may be any natural age for whatever manner of being you are.

And as gender is quite irrelevant in the Nexus, feel free to keep the one you had previously or change it for 50 CP.

You start anywhere in one of the following Realms, although for your own sake it is advisable to give most Realm Lords a wide berth. Roll 1d8 to decide which one you land in, or pay 50 CP to choose.

1. Raven Court: Among the first and most ancient of the realms pulled firmly into the Nexus, the Raven Court is also steeped in all manner of dark magic. Populated mostly by peasants and farmhands who live in fear of the things that go bump in the night, it is controlled by the mighty Raven Lord. He wields great power through his personal mastery of dark magic, and the fealty owed to him by the realm's vampires-including the bloodthirsty Countess Sarah von Kerrigan. His only true rival is the Grave Keeper, a necromancer skulking at the realm's outskirts who dearly wishes to usurp him. Yet even now, the bravest survivors of this realm rise up to resist it's dark masters.
2. King's Crest: Where Raven Court is dour, foreboding and ominous, King's Crest is heroic, sunlit and prosperous. Knights, maidens lords and ladies abound in this fairytale-like land, and so wealthy is the populace that there are no peasants-only those wealthy enough to enjoy the rich pageantry and dresses of the realm. One of the two rulers of the land is Raena, the Lady of Dragon Shire, who urges those who fight near her shrines to unleash a mysterious Dragon Knight sealed in a statue between them. The other is Queen Nightshade who rules the realm's cursed plants. While a friendly, helpful personage by day, by sunset she transforms into the deranged Spore Queen-caring only for her plants, and gladly spreading their infestation.

3. Luxoria: A realm of ever-shifting sands, the civilisation that once ruled Luxoria has left behind grand tombs and grand, floating temples held together by vast chains to commemorate it' gods. Though once the Scarab Swarm ruled it, the Pharoah Ta-Sador willingly let Luxoria be consumed by the Nexus as an alternative to permitting the Scorpion Swarm of the Darkworld conquer it. Though the dead frequently return to life in this realm and it is inhabited by genies of vast mystical power, few of its gods remain. Ka, serpent god of the sun, is one of those still remaining-and he is extremely put out by any *pointless battles* taking place in his sacred houses. On the other hand Nethis the spider goddess is quite agreeable to those who bring her gems as tribute-and may send her arachnid daughters to aid them in their battles.
4. Mistharbor: Once ruled by the Council of Three Anchors who set the pirate code, what little of this realm is not covered in sea is colonised by great wooden docks-and often hides buried treasure. Somewhat more modern than many of the other realms, piracy seems to be the predominant culture of this land. Captain Blackheart, ghost pirate and ruler of this realm, is a shamelessly mercenary sort happy to blow up the enemies of whoever brings him the most gold doubloons in a given bout. Though he himself seems capable of creating chests of the things at will.
5. Neo-Stormwind: Well, well! This is...quite a technologically advanced realm, compared to many in the Nexus. Here upon a futuristic version of Earth, sentient fighting machines combat a mysterious race of gigantic creatures apparently created in secretive laboratories-and the mysterious Xenotech invaders led by the vicious Abathur. The Caldeum Acropolis is a cybernetics-driven city in the same realm run by massive corporations instead of governments. The streets are ruled by the Azure Dragon, Vermillion Bird, Ivory Tiger and Onyx Turtle gangs, while the sinister Jigoku Cybernetics Corporation is planning something... evil down below.

Also, it appears Zarya is a Cyberdemon here.

6. Toys!: This is quite the charming break from all the fighting elsewhere. You see, in this wintry realm it seems Christmas never ends and the inhabitants certainly reflect that. Even the

grimmiest battles of this land have a twee air about them. This may be why despite lacking a formal ruler, a mysterious little boy often shows up to comment on the battles as if he were playing with his favourite toys-and oddly, quite good at staying out of harm's way. The all-encompassing saccharine spirit of this world can result in some oddities like elven warriors reimagined as life-sized, autonomous action figures and partially mutilated teddy bears crudely imitating the demons of other realms.

But hey, if you've ever wanted to see Sylvanas Windrunner act as the Sugar Plum Fairy, this is the realm for you.

7. Nexomania: You think you're a hard, rough and tumble type eh? Well THAT DON'T MEAN A THING TO THIS REALM. You see in Nexomania, the prevailing facet of reality is neither dark magic, nor high fantasy, nor any mere holiday. NO, this realm is defined by *the glorious sport of Lucha Libre*. Here can be found El Jefe "Fuego" Garrosh, first to unite the belts both figuratively-and literally. The fierce luchihuahua valiantly follows it's owners into battle. El Chamuco Diablo is...not actually believed to be a demon from hell, despite all available evidence. But whether it's El Guapo, the greatest brawler in the nexus or MC Tombstone, a man who gives so little fucks he uses the realm's Singularity to make his own voice booming, narrating your battles here, one thing's for sure: Get ready to rumble, OR GET OUT.
8. Free choice: You may choose to start in any of the realms above-or if you're not content with this selection, any realm within the Nexus. You may have noticed a trend that quite a few realms contain prominent analogues to the mighty figures from certain realities. Azeroth, the Koprulu Sector, Sanctuary, a certain futuristic variant of Earth-these and other worlds have alternate universe counterparts intersecting with the Nexus on occasion. And yes, if you wish you may start in one of them instead.

A Brief Note: The Road Less Taken

Before your adventure here begins, perhaps we should consider well...how elaborate an adventure it is. You see, well...*nominally* there was meant to be this grand, overarching adventure that would span all the realms and perhaps guide the heroes stranded here to their true destiny, that's not quite so clearcut anymore because Activision-Blizzard heavily downsized the team for this game, greatly decreasing the amount of development upon it's lore and-er, actually let's just put it down to "interdimensional anomalies".

As such, you are presented with two choices to define your experience here. They have no bearing on your other choices, and may be considered a form of localised +0 CP drawback.

On The Rails: With this choice, a few weeks after your entry into this world the events depicted by the ^{highly limited} promotional material for Heroes of the Storm will take place. It will transpire that the Raven Lord's ambitions extend far beyond merely exerting dominance over his own realm-and he will seek dominion over King's Crest as well, unleashing the Dragon Knight sealed below and driving its inhabitants into exile. Moreover he intends to summon aid from the Dark Nexus: A realm of ancient evil somehow tied to the base, chaotic nature of the Nexus Storm itself. From it comes avatars of the Dark Nexus: Chaos and hatred incarnate resembling twisted forms of the champions from other worlds.

And despite his defeat, this crack shall widen. Spiderwebbing and rippling until chaos and hatred spills forth, threatening to defile the Nexus forevermore. Those stranded here will have their own interests in it as well; while Tassadar and Fenix will risk their sanity to slow this corruption, Deathwing will seek to bathe in it to absorb its power.

Very little is known of the future stemming from these events after the Raven Lord's daughter resolves to wield her family's dark magic against her father-vowing to end his reign of terror. Though the Raven Lord himself will claim the realms require order to defend against some greater encroaching threat.

Should you take this choice, you shall find that the heroes you initially encounter will become something akin to an adventuring party meeting by happenstance, and those you were not immediately acquainted with will pursue their own agendas elsewhere. Instead of

mutually agreed battles, any conflict you encounter will likely come as a result of investigating the mysterious events affecting the Nexus.

Off The Rails: On the other hand, maybe you just want to meet some old friends, make some new ones and fight everyone? In that case things get a whole lot simpler. Bands of otherworldly visitors will simply form small teams like the one you're acquainted with, challenge each other to feats of strength on arbitrarily chosen battlefields and freely wage war upon each other.

Think of it as a mix of the Olympics and Battle Royale, except with none of the stakes at hand.

There shall be neither grand conspiracies nor existential threats to worry about, and you shall fight for the simple joy of fighting. **As such, death during a formally agreed upon match will not count as a failure condition for the purposes of your chain so that the resurrection methods of the match may work for you.** Do keep in mind that while most heroes will be generally inclined to let bygones be bygones after matches the more ruthless, hotheaded or simply evil may nurse grudges that last after matches.

A Second Brief Note: Tl;dr These Are The Wal-Mart Versions of Various Universes

The strength of summoned heroes (and villains) in many cases differs from what they are capable of in their source media, but as a general rule: Characters primarily work as they do in the game/story first and foremost, excluding many of the world-destroying or mending feats they possess in their primary source material. For example Diablo the Lord of Terror does not appear to pose an imminent threat towards a whole Realm with his corruptive powers, whereas Hanzo can take on Alexstrasza in something approaching a fight (albeit still at considerable disadvantage due to the size difference, and in what appears to be a friendly spar).

Another example is seen where both Raynor's bullets and Genji's shurikens seemed to do limited damage to Diablo-yet instead of obliterating Raynor with a thought, Diablo was nuked by Nova, and while greatly resistant to the ensuing damage he was eventually overcome by D. Va adding her firepower to Genji).

With regards to powerful mages, demonic or angelic entities and semi-divine beings it is safe to say that the feats they or similar units perform in their native games outside of cutscenes is well within their repertoire-but that as a general rule of thumb, if such beings were capable of snapping their fingers to destroy a Realm some of the vilest among them would have already done so. This is not to say the inherent powers vested in you by perks have no room for development and experimentation; following the Raven Lord being deposed Tassadar attempted to use his psionic powers to seal the Dark Nexus while Deathwing simply flew in and gorged himself on its energies in an attempt to gain greater power.

Origins and Origin-based Perks

Whatever origin you are, you show up with a reasonable amount of armour and equipment defined by your origin. Be sensible about this. The most complex artificial device you could be fielding is a giant robot similar to the one piloted by D. Va, and the most potent arcane implements you have should be on par with other mages known in the Nexus.

Discounted perks are 50% off for the relevant background. Discounted 100 CP perks become free.

Azeroth: Ah, so you too are from that slumbering world-soul's surface? *Quite a common origin*, among the heroes of the Nexus. Rather Earth-like to the untrained eye, from the Old Gods nestling deep under its continents to the Burning Legion seeking to raze it's surface, this world is one where sword and sorcery has triumphed against malign forces. And whether a graceful rogue or a mighty warlord-perhaps a wise magus, or even a diabolical warlock, it appears you were someone of note from that fantastical world. For now you may a member of any mortal race (or the dread Forsaken, or one of the immortal Night Elves if your history in that world predates Archimonde's destruction) or at most one of the lesser immortals like the dryad daughters of Cenarius, tested in battle and competent in your own right but far from the legends of this world-perhaps a peer to the Windrunner sisters before Sylvanas' unfortunate fate, if you were an elf for example. But the choices you make here may endow you with power beyond what meets the eye.

Earth: No don't worry, your chain hasn't come to an end. You see, your past began sixty years into the future of an Earth in which technology experienced great advances-and thirty years past the beginning of the Omnic Crisis. While humanity had briefly brought about a golden age of harmony and prosperity, the AIs they engineered rebelled-resulting in the formation of an enhanced super soldier program named Overwatch. Whether you were a veteran of the organisation who survived it's public outcry and internal division only to be recruited anew by the intelligent gorilla Winston or an agent of the mysterious terrorist organisation Talon seeking to bring about a second Omnic Crisis for unclear ends, you proved your worth among the other supersoldiers of this world. And while you are mostly likely human, there is no issue with you being an Omnic veteran that has

somehow survived the Crisis or one that has found some measure of integration with human society. Or another uplifted animal.

The Koprulu Sector (And Beyond): Far into humanity's advance into the space age, it's forays into the void beyond quickly revealed two more experienced rivals for dominance over the space sectors. The Protoss: An enlightened, zealous, psionically powerful alien race divided into various castes-or perhaps, one of the sentient probes that once served their society. And the Zerg: A vaguely insectile, rapidly evolving and utterly vicious hive of invaders guided by the pulsating eye of the Overmind-alternatively, an infested human remade by the Overmind's power. Whichever race you hail from, though you are a common soldier by the reckoning of your species (though the Zerg have a much broader definition of "common soldier") one way or another you have distinguished yourself greatly on the battlefield. Whether through mastery of firearms, psionic power or vicious claws you're a force to be reckoned with even cut off from the support of your species-and perhaps, something more.

Sanctuary: Shaped by forces unseen by most of its inhabitants, Sanctuary is a sort of pocket dimension separated from Heaven and Hell created by the angel Inarius and his manipulative consort Lilith created to house the Nephalem: The empowered ancestors of humanity. With dark, ominous forests and occasional portals to the demonic planes that usher forth hordes of malign beings, for now you are one of those mortals that has achieved great renown in some field. A knight in shining armour, a strapping barbarian, a bold amazon-perhaps even a dour necromancer or a skilled sorceress, you are one of the few villages would trust to stand against the demons that serve the Prime Evils: Mephisto, Baal and Diablo.

Drop-In: Oh. Just a true stray blown out of the Nexus, then? Forgive my presumption. It appears that your past is truly unconnected to the worlds most known to and reflected by the native denizens of the Vortex, and you have passed into the conflicts around you with no history to call your own. Considering the surprising unity of ideals between heroes from different epochs, civilisations and realities you'll likely have little problem finding stalwart allies to fight alongside in your time here. Or if you're a more malign sort, opportunism and enlightened self-interest seems to cultivate a certain degree of civility between malign entities. Either way, welcome to the Nexus.

As a small aside, while nominally you may simply come as you were from your previous jump, optionally you may arrive with the form and capabilities of a sentient being from a world in the Nexus that has simply yet to be discovered and has no connection to the grand legends of the other champions. Your overall capabilities may not exceed those of the examples listed as the baseline for other origins, at least before taking into account subsequent choices, but you may share in the rather distinctive aesthetics, fashion and traits common to the worlds that intersect with the Nexus.

Roles and Role-based Perks

Your innate experience and abilities are likely ranged assassin-like quite broad even if you should be primarily a warrior, and largely left up to you to decide within reason. As a general rule of thumb, it is implausible for a standard calibre mortal to master the mystic arts AND hone their bodies into a force of nature on the battlefield AND have some unique utility abilities. So the following choices less determine your exact capabilities, and can be thought of more as what role in battle your specialities and expertise lend yourself to fulfilling.

For example an archmage who styles themselves in the role of a Warrior may specialise in conjuring elemental construct weapons or channelling arcane force through every blow-while a modern soldier styling themselves a Supporter may have great skill in engineering as well as controlling *and* come equipped with drones of some sort that can provide backup. Or if from a more primitive era, be an alchemist (or perhaps, brewmaster) with explosive concoctions, healing salves and bottled mists that produce various effects on contact with the skin.

Warrior: You're a champion in the most direct sense, striding confidently onto the battlefield to face others with might, steel and force. Whether you're a veritable juggernaut of your kind that can absorb dozens of attacks with a smile while cutting off your foes' retreat or a well-rounded fighter that excels in delivering harm as well as providing hardiness, your place on the battlefield is on the front lines and deep in the thick of combat.

Assassin: Don't be deceived for the title of this classification, for both wizards and psions who can make the battlefield erupt with a gesture as well as hardy rogues that flit in and out of striking distance in the

blink of an eye come under it. Certainly some of your kind are trained killers, trained in nimble acrobatics. But far, far more common are shamans, warlocks or even archers whose greatest talents come more from preparation and careful timing than a headlong rush into battle.

Supporter: Though somewhat uncommon among champions, few dispute the role your abilities are suited for can be a devastating force multiplier. As a healer, you may keep all your fellow champions fighting fit long after many would succumbed to their wounds through spells, blessings or perhaps simply your unique gadgets. But those who choose to broaden their talents often develop other ways to empower their allies: Negating damage over a wide area, summoning or spawning entities, augmenting your allies, sharing teleportation or other rapid forms of mobility with your comrades and providing unparalleled awareness of the battlefield among other abilities. In essence, you're a force multiplier-and with your cards played right, can decide the outcome of a battle before the first blow is thrown.

Azeroth

A Matter of Honour (100 CP): Whether you swear loyalty to the Alliance of the Horde, there's no denying that many a conflict in Azeroth has been rooted in a matter of personal dedication to a certain faction. As long as you can pull your weight on the battlefield, you can succinctly and clearly explain your reasons for fighting to foreign allies-and cultivate a modicum of team spirit through them. With a few battles side by side, you might get a Protoss swearing "Lok'tar ogar!" or a demon shouting "For the Alliance!". Just don't expect either to know what either of those things actually mean or believe in them as anything other than your odd foreign custom.

Brought A Sword To A Gunfight (100 CP): Azeroth is a land of many anachronisms, with night elven archery still greatly respected despite the dwarfs' discovery of gunpowder. As a veteran warrior of Azeroth, you have the training and instincts to deal with such weapons while armed with sword and shield-or a stave, as a wizard. You won't flinch from the muzzle flash, and you have both a good sense for how much punishment your armour or magical forcefield can take as well as the training to get in close and cleave away at those who think you'll go down to a regular old bullet.

Above This Red vs Blue Crap (200 CP): The Horde invades. The Alliance defends. The Alliance retaliates. The Horde renders it a pyrrhic victory at best. Isn't it all so tiresome? Whether or not you are actually one of the wandering Pandaren, it seems that your past included sufficient neutrality in the great conflicts of your old world to cultivate a modicum of respect from all civilised factions not currently trying to end the world. A trait you will carry forwards with you into future jumps; while this will afford you no particular special treatment beyond not being shot on sight, some twist in your past will ensure that you can cross borders between normally vitriolic factions and deal with everyone as a neutral third party-within reason. It's unlikely that the Pandaren would be so fondly regarded by both Alliance and Horde if they had been responsible for a certain incident at Theramore for example, and don't expect otherworldly invaders such as the Burning Legion or the servants of Diablo to accord you such respect.

Level 80 Metal Album Cover (200 CP): You have a power that only one other champion in the Nexus wields: The power of *metal*. No, not that Azerite plot device nonsense-such is your skill with blistering rhythms and sick guitar riffs that your musical talents can control the battlefield. Stun foes before you with a mighty powerslide. Knock them flying with a brutal facemelter. Force others to dance in place when you channel your guitar performance to simulate the environment of a mosh pit, and somehow greatly sow others with a fantastic stage dive. These and more talents are yours to wield in battle, and shall improve as your skill with music does.

Also this perk comes with a free set of guitars built with an axe blade into them. Some strange magic seems to automatically amp up their music.

Actually a Dragon (400 CP): Disregard whatever race's form you assumed-it turns out you were actually a dragon magically taking their form for whatever reason. Within you is the power to transform into a massive, firebreathing reptile with great magical power and all the might of being a massive predator with sharp fangs and talons capable of laying waste to a castle. Each dragonflight of Azeroth was charged by the Titans with domain over one facet of Azeroth reflected by their magic being particularly gifted to administering it: Life for the Red, the Emerald Dream (a kind of verdant spirit world associated with nature's bounty and natural magic in general) for the Green, time for the Bronze, magic for the Blue and earth for the Black (or the corrupted shadowflames that Deathwing wielded after being corrupted by the Old Gods). With scales hard enough to withstand all but the greatest blows of Azeroth's champions and the mobility of your mighty wings, don't forget that to some your draconic form also makes you a bigger target.

Within the context of this jump, your draconic form is considered your "true" species for the purpose of your background in these worlds. You may use altforms to switch into other forms as you wish, whether in human or dragon form. After this jump, this perk becomes an altform you may transform into with all the usual cinematic effects of a dragon reverting to their natural form if you wish.

For example, the Bronze dragon Chromie has the innate Timewalker power representing her ability to travel into the future-which lets her learn talents faster than most of her teammates. She can also fire missiles made of the magical sands of time, and detonate hourglasses filled with those enchanted sands that freeze her foes in time. With her temporal loop powers, she can “teleport” her foes back to their original position and recharge her abilities 500% times as fast as normal. With greater mastery of her powers thanks to the Nexus’ empowering effects she can deal greater damage to foes she has stunned with her temporal powers, gain effective invulnerability through sophisticated dislocation with time, accelerate herself and allies, increase how much her foes get time looped, strip the armour of her foes through time reversal and empower her own spells through a “quantum overdrive”.

Herald of Corruption/Purification (400 CP): Fel. Arcane. The Light. The Void, and DEATH. Many are the forces that compete for dominance in Azeroth, and with this one has taken root in you-making you a great font of it. A warlock would have a whole coven’s worth of fel energy coursing through his veins as well as their collective innate capacity to regenerate it, whether from truly dire pacts made with demons in your past or even something as sordid as your very heart being replaced by some volatile artifact. By contrast you may also be a paladin (a de facto one if nothing else) with such deep attunement to the Light even a young man could turn the tide of battle with his blessings-though do note that the Light has its own more sinister side beneath the benevolent veneer it presents to humanity and the Draenei. While your skill in wielding these powers is equal to the likes of Uther or Kel’Thuzad, your true gift is a knack for corrupting others with your chosen force. From augmenting individuals with your channelled energy, to tainting the environment in its image-resistance seems all but futile when it comes to resist the transformative touch of your spells.

For some example of what Kel’Thuzad is capable of, his spell Death and Decay can launch an orb of dark energy that explodes upon contact with the enemy within a moderate distances which also leaves behind a decaying miasma. He can also conjure freezing chains that can ensnare multiple opponents, and create dark fissures in the ground that blast his foes with the power of death. By empowering him through the Nexus’ energies, he can use his phylactery to cheat death (and should you use this or a similar form of resurrection, it shall not

count as chain death), briefly shroud himself in protective dark energy and worsen the supernatural cold he evokes. s

Optionally, you may enjoy a free “reskin” representing the great power nestled in you. Want flaming eyes, hooves-or a delectably pallid complexion and an icy breath? Say no more. You may even be a Dreadlord, Naga or other being of similar scope long tainted by the forces vested in you.

Touch of a Higher Power (600 CP): Some of the greatest heroes of Azeroth attracted the positive attention of a deific being at some point or other-and obtained many great and unique powers from them. As Elune’s high priestess for example, Tyrande’s lunar magic is particularly powerful while Thrall’s close communion with the planet has made his shaman magic significantly greater. And you too were greatly endowed with divine power by one of Azeroth’s deities that offers you a far greater range of offensive, defensive and supportive supernatural effects reflecting their nature. Depending on your other choices this may also augment your innate powers. Alexstrasza for example was endowed with power by the titan Eonar-and as a dragon benefiting from the Titan’s blessing as well, you could stand before her as an equal. Do note that while the full depths of such blessings are hard to quantify, that whoever you choose as your benefactor the benefits gained are roughly equal but with different specialities.

As an aside, while this iteration of Alexstrasza lacks the full godlike power of her main canon Azeroth counterpart she is still quite a force to be reckoned with. For one thing, as dragon her natural form is a gigantic red flying firebreathing reptile that can easily crush a man-though it seems her innate durability isn’t enough to easily shrug off the weapons of notable Overwatch heroes. However, she is highly resistance to “stun” or “slow” type debuffs and her mastery of Life lets her fiery breath heal her allies even as it harms her enemies. Not limited to cones of flame, she can spit a focused fireball for more concentrated damage and send foes reeling with a strong beat of her wings. She can also trade her own lifeforce to sustain her allies, plant seeds that heal those nearby and bind herself to another so they both heal rapidly. After being empowered by the Nexus, both the fury of her flames and her healing powers simply become far, far greater-letting her effortlessly do the effect of many of her healing techniques without expending her reserves, and granting an ally far greater vitality than they would naturally have.

Archjumper (600 CP): There are some who, through sheer wealth of experience and latent talent, achieve what others cannot. Jaina Proudmore is, simply put it, a mage powerful enough to distinguish herself during Archimonde's invasion of Azeroth. On the other hand such was Garrosh Hellscream's determination, might and cunning that he became a great threat to all of Azeroth-and even briefly bent an Old God's power to his will. While you would have had to be at least an adventurer of some note to even be summoned here, with this you are now a true legend of Azeroth-your skill and natural talent in whatever defined your legend being once in many generations. Whether you are a legendary assassin, a highly favoured priest, an unstoppable warlord or a frightening death knight you're a force to be reckoned with.

And yes, that means you CAN somehow be a powerful arcane mage that somehow comes from Earth. Optionally you may modify your backstory in this world such that you were either transported to Azeroth somehow in the past, were a native of Azeroth transported to Earth BEFORE the Nexus, or otherwise had a rather interesting life to justify the skills you currently possess.

As for what such beings are capable of, the mighty mage Medivh can conjure arcane rifts to assail his foes-or briefly protect his allies from all harm with a sphere of force that heals them for a small amount of the damage it absorbed. He can also transform enemies into harmless farm animals-and such is the complexity of his spells that nearby enemies too risk catching the transformation from their unfortunate ally without great counterspells or magic resistance of their own. Medivh can also lay down ley line seals that bind others as comprehensively as if time itself had stopped for a few seconds, open portals all over the battlefield and...turn into a bird. You'd be surprised how many people overlook a bird flying high above the battlefield. Once empowered by the Nexus many of his auxiliary spells gain dual functions-such as his protective spheres bursting to damage nearby enemies with pure force when they end, and being able to place portals even in bird form-which empower his allies with protective fields of force. One of his "cheat" abilities lets him redirect his seal's wave of energy to catch unsuspecting foes offguard.

Earth

I'm Putting Together A Team (100 CP): Bringing Overwatch back together was complicated enough before an interdimensional storm tossed some of the candidates in a whole other world. But somehow recruitment seems to go quite smoothly for you, because when you put out notices for help of all kinds you've got quite a bit of luck when it comes to finding helpful, eager recruits. This won't work drastic miracles or give you much choice in your recruits' specialities and you do still need to appeal to some common cause, but if you need a plumbing accident fixed in the Nexus you'd be surprised how many lost heroes are willing to lend a hand if you can pay them in cash.

Your Terrorists Are Our Freedom Fighters (100 CP): So here you are-stranded in another world with little knowledge of how to go home, and surrounded by strangers. And those do-goobers might have painted a ...biased picture of your faction's activities on Earth. Well fret not, because you're adept on leaning on your professionalism and utility to others in order to build trust and obtain support. And while with this you might still face much suspicion from many do-gooders, you're exceptionally skilled at haggling with mercenaries and hashing out mutually beneficial alliances with other ruthless, opportunistic organisations.

Medieval Muckracker (200 CP): Much of your powerset likely comes from guns, armour, gadgets, vehicles and other complex devices that can be tricky to replicate in more primitive realms. Fortunately you seem to be quite lucky when it comes to searching for chipped bits of metal, spare cartridges and other handy bits 'n pieces discarded on the battlefield that can be made into useful things. Furthermore you're quite the MacGuyver yourself when it comes to kitbashing together improvised supplies from what you have around you. A little tape and lubricant can go a long way in your hands.

Implausibly Adventurous Day Job (200 CP): Whatever else your past was, it included an occupation that led you to develop some innovative technologies and devices. Technologies and devices you have acquired over a very long career. Technologies and devices that make you quite a force to be reckoned with on the battlefield. Whether you're a DJ that stole sonic suppressors and modified them into tools that made the people rise up instead, or an adventuring climatologist with a suit

of power armour, you're familiar with a unique brand of devices you've developed to suit your needs.

And yes, that remains true if you come from somewhere drastically more primitive like the wilder parts of Azeroth or Sanctuary. Perhaps you encountered a Nexus incursion earlier in life that left you with some unique inspirations?

Gadget Jockey (400 CP): With how much hinges on every champion of Earth's tools being at peak performance for them on the battlefield, a well-functioning arsenal can mean the difference between victory and defeat. That's why you're lucky that some quirk of the Nexus seems to make all of your personally carried equipment just work *better* than it used to before. Guns reload smoothly, fire more powerfully and are easier to aim-such that a pistol might feel like an extension of your arm with no recoil. Energy projectors always seem to have an extra reserve or fire stronger bolts right when you need them to. Armour recharges and feels much lighter on the rest of you, the servos and stabilisers letting you pull off some astonishing feats of agility. And you can go for many weeks' less maintenance for everything you own, while fighting tooth and nail in a jungle full of vicious flora. This won't work miracles, but don't underestimate how good everything you own working like a well-oiled machine can be as an asset.

Modern Samurai (400 CP): You know what else saves lives? Skills. When your foes have superhuman stature and mystic forces at their command, your training and reflexes can mean the difference between life and death. In combat, you have a sixth sense for incoming projectiles-even those as fast as sniper bullets, and an impressive reaction time even by the standards of Overwatch's world. You're an impressive physical specimen by those standards as well, but where you really shine is an unerring instinct for leading targets with your guns' aim, striking at critical points and other feats of impressive dexterity that let you gut or gun down your enemies while nimbly leaping out of harm's way.

An Actual Tactician (600 CP): So many of the champions from other realities have played a good hand badly, or brought about their own downfall unknowingly. You're not one of them though, because the one thing Overwatch and Talon both believe in is preparation. You're a genius of a strategist and tactician on and off the battlefield, spotting advantages and disadvantages before many of your peers can and able

to easily create the semblance of strength to intimidate foes from capitalising on a weakness-or feign a withdraw only to annihilate your opponents when they've overstretched themselves. While many champions may boast greater might with this alone, you're something at an expert at overcoming superior force, numbers and ordinance with tactical planning-and even if you should lose a given battle, something of a genius when it comes to setting up your victory for the war as a whole.

I Interned With Winston (600 CP): D. Va's MEKA unit. Tracer's Chronal Accelerator. The Particle Cannon equipped by Zarya. There are some devices so significant on Overwatch's Earth that a soldier can build an entire style of fighting around them-and you just happen to be the kind of genius familiar with all manner of them, able to replicate them with enough tools and infrastructure. Whether or not you really did intern with a certain sentient gorilla, your technological skills are exceptional enough to keep up with his. And when it comes to just-in-time manufacturing you might even be a step beyond him, which is a vital skill in the often dangerous realms of the Nexus. From time-accelerated conveyer belts to miniaturised 3D printers supercharged by exotic energies, your mind is abuzz with cheap, easy and above all QUICK ways to rapidly recreate all the wondrous technologies you can think up with no loss of quality.

The Koprulu Sector (And Beyond)

Cool Hand Jim (100 CP): It's easy to get an itchy trigger finger when faced with literal demons from Hell or worse places, but you're not one of those. You lead targets like it's second nature, you've got sharp senses for whatever your kind are and the only thing you feel when pulling a trigger is recoil. In short, you're a top of the line marksman who could be a sniper among the Terrans, or a spine-launching menace among the Zerg. And don't feel left out as a Protoss either-because your intuitive grasp of trajectories, emotional resilience and sensory acuity also lends itself well to aiming and shaping your psionic powers with precision or wielding your psionic blades with skill.

I'm Here To Help (100 CP): Not every champion from the world of the Koprulu Sector was a mover or shaker. Whether you are a stray Zergling, a lost probe or an outlaw you'll find your low status is far less of a barrier than it would have been when it comes to earning trust among gods and heroes from other worlds during a time of great conflict. The great and powerful will judge you by your performance on the battlefield, not by your lowly past. There's something oddly endearing about you too-no great compulsion, but a sense of trustworthiness and reliability that makes you seem like a good ally.

Upgrade Imminent (200 CP): The Zerg lay claim to being masters of evolution, but the truth is no force that has fought in the Koprulu Sector has survived without adapting. That's where you come in handy. You have a keen eye for the imperfections in your own equipment, biology and even mastery of psionics-and with this insight comes quick intuition towards improving yourself or shoring up your weaknesses. It won't solve really difficult problems or improve at unfeasible rates, but you'll at least know where you could reasonably do better right off the bat. If you had, say, a Cerebrate's ability to modify genetic material you'd certainly be able to modify your minions with much better skill.

The Power of Teamwork (200 CP): Coordinating a firefight, a psionic assault or even a zerg rush is easier said than done. Which is why it's a good thing that it's second nature to you-far more so than your past would have had you be, otherwise. You have an instinctive grasp of how to make use of your immediate, nearby allies' talents in battle skilfully, and can rapidly adapt your tactics to cover for them. Moreover, your orders are heard clearly over the battlefield, your

pheromones contain more nuances than most Zerg commanders, your psionic messages can contain hidden orders-whatever means you have for communicating with your allies is just plain *better* than it was before.

Ideal Test Subject (400 CP): When so many talents of Abathur, the Evolution Master, revolve around modifying his allies one can assume he sometimes wishes they would be more appreciative of his changes. Well, you're something like his ideal teammate now because something about your physiology makes you much, much more receptive to genetic enhancements, augmentations and modifications of all kinds. Genomes that would normally takes hours to show positive mutations may have the effects take place safely within minutes instead, and pheromones that boost your speed and strength may do so far beyond your fellow beneficiaries yet persist for an hour or so longer. Your genome is a blank canvas than the Zerg would greatly enjoy playing with.

WHERE ARE THESE NUKES COMING FROM? (400 CP): A certain agent of the Dominion can *somehow* call down nuclear strikes on her opponents, despite a visible lack of Terran infrastructure nearby. And now, so can you. Your presence acts as a kind of homing beacon for any organisation that considers you as a registered and integrated member. Even cast across space and time, they will never fail to register your communications. And when you specifically request firepower upon any location you can perceive, they'll find that simply by launching their ordinance after affirmation to your message it will hit fairly accurately at a geographic location you've aimed at.

Do note that while in *this* world such forces are...oddly accommodating for such strange requests, future worlds may be somewhat more incredulous when it comes to strange messages asking them to lob a nuke at the sky.

Psionic Powerhouse (600 CP): The power of the mind is valued across all three dominant races in the Korprulu Sector, and you can now count yourself blessed with psionic potential rivalling that of Kerrigan-or imitate Tassadar's newfound gift in the Nexus of becoming an Archon without a partner, should you be a Protoss instead. From crushing tanks to unleashing psionic storms, your powers are well-honed but also reinforced greatly against forces that could corrupt them against your will. Where Tassadar himself may have had his powers radically

reshaped by exposure to the Nexus' energies, with an effort of will you could retain the integrity of yours in the same situation.

The High Templar Tassadar can scorch the battlefield with beams of psionic force, which either slow his enemies or heighten the damage dealt by them. While he can also invoke psionic storms, these are localised effects that mostly target a single individual rather than devastating an entire battlefield. He can also protect himself with force walls, toss miniature black holes across the battlefield-and has the unique ability to transform into an Archon which greatly empowers all his psionic abilities. Such powers become much stronger overall when empowered by the Nexus.

Exceptional Specimen (600 CP): No longer are you a common soldier of your kind, for you've just won the genetic lottery hard. If you are Zerg yourself, you may be a unique entity like Abathur or Dehaka with particular specialities. But if you should be some other race, you will similarly be at the top end of your species' latent potential-never enough to outright be unidentifiable as being another species, but being on the bleeding edge of what the greatest of your kind pushed to their limits can achieve. And while this covers physical potential as well as psionic and magical power, it should go without saying that with Psionic Powerhouse as well your mental power would be unrivalled in the Nexus.

An example of this is found in Zagara, Broodmother of the Swarm-who can unleash the "meat moss" of the Zerg's influence that let her scry across the battlefield and make her and her Zerg creatures faster upon its surface. She can create common Zerg creatures like banelings, hydralisks and Roachlings in ones and twos rapidly from surrounding biomass to support herself in battle. With more effort, she can also create larger Zerg lifeforms to deal devastating attacks to her foes, or create a Nydus Worm: A massive living orifice that when provided a second "head" on the battlefield provides Zagara with rapid transportation across the two ends, while letting her rapidly regenerate her health and reserves of psionic energy. As the Nexus empowers her Zagara can be healed by the damage her minions inflict on her enemies, augment her formidable form with deadly spikes and spawn more minions so fast that with her every third attack she spawns a new Baneling.

Sanctuary

Of course, there is a certain allure to demonic power, no? Alternatively you may be a demon of some great repute but relatively low station-for now-such as the infamous Butcher. Or perhaps an exemplary member of another common demon race?

The Battle For Your Soul (100 CP): With a new world comes new temptations, but you won't be having any of that. Your will is steeled against all sorts of deceptions and promises that would result in the loss of your soul, turn you against your allies or otherwise corrupt you. To a much lesser extent your willpower can also resist supernatural forms of corruption, though it would be unwise to rely on it alone.

Hellish Opportunities (100 CP): On the other hand, new temptations also mean new victims for those of a more sinister bent. There's one born every minute, after all. Your delightfully devilish tongue has a knack for offering all sorts of deals, making bad ideas sound good and generally getting people hooked on what you have to offer. For those of a more heroic bent, this can instead take the form of a knack for rousing speeches to steel your allies' hearts before battle or rally them for some greater cause.

Stay A While, And Listen (200 CP): Were you one of the last Horadrim too, or did you find signs of the ancient scholars' work that you mastered yourself? Whatever the truth, you have a gift for using scrolls, books and other means of recording the written word as magical foci. Even if you were primarily a noncombatant, your magical gifts could let you turn a shelf of dusty old tomes into a devastating whirlwind. One further...talent is yours: The ability to tell stories so rambling, so boring, that with a bit of luck you can leave opponents on the battlefield so mentally exhausted they simply fall asleep on the spot. Do note that you do need to be able to convince your foes to hear you out for a spell or at least make yourself heard long enough over the din of combat, and that a blow will quickly wake your listeners from their slumber.

Smite The Wicked (200 CP): Against the demon, the apostate, and the otherwise malign force-touched your blows and spells seem to strike harder-not overtly so, but with just the right mix of luck and extra force that you can inflict great harm or protect yourself with less effort. Steel bites deeper and the wounds are slower to heal, while wardings can be sustained for far longer than before. While this may

lack the true purification of holy might, it's always good to add a little more punch against your vile foes. A barbarian's axe will be more effective against both demonic magic and hide with this.

The Power of Faith (400 CP): Sometimes belief in yourself is the only tool you have against the darkness. And sometimes, that's enough. Your confidence and zealotry empower you in battle, such that a human woman could toss a heavy shield with strength and accuracy enough to ricochet among her enemies then catch it smoothly or send multiple nearby foes flying with a swung sword. Your faith even lets you stretch the limits of what's physically possible based on your belief in the righteous judgement (or inevitable evil presumably, as a demon) of your assault, like stunning others with the glare of your shield or leaping high into the air and stunning others as you land. With greater faith than the typical crusader's even more impressive feats may be possible-and do bear in mind that faith shall empower you proportionally no matter the strength of your body.

Should you already be a crusader, know that your gifts will be empowered even further with this.

Master of the Mystic Arts (400 CP): You're a prodigy in one of the magical traditions of Sanctuary, whether as a menacing voodoo doctor or a prodigy of the arcane arts. Like Li-Ming, even as a novice to your powers you could open portals and rapidly disintegrate your foes with a gesture-or summon powerful ravenous spirits and invoke the undead as a witch doctor. Suffice to say that whichever magical art of Sanctuary you specialise in, your natural talent is far greater with this perk than it would have been without it-enough to stand as equals with those heroes who confronted the Prime Evils in times past.

Although Li-Ming, for example, is a powerful mage on the battlefield she lacks the Heaven-conquering foretold power of Diablo 3's protagonist Nephalem despite being a Nephalem herself. But between being able to teleport short distances in rapid succession, firing arcane orbs that gain power as they travel (though the spell has a finite duration over moderate distances) and casting waves of force to send nearby foes flying or disintegrating beams that utterly obliterate all before her. Once empowered by the Nexus she can recover health from defeating others with her magic spectacularly, teleport without using mana and enter an empowered state in which she can only use spells of disintegration-but can also use them very rapidly.

Prime Grade Evil (600 CP): Oh, speaking of Prime Evils. While the identities of all the extant Prime and Lesser Evils are well known, it appears you're a demonic being that claims descent from one after all. Inheriting a hefty amount of demonic power as well as a resilient, tough form you may also choose a concept similar to one of those presided over by the Prime or Lesser Evils which your magic is particularly powerful at influencing-and empowering yourself through. Though your demonic magics are often far more blatant and obvious in application: From teleportation that devastates the land near where it leaves, to orbs of annihilation that grow with power as they slay heroes, to simply stealing souls to obtain power from them, you'll find little subtlety in most of your heritage. Also don't forget you have the form of a big, strong demon that can knock most people around, and shrug off rains of bullets.

What can the Prime Evil do, shorn of his truly worldending power? Well, with each life he takes his vitality grows slowly-culminating in the power to resurrect himself (defying the usual condition of chain failure) once he has seized a hundred souls. He can also unleash bursts of hellfire by slamming the ground, and grab then hurl mortal men long and far enough to stun all but the hardest of warriors. Diablo can also lay hellish runes on the ground that engulf his foes in demonic fire and let out blasts of lightning from his mouth. And once empowered by the Nexus, as Lord of Terror he can heal himself from the fear he inspires in others and channel his consumed souls into an ablative warding. His demonic might and capacity to steal life force and amplify the power of his runes also becomes dramatically stronger.

Angelic Ascension (600 CP): Or perhaps instead of such vile origins, it turns out that you were actually a being born of the Crystal Arch in disguise? With this you are an angel, a being of pure light and sound that flies on radiant wings. You wear no true visage beneath your hood, just a mysterious void despite your otherwise radiant accoutrements and energy wings. Your powers employ the radiance and harmony your kind personify: Fields of holy energy that can render yourself and allies invulnerable to most force from this world for a short while, summoned armour of flame that burn the impious around you and resurrecting allies fully restored within scant seconds. And if that is not sufficient, most of your kind are powerful fighters that can match the Evils blow for blow. You would be a peer to the archangels in the breadth of power and experience you wield as well as the

importance of the principle your powers support-but don't get cocky. Archangels have been imprisoned by Evils before.

As the archangels stood as equals to the Prime Evils in their native world, so too are the likes of Tyrael still rough equals to them after their threat diminished. Upon death, Tyrael can blast his foes with devastating holy energy that weakens their damage output greatly. His righteousness forms a tangible shield that protects himself and his allies, his thrown blade leaves such a great impact nearby foes are stunned and he can smite the world with piercing pillars of light that slow those passing through a small area. When charged with righteous judgement Tyrael fights and strikes harder, and last but not least he can briefly make himself and allies invulnerable to most harm. As he is empowered by the Nexus, Tyrael can regain health from striking his foes. He can also lay areas of holy ground where none (in this world at least) save those permitted by himself can enter, teleport to where his thrown sword lands and empower both his holy wards and the fury of his smites as he continues to enact Justice upon his enemies.

Drop-In

Airbrushed To Perfection (100 CP): Isn't it amazing how virtually everyone looks *good* before and after a fight here? Rock-hard glistening abs, thick life-saving thighs, hair that would make celebrities jealous- short of a truly overwhelming defeat, many the champions and locals of the realm seem to be effortlessly handsome. Or beautiful. You aren't excluded from that at all, and while were things otherwise you'd still *at least* be as attractive as a typical member of your race you're extremely appealing *even by the standards of the Nexus*. Whether you're a svelte sorceress, a hulking warlord or a magnificent bard you've got the kind of body that other people's mothers warned them about.

Hello, Do You Speak Khalani? (100 CP): You would expect a tauren, a hydalisk, a fiend, a local denizen of the realm, and a Russian to have *some* communication problems together in the Nexus, but apparently that's not the case here. Is it some magic from the Nexus facilitating things? Or are these faraway realities more similar than many assumed? Whatever the reason, like literally everyone here you somehow have no communication barriers-at least when it comes to spoken language. The written word, more esoteric nuances of telepathic communication or other complex information may prove difficult to parse, but you'll never have trouble giving or receiving orders in battle at least. And in future worlds, you'll be similarly able to speak disparate mundane languages like a native.

Ravening Conqueror (200 CP): All this upheaval, all this chaos...isn't it just crying out for a strong hand on the tiller? Yours, to be specific. But what's a would-be master of the Nexus to do with so many kingdoms at potential cross-purposes? Fortunately with this, you'll find luck seems to err slightly in your favour when you seek to depose, destroy and dominate your rivals. Kingdoms will be just a tad more complacent, or minor nuisances and old problems will crop up right around the time you begin your assault. Or the enemy wizard may be in a maudlin mood when you begin your plans to lay waste to his tower. Don't rely on this alone; it'll never bring about any misfortune your foes could not overcome with a modicum of effort and diligence-just leave them distracted, flatfooted, disheartened or otherwise not at their best, and kicks in only when you deploy your forces in earnest. But with sound preparation and powerful minions, you can capitalise on this to draw first blood and press your advantages.

Tribute of the Realm (200 CP): Be it gold doubloons, the lighting of certain sacred shrines or some other means of tribute, many Realm Lords have some form of resource spread through their rule that they encourage champions to deliver to them in exchange for significant aid. You too have become adept at bartering for such aid from others. Even if you should solicit aid from two warring factions at once, your smoothtalking can convince both of them you are more convenient to placate than antagonist-within reason, at least. You're also quite good at investing such resources to both spend them wisely and in the case of more mundane riches, get more of them by spending less.

Divine The Forbidden (400 CP): Beneath the tumultuous currents of the Nexus lies dark forces many feel are best left undisturbed. But nobody ever got anything done by playing by the rules, and you're nobody's fool. You have a great gift for tampering with forbidden energies and binding them to your will, all your efforts guided as if by fate to be more successful at discovering and binding them to your will-and perhaps even reshaping them through your own mystical powers, or sheer force of will. Furthermore your resistance to their corruptive effects much greater than the Raven Lord's-such that though it is still dangerous, you have a good chance of tapping into the powers of the Dark Nexus without being corruptive by them.

Love of the Land (400 CP): For all the flaws and hidden menaces afflicting it's royalty, King's Crest is a truly magnificent place-and many other realms operate with surprising harmony despite their less prosperous conditions. It seems you're similarly desirable as a ruler yourself now too-while you may not necessarily have the true acumen of a seasoned tactician, your charisma and oratory make winning the hearts of your subjects child's play-or cowing them into submission, if you're a more brutal sort of ruler. Furthermore the more authority you hold, the more what you hold authority over prospers. Subordinates are more competent, riches are easier to secure-even in more conflict-prone societies, warriors will find more opportunities for glory or plunder by seeming coincidence. You won't be attaining the vaunted glory of King's Crest unless you're already the rightful ruler of a whole realm, but even as a garrison commander those serving beneath you will quickly recognise you can back up your shining reputation.

Heir of the Nexus (600 CP): Oh, are you another estranged child of the Raven Lord? A demigod inheriting your parent's divine powers? Or perhaps, your heritage hails from a realm unknown to any currently known? Whatever the reason, it seems you have a great deal of supernatural power-such that even at a young age, with good guidance and some time to master your talents you could challenge some of the most formidable Realm Lords out there. You have a great deal of latitude to determine the nature and specialities of your powers, although overall you are an equal to Orpheus: Who fights to free the Raven Court from her father's conquest despite inheriting power over darkness and chaos which she manifests through demon-like spirits shaped from her subconscious thoughts. Though this comes with little skill, pity those who underestimate you. For all his demigod-like power, if all goes well the Raven Lord himself could find himself bested by a small girl in coming events.

Power of the Storm (600 CP): The Nexus holds great power and opportunity for those who embrace its design. Wouldn't it be a shame to leave it behind in future worlds? With this, a lesser vortex of the Nexus' power will coalesce around you, letting you channel and unleash it to recreate similar conditions and harness its transdimensional energies. A mundane man would have little power and precision-perhaps being able to glimpse other worlds and briefly create "rips" in reality that overlap a small patch of terrain with that world's environment, bring a handful of heroes from another world or empower a trusted ally with the "experience" granted by the Nexus to reward its champions.

And yes, with some effort you may be able to recreate or channel the power of the Dark Nexus. *Be careful not to unleash what you cannot control.*

But as your overall personal power grows, so too will your control over the Nexus energies vested within you. With the power and experience of a seasoned archmage or extremely gifted psion, you may be able to rip numerous heroes from other worlds to your side or even summon those from the original Nexus, augment all the heroes called to you by the Nexus in more refined ways and resurrect both others and yourselves from true death with its power-even tamper with the behaviour of the true Nexus, amplifying or dampening its unpredictable forces with your will.

The astounding feats of beckoning forth entire worlds to overlay the reality you are in, or shaping realms with your will complete with their own Singularities will likely take millennia to master without extremes of power unknown to the Nexus. Many more applications likely await your discovery, as you explore the boundaries between space and time.

Warrior

Oversized Weapon Master (100 CP): Early on in your visit to the Nexus you'll find that what many of the local champions call "daggers" are actually massive, overly elaborate short swords. To say nothing of the massive and even more ornate weapons that other warriors haul around like an extension of their arms. Fret not, for with this you've gained a stout mix of strength, dexterity and endurance that lets you handle massively oversized weapons with all the grace of a master fencer all day; even compared to other warriors bearing similar oversized weapons, you can swing at your peak long after many would have succumbed to exhaustion. You have all the skill, experience and training with all manner of implausibly sized weapons as if you were a veteran of the battlefield-and in one or two, you may be considered a true master. And if you should be an unarmed fighter of some sort-suffice to say you hit swiftly and powerfully enough for your blows to contend on near-even terms with the mighty swings of your armed rivals of war.

Optionally, this perk comes with a rugged, appealing musculature boasting of the mighty thews and war-forged body that hauling around such weapons demands. This is not necessary though; many swordswomen have deceptively slender builds.

Percussive Recruitment Protocol (200 CP): A rather curious phenomena has been reported near Braxis Holdout, where mercenaries consisting of infested Terrans have been repeatedly cured of the Zerg will controlling their mind and bodies by *getting the everliving stuffing pummelled out of them by other factions*. It's...not quite clear what's going on, but whatever it is there's no reason you shouldn't be part of it. Henceforth a severe beating, a gallant rain of gunfire or an otherwise intense delivery of physical damage can cleanse those corrupted by malign forces and restore them back into their pristine, healthy selves. Do bear in mind that the more overall powerful the

targets are and the more extensive and elaborate their infestation or corruption is the more severe a beating you'll have to deliver. Someone with as great potential and as thorough a transformation as the Queen of Blades herself would probably take damage tantamount to killing her outright anyway to purify.

On the other hand, this works equally well on currying favour with neutral mercenaries. Grudges may still be held over sadism, brutality and gratuitous dark magic-but if you give someone only shooting you because they were paid money a good thumping then let them live, you'll find them surprisingly open minded to joining forces with you instead.

Blast Hardcheese (400 CP): Goodness, you're a strapping member of your species! You're not just a physiological peak specimen of whatever you are originally-you're absolutely gigantic compared to many of your kind, and correspondingly enduring without any loss of agility or swiftness. With this, even a human could take a sledgehammer to the chest and simply flex through the impact. Those beyond humanity in endurance might shrug off the high calibre bullets of futuristic firearms. More importantly, whatever gift of genetics has endowed your mighty form with superior musculature also lets you train fantastic physical feats that focus your strength and skill even further. An orc warrior might be able to hurl opponents great distances across the battlefield-perhaps near their allies, or hurl axes with pinpoint accuracy from those distances powerfully enough to cleave through armour and send even well-guarded opponents careening into their allies-to say nothing of a hydralisk's spiny projectiles becoming far deadlier and hard-hitting. For a being of a dragon's stature to have such gifts would surely let them live up to the bleak majesty of those creatures which took entire parties of legendary heroes to fell.

The Craft of War (600 CP): Gone, gone are the frailties and weaknesses that leave lesser warriors unable to match you in warfare. For where others seem sapped of their best condition in the heat of combat, you only build momentum. Every blow you throw hits harder, every step or dodge you take is quicker, and while this is no boon to frost bolts or a necromancer's spikes of bone even effects like mystical battle rages or psionic augmentations of the body that use supernatural or technological forces to directly enhance your body's overall deadliness seem to grow in effectiveness as the battle rages on. Any lull in

continuous battle will see you return gradually to your baseline, but with a day's continuous fighting even a humble Terran soldier could topple dragons with their bare hands and outrun a Void Speeder.

Assassin

Hoedown Cooldown (100 CP): In the blink of an eye you leap at your foes, your claws outstretched or your sword flashing like a glint of sunlight on the sea waves! Or you blast someone with an arcane bolt. Have you been reminded that *a lot of heroes* are *Ranged Assassins* lately? Well, this popular trick among the more prominent of them might explain why. Whenever you execute an attack incorporating great swiftness, stealth, skill or some combination thereof you're filled with a burst of speed and energy for a short time-enough to, say, quickly repeat the attack on another nearby target. Even non-physical abilities like spells reliant on some manner of "cooldown" can be quickly refreshed by this ability-with those simple enough to be something like a beam of energy that can level a house being instantly available, and even more complex rituals being significantly recharged.

"Dis Some Powerful Voodoo" (200 CP): Where do all of Zul'jin's axes come from?! He throws an axe, then gets a new axe! And Jim Raynor and Junkrat are little better in this regard, just spraying lead or frags indefinitely. Well, however it works for them you seem able to replicate this sort of thing. When you rapidly reuse a basic, uncomplicated form of ranged attack-from throwing knives to simple magic missiles-you seem able to use them indefinitely, liberally showering your enemies in a deluge of projectiles. And while the endless spray of bullets or spells you can unleash is a formidable deterrent to many, keep in mind that this perk cannot indefinitely supply any form of attack more devastating or complex than a high grade rocket launcher or elemental bolt. The Nexus would be a different, and much more devastated place if special attacks could be spammed.

Disabling Shot (400 CP): From a spell that turns the mightiest warriors into a harmless sheep to an arrow with a net attached to the end that springs tight around a target-even a psychic blast that culminates in an implosion or crackling storm of energy, no matter what far stretch of

the word “assassin” you fall under you likely have at least one ranged attack with secondary effects designed to comprehensively incapacitate one or more targets. And through a mixture of a deeply focused mind as well as a specific sort of fortune, any similar attacks you can produce now are much, much more effective than before. Your keen senses and steady hands mark the most disadvantageous moment for your enemies to launch that aforementioned net-arrow for maximum capture chance or to interrupt their own attacks, and in fumbling out of the net your target may further entangle themselves or even trip into their allies’ way. Such effects are never absolute and can be overcome by size and shielding among other factors, but have a much better chance to hit and disrupt than they did before. This is particularly devastating with supernatural disabling attacks, given how disruptive a magical storm by itself can already be.

Chaining Tactics (600 CP): A bolt of flame that erupts into a living bomb. The chill of fear preceding a sudden eldritch maw biting down on some unlucky sap. These and more are part of why many casters, psions and other masters of ranged damage are so feared: The potential combine and stack different effects onto each other, into a result greater than the sum of its parts. And now, it seems you have a particular potential for harmonising disparate effects-and a talent for making normally volatile reactions work in tandem.

Through study and effort, you can merge techniques and abilities you are already capable of. This is most intuitive with singular techniques and relatively simple effects like fireballs-but as long as you’re willing to put in the work, anything that can be considered a discrete ability, ritual or even gadget can be integrated with other effects-perhaps even more than two at a time. The resulting merger’s forces always complement each other to achieve your desired outcome with much greater power and refinement, a cone of frost for example holding a target in place and leaving them more vulnerable to the blast of flame that shatters it into shrapnel shredding into its nearby allies.

Supporter

“But First, They Must Catch You” (100 CP): You would expect a lot of enemy groups to attack the smartass buffing and healing the rest of the party right off the bat, wouldn’t you? Well here’s the problem: Folks who don’t have combat as their main focus *tend to stay very, very mobile* in the heat of combat. And like them, whatever means of mobility you have available to you is significantly better than it would normally be; a subtle buff with mundane capabilities perhaps, but know that it scales with any form of mobility you have.

If you are but a normal human medic or engineer, you inexplicably can run at speeds that would make Usain Bolt green with envy. If you can take to the skies, you can acrobatically duck and soar in ways beyond your kin. And if you have access to teleportation, you could push the limits of what it’s capable of-innovating short range flash-teleports for a normally long-charged teleportation spell, or vanishing over many more miles than your peers. And that’s *before* you start actively training your mobility, at which point you’ll find yourself unlocking unique skills that further boost your means of travel in subtle but permanent ways.

My Work Here Is Done, And Stays Done (200 CP): You would *hope* that pesky engineer’s drones will run out of battery sooner or later when you’ve driven them from the battlefield, that the regenerative health blessing a druid laid down would fade or that the curse afflicting your troops will wear out after long enough. But unfortunately, sometimes life just isn’t fair. Through bursts of innovation and innate talent, you can innovate ways to cause any restorative effect, blessing or technological process you can create to persist constantly without your focus. With intense mystical study, a buff cast on your allies could outlast the battle itself. Tinker long enough with your drones, and you’ll find their capacity for scouting and self-maintenance far outstrips your peers. Nothing truly lasts forever with this alone, but when it comes to keeping your allies alive, well-informed and empowered in the heat of combat to many your work is as good as indefinite.

ATTACK, MY MINIONS! (400 CP): Quite a few champions rely on calling, or summoning, or deploying, or spawning someone else do their dirty work while preparing their best tricks. But you’re something special even among them. To begin with be it conjuration, or demonic pacts,

or the creation of spawn, any abilities you have that summon or create new allies are tenfold as effective and much more refined-conjuring a dozen demon where you would normally summon one for example, or modifying the zergling you created on the fly into something fiercer.

The power you have invested in others has also taught you a fascinating ability: With study and effort commensurate to the scope and complexity of the power you own, you can convert any given technique you are capable of into an automaton or being capable of autonomously inflicting it on your enemies. What form this take will greatly depend on the nature of said technique; if you're an engineer, you'll have breakthroughs in building drones or turrets that can launch a certain beam of energy you've developed-while as a warlock your curse may be transformed into a sort of malevolent spirit that hounds your foes; as a general rule this perk is inapplicable to melee attacks and other simple actions that do not have some mystical energy, technological process or other complex, sustainable design behind them. How long such beings remain manifested (or operational) depends greatly on the nature of the forces they represent, how long you've developed your new skill and summoning them will take *at least a little more than* the effort you would have needed to perform the technique in the first place. But in time, your foes will come to fear your ability to create enduring new life, spirits or artifice that represent your talents.

Blizzard Forgot To Nerf Jumper The Hyper-Carry Because They Were Too Busy Releasing More Ranged Assassins (600 CP): Here's the thing about healing-when you have two groups of champions and one group can hit hard while the other can also hit hard *but* also has a lovely lad or lady in the back keeping the team alive, the second team tends to win. As such despite their rarity healers are greatly treasured-and you? Your power over restoration is nothing short of miraculous. The technology you build to heal others with works simply mends all ailments dozens of times more rapidly when wielded by yourself, the divine blessings you call down can whisk whole mobs from the brink of death when they would normally heal only a handful of fighters and your restorative spells can cleanse all manner of debuffs as well as the grievous wounds they were intended for. Don't be surprised to accidentally mend a broken bone or two simply by sticking a bandaid on someone, and with study and practice you'll find there's no upper limit on how far you can innovate and improve your powers or processes of restoration.

Oh, and if you happen to have no skill in healing at all beyond sticking band-aids on things fret not-this perk applies equally well to repairing and restoring mechanical devices, structures and other examples of artifice. The biological structures of the Zerg, of course, count as both.

Items

Gosh, there certainly seem to be fewer of these around than you'd hope for, huh? Sure would've helped if *a certain company facing legal action and public controversy at the time of writing* had bothered to *include more objects unique to their new setting*.

Cosmetic Cosplay Kit (50 CP): A lifetime supply of body paint and hair products, that stays on well in all but the worst conditions of battle and seems to peel off incredibly well at will! Various reusable mystical scrolls that simulate contact lenses without any of the nasty eye problems, along with other scrolls that can create harmless illusions of various energies or tattoos! Enough props to outfit a small army, from headbands with demonic horns on them to decorative staffs! In short, this Warehouse attachment consists of a *massive* room full of everything you need to do an extremely good cosplay of the various skins included in Heroes of the Storm™, the game. And instruction manuals on how to apply them.

Boy, it sure is convenient to get all of this stuff right off the bat instead of having to fight an arbitrary number of battles for it huh?

A Chest of Banners (50 CP): In the heat of battle, one thing brings together the most virtuous paragons and most chaotic forces of evil-banners. Here's a chest full of them. It's a magic chest that's bigger on the inside representing virtually every symbol of note in the Nexus, from specific heroes to influential factions from other worlds. You can stick them in the ground of places you conquer, and they'll look fancy as they flutter in the wind.

A Chest of Sprays (50 CP): Or maybe you're more of a graffiti artist than a bannerman? Here's another chest. It's full of cans of spray paint and cut-out icons of various factions here in the nexus. You can spray them on stuff you've conquered to mark territory your faction has conquered. Does it look more or less fancier than sticking a flag somewhere? Buy this, and find out!

A Chest of Disembodied Announcer Voices (50 CP): Feeling nostalgic for being shouted at by a pompous landowner in whose backyard you and some other musclebound lunatics happen to be waging a battle of life and death? Look no further! These mystical stones each bear a complex enchantment that contains a perfect simulacrum of each and every

known announcer in Heroes of the Storm's personality. They'll cheer on your team when you win, boo you when you lose and otherwise act as they normally would, and their voices will be enchanted to be heard clearly across the battlefield without risking hearing loss to anyone. There's one exception: When it comes to the issue of granting tribute, most voices will awkwardly try to avoid the subject, being keenly aware of the reality they can't really compensate your efforts or that their desires are inapplicable. Many will still appreciate any tribute your team or your foes lay near the stone though, and show their appreciation in the form of more favourable commentary towards whichever faction lays the most shiny things or whatever they consider valid tribute nearby.

A Mount's Homestead (100): You'll soon find out that in the Nexus, there's all manner of strange and wondrous devices and beasts for you to ride-both in and out of battle. Now, this other Warehouse attachment resembles some mad genius' cross between a garage and a stable-except with open air and numerous landscapes reminiscent of the Nexus' various environments. The dimensions within are spacious enough to house a small population (or collection) of each type of mount found in the Nexus or it's overlapping worlds, and some enchantment keeps the infrastructure perpetually prosperous. The feeding habits and upkeep procedures for every steed in the Nexus would take too long to list here, so suffice to say that somewhere in this attachment is the perfect place for any mount you find and convince to follow you home here, and all the tools you need to maintain any single person vehicle from these worlds. And yes, living mounts stored here and in future worlds can follow you along in your journeys.

Additionally, for 50 CP each you may populate this property with instances of any mount in the game. Each may have its own quirks depending on its species (or construction, for vehicles) but is at least guaranteed to be a hardy, loyal specimen of its species or make.

"You must construct additional pylons" (100 CP, free and optional Earth, The Korprulu Sector (And Beyond), and any technologically reliant race from Azeroth such as goblins or gnomes): Riddle me this, where do the likes of Artanis Mengsk gather the ammunition, components and other resources to sustain their equipment in battle? The official answer is *don't think about it* but on the off-chance you *do* here's a handy nondescript fabrications unit that happens to be just

efficient enough to resupply, maintain and repair *whatever equipment and essential battle gear* you as a particular Hero of the Storm require- and drones that somehow convert most ambient environmental resources into more parts. If you're a Protoss it'll likely be some pylons of the additional variety. If you're from Earth, it'll likely resemble something Winston or his contemporaries could have built. The point is, this roughly house-sized armoury/factory/mecha repair bay exists to be a handwave for *where on earth you keep getting all these bullets*. So don't think too hard about it on the battlefield. Just shoot and be happy, okay?

Hammer Go Bang-Bang (100 CP, free and optional Azeroth and Sanctuary): On the other hand, the wizards and warriors from more archaic lands may feel left out. Never fear, this random blacksmith and his magical forge(-equivalent) is here! If your arcane staff is damaged in battle, they can repair it. If your sword or shield is wrecked, they can bang it back into shape or whip up a replacement in a reasonable amount of time. As for who exactly is doing this, well-you have a lot of freedom to decide here but do try to keep it relatively related to your loadout. A surly dwarf, a reclusive demonic spirit, a spirit of the woods-whatever could reasonably restore your arms and armour on short notice. Don't expect them to be drawn from their work without good reason, but if you get to know them in time you might just learn a little more about your talented friend.

A Chest of Boosts (200 CP): Oh, here's another magically expanded chest. And inside's a massive trove of green elixirs! Drink one and your skills as a warrior, your magical talents as a mage-everything that makes you deadly in battle seems to improve faster as you fight. There's enough here to feed a small army of human-sized heroes even though they seem equally effective on even massive dragons or demons. Where do they come from? How are you supposed to make more? What do they taste like? Who knows, but you get a full restock in a week anyway. Also to the extent it matters these are the *good* potions, the big fat bottles with the most benefit of their ilk. Can you find more in the Nexus? Probably. Where are they found? Generally near civilisation or hero-associated outposts.

Companions

Discounted companions are 50% off where specified. Otherwise, one per background is free and optional while the others still cost CP. If you purchase a discounted companion, you may still obtain one companion free to your background.

For the Nexus! (50-400 CP): You're here to battle, so why not let your friends join the fray? With each purchase here, you can import up to 8 companions into any origin in this jump. They gain 600 CP to spend on whatever they please, except other companions. Alternatively, you can create some new ones here. Do note that those with particularly *influential* backstories likely hailed from a very exotic alternate timeline from that of other champions for the sake of maintaining story coherency. Mephisto would likely be very surprised to learn he fathered more than one daughter, after all.

From the Nexus (50 CP): Want to offer Alexstrasza an escape from *the bleak fate of the Red Dragonflight*? Feeling confident that you can be a better influence on Illidan Stormrage than *a certain clingy mass of luminous tentacles*? Or perhaps you just want to ensure Jaina *never learns what happens to Theramore*? Well, whatever your reasons with each purchase here you're guaranteed one moment in which soon into your journey you'll make a good impression on one hero of the Nexus of your choice. If you can convince them, then after your stay is done here you'll be able to take them with you on your journey as a companion.

You may have noticed that many "skins" represent heroes with radically different backstories, or taken from different moments of their history. Therefore, with this you may companion any iteration of a character represented in Heroes of the Storm as a skin of a default playable one which will turn out to have been brought here from some strange corner of the Nexus.

You All Meet On A Battlefield (Free, optional): With this choice, shortly after your arrival here you meet four other champions eligible for **From the Nexus'** terms of companionship. Whether from working well together or just getting along really well at a beer festival, you'll find that you make a good team. However seemingly at odds your new friends may be in terms of morality, you'll find that in battle you fight with a great degree of coordination and generally have each other's

backs. And if your new friends agree, they may each come along with you as companions in your journeys to future worlds-sharing one companion slot. You are encouraged to come up with something sensible for the story of how you met, it is unlikely for example that Mephisto, Ana, Stukov and Chromie just bumped into each other at the same inn.

- Hey, The Other Team's Not So Bad! (Free, even more optional): With this choice, slightly less shortly after your arrival here your team of four champions meets a team of five champions that seem to have it out for you. Exactly what their motivations are vary depending on their composition. They may be bounty hunters. They may see you as *their* rivals that they must defeat to prove themselves, or view *your* group as a potential threat to the innocents of the Nexus. The point is, they'll challenge you to Nexus battles quite often-but for one reason or another, circumstance and coincidence will contrive to let these battles end with relatively few hard feelings on both sides-at least, by the standards of vile beings like Gul'dan if they're included. If a greater threat to the Nexus arises, they'll either not be involved or once they find out they've been played by it be very open to working with you to take them down. Either way, they're the sort of recurring antagonists who might be open to giving you a bit of respect after a good, fair showing a couple times-and maybe more if you're a real charmer. If your friendly rivals agree, they may each join your journey as companions in future worlds. Also sharing one companion slot.

Knife-Who? (50 CP, free/optional Azeroth): You're starting to get the impression there's something more to the pallid, lank-haired night elven woman who met you early in your journeys here than meets the eyes. Though powerful in Void magic and quite skilled with that knife which never seems far from her side, when you acquitted yourself well during an early battle she turned to you with a twinkle in her eye and suggested you would be excellent allies. Her whispers and half-truths encourage you to dedicate the deaths of other heroes to her for one reason or another-and for best results, to deliver the finishing blow with her knife. Though few deaths seem permanent in the Nexus, those killed in her name often comment on feeling cold. Or being haunted by nightmares of things beyond reality's veil. Or hearing chuckles in dark places.

Xal'atath (Xally to her friends) insists there's nothing to worry about, that together you'll achieve great things, and that she's *definitely not an eldritch weapon of the Old Gods possessing an unfortunate night elven woman's body*. At least the magical power she shares with you from such killings is quite real.

It Was A Dreadlord All Along! (50 CP, free/optional Azeroth): Boy have you heard the news from Revendreth patch 9.1 lately? It turns out that literally every major conflict that has afflicted Azeroth was orchestrated by Dreadlords!

Dreadlords aren't demons
Dreadlords are from the Shadowlands
Dreadlords created the Legion
Dreadlords created the Scourge
Dreadlords killed the Titans
Dreadlords planned to die and lose all those times
Dreadlords planned everything
Sire Denathrius is the Ultimate Big Bad
Sargeras was a pawn
Arthas was a pawn
Illidan was a pawn
Azshara was a pawn
Sylvanas was a pawn
Everything in World of Warcraft was a Dreadlord plot

And in honour of that stunning revelation, shortly into your journey you can encounter any, ANY person from Azeroth who-it will turn out-have been a Dreadlord in disguise all along! They must at least have a widely recognised humanoid form-but beyond that, the sky's the limit. A Loa? Nonsense, it was a Dreadlord supported by a powerful illusion sustained by other Dreadlords! King Terenas Menethil the 2nd? Turns out that in at least one timeline, he was a Dreadlord who merely faked his death to instigate the Scourge's victory! Chen Stormstout? A Dreadlord in a panda costume! Your new friend is evil and manipulative, but oddly fond of you-and through a mixture of shapeshifting and illusions can near-flawlessly assume their old guise at will. Perhaps seeing you as a favoured pawn, a worthy master-or even a lover, if you both hailed from the same world.

This option may be purchased multiple times to obtain more retroactively-Dreadlord individuals. If free, after the first they cost 50 CP as normal.

Hammer of the Lightbound (50 CP, free/optional Azeroth): This Draenei paladin hails from an alternate timeline in which the Iron Horde ran rampant on Draenor, and despite frequent dismissals by veteran warriors has acquitted herself quite well in battle-channelling the Light to smite her foes and wielding an axe with equal skill. Depending on your own origins, on your first meeting you may remind her of a figure who rescued her from imprisonment or have *been* that champion; in either case, she will be happy to lend you her support against the malign forces of the Nexus. While she is a kindhearted, forgiving soul there is a seed of zealotry kindled by the horrors of war and the sheer *boredom* of having found no demons to torture in the Nexus up until your meeting. Make no mistake, this iteration of Yrel takes place long before her crusade to forcibly convert and inflict genocide on the Mag'har orcs if you consider that a crime at all and with your guidance she may overcome her nascent flaws to exemplify what the Light *should* represent, rather than the rampant zealotry that seems all too common these days.

Of course the Nexus being an endless slew of battles nothing stops you from encouraging Yrel that you can't be charged with genocide against a race that doesn't deserve to exist, and encouraging her to purify every realm of orcish filth.

Gold Eyes, Black Heart (50 CP, free/optional Azeroth): Golden eyes that seem to pierce through your very soul. Lush, white hair that matches the exact shade of her corset and loincloth. *An absolutely magnificent pair of eyebrows.* The queenly elf before you isn't shy about expressing how disorganised the Nexus she has found herself in is, more annoyed than actually alarmed about being whisked from her throne by an interdimensional storm of some sort. She also happens to be *the* most powerful arcane mage to ever walk Azeroth-though she seldom needs to gesture with her Sceptre of Tides to send walls of water flying or otherwise tap into her tremendous arcane powers, when her otherworldly beauty and magical charm leaves most foes bending to her every whim. As it turns out, shortly before her arrival here she had been trying to plumb the secrets of the Well of Eternity-and instead, found herself tumbling into the Nexus. Though most amicable towards the Highborne kin she regards as her esteemed nobility, after helping her find her bearings from an undignified landing near you she has decided you make for an acceptable guide for her among the many worlds she has quickly decided she deserves to rule.

And therefore not just excluded from any genocidal tendencies she might otherwise have, but considered a loyal subject worthy of her considerable patronage and protection.

Queen Azshara is a haughty, ambitious and confident narcissist who is also quite good at pretending to be a generous, loving monarch-never raising her voice in anger when she can simply enchant a sharp retort to convey all her scorn. Know that for most, convincing her to see you as something other than a glorified butler will be a quest in itself-and that being considered a glorified butler at all is, to her, a high honour. Though Azshara does have one weakness: Her intense thirst for power has left all of Azeroth's men...inadequate, by her standards-for she would deem nothing short of a Titan as a worthy husband.

Shieldmaiden With A Wrench (50 CP, free/optional Earth): Quick, get behind this shield! The plucky shieldmaiden you encounter shortly after your arrival has taken a rather chivalrously protective attitude towards you, regardless of gender. Brawny, sweethearted and levelheaded, she also seems to have quite an anachronistic knowledge of engineering and artifice for her apparent era. From medical packs that restore health faster than modern earth medicines, to rocket-propelled flails and a sound knowledge of building weapons, armour and defensive systems comparable to those of Overwatch's she must have come from an interesting timeline to also wear taxidermy-preserved bear heads as pauldrons.

Alternatively, your new friend can be the main Overwatch timeline's Brigitte Lindholm. Who apart from having brown hair instead of blonde, is quite similar in skill and personality to her counterpart.

Odille, or Odette (50 CP, free/optional Earth): The blue-skinned woman in the feathery white dress and boots you find working as a ballet dancer in one of the more civilised regions of the Nexus also happens to be an extremely skilled sniper. She locks, loads and fights like a trained agent-and as she explains, until the Nexus plucked her from her home she was a skilled agent who at a young age was subjected to a horrific procedure meant to turn her into a perfect weapon. It seems the process was disrupted and she managed to escape-though to satiate her conditioning, between performances she moonlighted as a mercenary and split her attentions between commissions from Overwatch, freelance contracts and trying to track down her mysterious would-be employers. She also considers herself

rather unlucky in love due to her distinctive appearance-and if you're male, given enough time she start hinting at her interest in you.

This rather more cheery (if somewhat lonely) version of Amélie Lacroix, known as the Widowmaker in the main Overwatch timeline, resembles her Odette skin by default. Although if you wish, you may encounter a version of her resembling her Odille skin instead. For 50 CP (paid whether or not the first Amélie was free), you may encounter both versions of her.

Think carefully before risking a catfight between two very formidable snipers.

Grillmaster 76 (50 CP, free/optional Earth): The sight of celebrated Overwatch military commander and kindhearted war hero Jack Morrison chilling and grilling in the Nexus was a pleasant surprise on your entry to the Nexus-and a welcome reprieve from the constant battles. Still toting the heavy pulse rifle, healing biotic field and other experimental technologies he "salvaged" after being disillusioned with his idealism failing to prevent the infighting that rent Overwatch apart, if pressed he'll confess that in the timeline he came from he found that a few weeks of vacation and time to discover his newfound love of grilling did wonders to soothe the pain in his soul. As a result, the Grillmaster is as good at cooking ribs as he is at leading a tactical assault. He's also somewhat embraced the grumpy old man persona some have attributed to him. Back in HIS day, he'll grumble, his generation only had to worry about robot uprisings instead of these fancy-schmancy interdimensional shenanigans.

Warlock of Ashes (50 CP, free/optional Earth): Her thigh-high boots, red eyes, black horns and runed scarf show this dark-haired woman originates from Azeroth-but it can't be denied the cursed weapon she wields resembles a modern rifle. Once a wealthy heiress until her belligerence and lonely home life drove her into the study of the dark arts (also a brief stint with the dwarf sharpshooters), unusually for a warlock this woman had a fierce loyalty to her bandit gang-and feels rather lonely separated from them by a gulf of time and space. Something about you from the drink you shared either reminds her of someone from home or sparks something she likes about you in her eye. Either way, with the great iron golem following her as her only other companionship Elizabeth Caledonia "Calamity" Ashe will teach any who threaten her ambitions to bring order to the gangs of the

nexus where she got her nickname from in a rain of bullets-and a good many blasts of hellfire too.

Alternatively, your new friend can be the main Overwatch timeline version of Ashe-who you will meet in similar circumstances.

Zurvan, the Elder (50 CP, free/optional The Korprulu Sector (And Beyond)): Ancient and powerful, this massive behemoth of a unique Zerg creature was sleeping on distant Zerus when the Nexus swept him away. Rather fatalistic about conflict and consumption defining the Zerg path to genetic supremacy, he has become extremely disturbed by the disruptive forces seeking dominance within the Nexus and has sworn to bring balance to what he sees as the natural order. Apart from strength beyond even an ultralisk and the ability to summon or generate lesser Zerg lifeforms to aid him, Zurvan has a devastating breath of lightning-and a tremendous knowledge of Zerg history, though his accepting attitude towards competition belies his great wisdom filtered through the vicious instincts of his kind. Seeing your prowess in battle and deeming you an intriguing specimen, Zurvan will encourage you to master your strengths and shore up your weaknesses in the hopes of challenging you to see whether you or he can triumph in a struggle for dominance-being open about his sincere belief that this is the best way for life to improve itself, though perhaps your shared experiences in the Nexus may drive him to doubt this path. If you prevail, while rather surprised he may be open to submitting before a victor who does not wish to incorporate him in turn.

A Psionic Presence (50 CP, free/optional The Koprulu Sector (And Beyond)): In this world Tassadar may be the first Protoss to exhibit transformation into an Archon state and the capacity to revert at will-but who's to say he was the only one? The Protoss you encounter was no great legend or leader among their kind, or special except for a great psionic gift that let them replicate this feat. Confused and disheartened by this strange powers, being whisked away by the Nexus has only increased their anxiety-and your presence will come as a great comfort to one already viewing themselves as estranged from the norms of their rigid culture. They often seem preoccupied with questions of just how far their willing transformation estranges them from their formerly fleshy state. Being able to replicate their transformation yourself would be a great relief from knowing they are not alone in the universe, and strengthen their bond to you.

This odd Protoss' gender is up to you to decide, as is whether they become a conventional Archon or a Dark Archon.

Somewhere, Starcraft: Ghost Was Finished (50, free/optional The Korprulu Sector (And Beyond)): November Annabelle "Nova" Terra is a known factor in the Nexus. A former Dominion assassin with a dark past, one of the most prodigious psionics around, a morally ambiguous agent left hanging by Terran politics more than once and generally rather similar to Sarah Kerrigan. The version of Nova *you* met during an amusing incident where she confused her more well-known counterpart however appears to have come from an entirely divergent series of events from those *depicted in a Blizzard-Activision game that actually exists*. While she remembers quite a similar degree of trauma and espionage in her past, she also has a tendency to ramble about Artanis Mengsk's involvement in Project: Shadow Blade-a scheme to use an experimental gas called terrazine to turn Ghosts into "shadowy superhuman beings bent on executing the will of their true master". Needless to say if word of this gets out many prominent figures in Starcraft will give her some rather odd looks, especially Mengsk himself, and much of her gratitude to you stems from being willing to listen to the tumultuous events she went through dealing with that conspiracy.

Queen In Waiting (50 CP, free/optional The Korprulu Sector (And Beyond)): Of the many variants of one Sarah Kerrigan that might be sighted in the Nexus, this one is unique in one respect: Inexperience. For this Sarah Kerrigan is a young woman "rescued" from the tortures of the Confederacy right after she successfully completed her training. Bereft of purpose in a strange new world, you met each other after several other champions more familiar with the Korprulu Sector's history recognised her-and laid the deeds of her older counterparts at the introverted child soldier. While she is more than capable of handling herself between her formidable psionic powers and training, defending her from her accusers marked you as her first, and only friend here or in her native universe. Quite different from the megalomaniacal self-declared Queen Bitch of the Universe or her confident, restored counterpart, Kerrigan is still finding herself as a person-and may look to you as her example.

The Original Barbarian (50 CP, free/optional Sanctuary): He tires of the empty battles he once craved! He wanders, outcast, while his tribe curses the gods who abandoned them. His home is in ruins, yet he stands firm. Six days ago a falling star struck the town of Tristram and he wandered forth in search of a foe worthy of his blade-only to be caught in the Nexus and sent to another world instead, where he learned that a barbarian woman from the same tribe had *coincidentally* embarked on a similar quest and in the Nexus at least seems significantly more well known than him. While slightly miffed, this buff bald man sees the Nexus' myriad challenges as ample opportunity to both prove himself and hone his skills for the day he finds a truly worthy opponent. And after listening to his tale in a tavern, he also feels that it's the least he can do to help you out on the way.

Isendra, the Sorceress (50 CP, free/optional Sanctuary): From the distant clan of Zann Esu, this dusky-skinned sorceress specialises in spells of flame, lightning and frost. She was one of the heroes who sought the destruction of the Prime Evils when their resurrection was nigh, and her experiences fighting the forces of evil cultivated a strong belief that magic should be used responsibly for the betterment of mankind. It was quite fortunate in a sense that the Nexus delivered her here shortly after her assistance in the victory over Diablo, because in the natural course of things she tragically would have become the target of assassination herself after being involved in a magical accident. Instead, here you helped her to purge a magical anomaly that would have endangered a town-and in thanks, she has promised to aid you on your journey as she herself seeks out the magical anomalies of the Nexus to protect others from them.

On a side note, if you introduce Isendra to Li-Ming she'll probably be very confused at the eccentric young mage's excitement, having been taken long before she took on Li-Ming as an apprentice in the normal Diablo timeline.

Unwilling Sacrifice (50 CP, free/optional Sanctuary): Archer, prophet and talented mage, in the usual course of things the illegitimate Leah would have met an untimely fate as Diablo's host. Yet by some strange twist of fortune, shortly after coming into her powers *this* Leah was taken from her timeline to the Nexus. If you are a native of Sanctuary, depending on your backstory Leah may recognise you as her friend and wandering hero-and if not, your kindness to her shortly after her

arrival to the Nexus will see her vow to stand with you come what may. Despite a brutal, impoverished childhood Leah is a kind, perceptive soul with a tendency to see the good people and a great love of travelling; in many ways the Nexus is a dream come true for her. Never one to take the easy path when she can set an example for others to follow, even the taunting of Diablo himself will do little against her resolve to take the fight to him.

Bring Your Daughter To Work Day (50 CP, free/optional Sanctuary): **This is a terrible idea** but well, since you have **extremely unwise** opportunity to make contact with the **Prime Evils** themselves and ask if they want to come along on your multiversal journey, it's only fair that their most infamous child gets a chance to join their fun. The creator of sanctuary and mother of the legendary Nephalem, Lilith is a cruel, capricious demon like her father Mephisto. Yet unlike him, she yearned for an end to the cyclical battles between the forces of Heaven and Hell-and seeking both greater power and a conclusive end to the conflict, she has manipulated all manner of beings throughout the ages to bring about her goals. It seems she was on the cusp of some great endeavour when you found the bloody pool dimensionally phased into the Nexus, and after getting stuck due to a spatial anomaly for reasons of your own you freed her. It would be unwise to trust in whatever façade of gratitude she shows you, as both her lovers were used and cast aside when she had what she wanted from them. Rather, as you've demonstrated your potential value as a partner and the Nexus itself represents a second chance to enact her schemes away from Heaven and Hell's wars it would be more prudent to ally your ambitions to her own.

Lilith awakens burning urges in all before her-not just lusts but unchecked rage, repressed impulses, profound fears and other emotions beneath the veneer of the civil mind. Cunning, manipulative and seductive even in her demonic form the closest she has ever been known to demonstrate genuine strong emotion is the mad frenzy she went into on hearing of the Nephalem's potential destruction-though make no mistake, she sees her children as weapons first and foremost. Being cast twice into the Void did not stop her ambitions. Coming to the Nexus will likely stoke them further, assuming she doesn't just shrug and engage in the same inane violence the other Prime Evils seem oddly content to do.

Naïve Heir (50 CP, free/optional Drop-In): It seems that at some point you had a child of vague age! Time is strange in the Nexus and it's difficult to be certain of many things, for your son or daughter bears wisdom beyond their age and dresses rather elegantly despite their youthful appearance. Within them lies great power that they can quickly learn to master with a good guide-power largely inspired by your background in these worlds. While initially intimidated by the great forces clashing throughout the Nexus, unlike a certain heir of the Raven Court your child looks up to you and with your guidance can become quite a force to reckon with-whether determined to save the Nexus, or help you conquer it.

Wistful Partner (50 CP, free/optional Drop-In): Generally the circumstances of your child's birth would be kept...vague, but in light of this noblewoman's (or man's) existence should you wish they may be your child with him or her. An authority of great repute in one of the realms-easily comparable to a king or queen even if they do not bear that official title-your spouse is somewhat burdened by the conflicts raging through the Nexus, and feels a great responsibility to defend their subjects. If you can pry them from their throne, you'll find that not only are they a great fighter with blade and shield but they also possess formidable mystical powers on par with many of Azeroth's champions. How exactly you met likely depends heavily on your exact background, but whether you were a charming stranger from another world or a native of the Nexus that has known her for quite a while your spouse stands ready to defend you from any conflict that threatens your homeland.

Dark Nexus Denizen (50 CP, free/optional Drop-In): From the Dark Nexus comes many strange entities, twisted reflections of other champions bloated on the Dark Nexus' ancient rage-or in some sense, it's avatars. And yet every now and then, an inexplicably docile being emerges. This is one such entity which you encountered during an expedition near the Dark Nexus, and while they resemble a hero from another world they seem as nonplussed and confused about their state as you likely are. With no memories of how they came to be this way and nobody to guide them, they look to you as an example, guide and protector. The last of which is particularly important since many will regard their tainted state with alarm, especially when whatever powers they had come tainted with the distorting power of the Dark Nexus. Perhaps with your help, they can discover whether they were

an unfortunate hero caught in a magical accident, a replica spawned from the Dark Nexus' energies-or have an even stranger history.

Hive Queen (50 CP, free/optional Drop-In): Whether an AI with a great many Omnic bodies at her command, a forgotten goddess with a nightmarish brood or a druidess with a symbiotic bond to the flora and fauna of the land, this strikingly beautiful and somewhat inhuman woman(-like figure) wields great control over a vast, formidable army she can personally generate and augment-and has taken a liking to you. Normally regal and isolationist, there's something about you-whether simply your scent or a very gracious first impression-that has secured a fascinated, lecherous loyalty that errs just this side of being unhealthy. Where she normally has a mercenary approach towards those who fight within her territory, whichever side you are on will win the full support of her forces by default. She herself has quite formidable powers of her own, matching the divine blow for blow and sometimes questioning why you must fight yourself when her minions far outnumber your foes.

Drawbacks

Downsized Writing Team Does It's Best (+0 CP): You're...you're actually *invested* in the half-baked, effectively aborted metaplot Blizzard wrote? You poor soul. Still, if you're willing to either have to make up the tale as you go along or await a miraculous overhaul in Activision-Blizzard's treatment of the game they've all but abandoned then if you wish, you may extend your stay as long as necessary to experience the full story of Heroes of the Storm.

Interdimensional Monsoon Season (+0 CP): It seems the Nexus' range was further afoot than many suspected! With this legendary heroes, terrifying monsters, dreaded villains and everything in between from worlds you have visited will start showing up in the Nexus-and probably start fighting people. All of them will be depowered to similar levels as the existing characters here; some may be stronger than others in their specialities but none will be truly beyond harm from the weakest.

Drifting Stormfront (+0 CP): Normally the Nexus is a one-way journey and it's heroes seem unconnected to whatever reality they originate from. But what if that could change? With this, the barrier between worlds-especially Azeroth, the Korprulu Sector, Overwatch's Earth and Sanctuary-will be greatly dilated, such that two-way travel is possible between them. Be *careful* about the implications of such expedited passage. Some "heroes" may seek to set into motions taking advantage of this accessibility, and you gain no special ability to choose *when* or *where* into another universe the portals in the Nexus lead to. Without gaining great influence over the Nexus itself, at least. And that's not even getting started on the potential for events and entities from those other worlds taking notice of the Nexus...

Allegedly Free Game (100 CP): Monetisation? Don't you mean *surprise mechanics*? It seems that that gold and other assorted shards others use as currency in this world are far scarcer for you specifically in both matters of trade and exploration. Worse, the prices of most outlets in civilised territory seem to have gone up. Don't think this is limited to things like banners or spray either, all the commodities of civilisation are going to be harder to come by for you.

Kid-Friendly Skin (100 CP): This is just stupid. You're a terrifying demon, not a giant teddy bear! It seems that aesthetically, you have been irrevocably forced into the form and style of one of the *cuter*,

more twee realms and consequently look absolutely ridiculous no matter what you do. You're no less powerful than you would have been otherwise or even handsome/beautiful, but enjoy the sniggering when you show up on the battlefield unable to explain why you look like you belong on a children's show. Even if you succeed in your quest to quell the threat of the Dark Nexus forever, you'll look so saccharine doing it that absolutely nobody will be able to take you seriously.

Get Off My Back! (100 CP): Oh. Mounts don't like you at all, for some reason-whether you have an eldritch aura from being a dimensional anomaly, or have just been putting on too many pounds. Horses buck and kick, drakes roll over to blast you with flame if you dare saddle up on them and even vehicles inexplicably break down or malfunction if you try to use them. If you *really* try to force the issue, the vehicles might even self-destruct violently rather than let you drive.

Noob (200 CP): Remember how you were normally a seasoned figure of note before coming here? Well forget all that, you have all the experience of a peasant *at best* when it comes to sorcery, swordsmanship and basically every skill that could possibly be relevant to battle in the Nexus. While you may still have great innate power, your battlefield experience has been set to zero-including any you may have from previous worlds, and esoteric skills like mystical healing, calling for divine intervention and spellcraft that could conceivably tilt a battle one way or another. Expect to have to relearn how to swing a sword without overbalancing yourself-and to have to do it FAST once your enemies learn you're most likely the weak link on your team.

The Game AI Hates Your Guts (200 CP): A very strange curse has come upon you, as if some omniscient spirit had taken ire with you and lent it's aid to your enemies. You see, no matter what you do all who intend you harm within several miles *always know your exact location*. Even they won't be able to explain precisely how it works, and while they may not know what you're wearing or your thoughts they'll unerringly track your exact position like homing pigeons. Worse, they seem to have a short term precognitive flash of inspiration when you're about to do something like launch a big, charged up attack and seem to have INSANE reaction times. You haven't known true frustration until you've seen Medivh simply teleport out of harm's way *at the exact last moment* over and over again, and let's not even get started on any more complex schemes your enemies might have.

Neutral No Longer (200 CP): It seems you've seriously ticked off a great many seemingly neutral parties whose support can be tipped either way in battle depending on how well-furnished they are with tribute from invading factions. In any battle you fight all of them will target you, specifically, as their one and only priority. Thugs will claim they received a big payoff to hunt you down. Mobile plants will go berserk in your presence. If it's any consolation, this seems to be a prevalent misunderstanding at the lower ranks and the various announcers nominally in charge of those minions seem as baffled as you are about why their minions are making a beeline for your head. It may take time and effort, but it might be possible to persuade them of your innocence in order to get some of the attackers off your back.

Did Someone Order A Cup Of CORRUPTION? (300 CP): This isn't good. Portals to other worlds full of *volatile, mutagenic forces* have started opening throughout the Nexus. Mountains and forests alike will be swept up in fel energy, the fires of Hell, Zerg broods that seem to be both violent and severed from the typical commands of the Swarm and other pervasive energies that seem to go out of their way to turn others into monsters and then drive them to make terrible decisions. And don't celebrate too soon if you're a demon or somesuch. The Light has certainly decided to join in, and wherever it goes it inspires uprisings of blindly zealous fanatics that want nothing more than to smite and purge anything that can be construed as a heretic. In short, for your stay here you will be experiencing what the typical citizen Azeroth endures throughout their whole life: A neverending slew of corruptive energies randomly appearing throughout the world and threatening to upset it's balance.

Dark Eye of the Storm (300 CP): Whether the Raven Lord did more damage than he thought when he wrested control of the Dark Nexus' power or outside factors damaged the integrity of its hidden realm, it seems that a permanent portal to it has been opened-and the horrors within are surging out. Every day, dozens upon dozens of corrupted versions of heroes from other worlds will emerge-and it will be quite the trial for those chosen by the Nexus to corral them. While these corrupted beings are too consumed with rage to use much strategy, unity among the sane members of the Nexus will be tricky to achieve in some corners, and whether the corrupted are respawning or simply recreated their seems to be an unending stream of them. It will take great skill and care to even have a hope of closing the portal to the Dark Nexus and restoring whatever disturbance is making it so active-

and the slightest mistake could see someone corrupted in turn by its surging power. Or worse, accelerating the anomaly by accident.

Everything Changed When The Burning Legion Attacked (300 CP): While many malign forces from other realities claim dominion over the cosmos, it is Sargeras' Burning Legion whose souls can retrieve bodies from across different realities via the Twisting Nether. With this, some of Sargeras' scouts have reported the location of his old foes on the Nexus, and the Fallen Titan has decided that the Nexus represents a potential asset to the Void great enough to demand the attention of his war machine even though it is not a World Soul...at least, as far as anyone knows. From Dreadlords to Eredar, to Pit Lords and all the other races subsumed by the Legion in its inexorable advance, the unending demonic legions will descend upon the Nexus and seek to bend it to their will.

At first you shall only have to deal with their scouts, their outriders- but make no mistake, the more powerful demonic commanders will attend personally if they find great resistance mustered. More concerningly, if the war becomes protracted the demons may seek a way to summon Sargeras in all his cosmic might to the Nexus directly. Magic, psionics and divine forces may be able to close the portals that the Legion's warlocks open to the Nexus but while you need only survive this onslaught, truly banishing the Legion would likely require somehow harnessing the forces of the Nexus itself into a great surge of transdimensional energies.

Scenario:

The Fisher Jumper

Aren't the realms of the Nexus rather splendid? Would you like the privilege of ruling one, of being a Realm Lord in your own right? Well with this, you can be one yourself. You rule a kingdom "merely" around the size of Tokyo at the largest-for now at least. But make no mistake, an entire universe rich in mysteries, resources and various inhabitants exist throughout this realm. As your kingdom grows in power and prestige, perhaps you'll add more of this vast universe to your domain over many years. Beyond that, you have a great discretion to customise the culture, prevailing theme, demographic populations and latent threats (if any) of your Realm; the location roles provide several examples.

Your rule is publicly secure, and you are held in high esteem by the population. But your true power is your ownership of the realm's **Singularity**: A mystical stone which lets the Realm Lord channel massive quantities of the realm's energy, such that even a mortal sorcerer could reach demigod-like power. Or you know, just use it as a boom mike to be heard clearly over pitched battle. While a powerful amplifier to virtually all supernatural forces, don't think the Singularity makes you invincible. The Raven Lord, himself one of the more formidable Realm Lords, is at great risk of being deposed by his own daughter.

Unfortunately, not all is well in your realm. As the Raven Lord had to contend with the Grave Keeper, as Commodore Ford sailed against Blackheart, you have a rival in your realm with great mastery of its local powers. And a burning ambition to see you toppled from your rule so they may hold dominion over it. You know nothing of their temperament, the full scope of their power, their identity-they may be a schemer, a warlord or a hero of the people, but the one thing they won't be is predictable. Suffice to say that their capabilities could very well have let them tap into the Dark Nexus for power if they wished to, and in martial prowess they're *at least* an equal to the Dragon Knight sealed under King's Crest.

Your goal is to defeat this upstart. Tear down whatever they have raised up as a threat to your rule, then slay or imprison them-or if you have the knack for it, persuade them to accept your rightful authority.

Do this, and your reward will be the right to take your realm and its inhabitants with you to future worlds. Yes, that includes your rival if you reached a peaceful resolution.

Notes

Angelic Ascension, Prime Grade Evil and certain other perks or backgrounds can potentially offer means of resurrection. By default, as long as such processes are completely fully and not disrupted too much by external forces or extreme spiritual damage these shall not be considered chain failure conditions for the purpose of death given their extreme utility in the game. When in doubt about the specifics, fanwank something.

