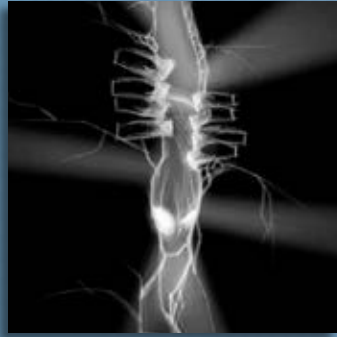


Starry Knights

A cyoa by:
Celt

2



Get closer to the fire, kiddo. I have a story for you,

one as old as time itself. Once there was an existence outside of all that ever was, isn't, shall be, and what shall never be. The Everlasting Father, Eternity. Through Eternity, all possibilities came to pass in glorious harmony. One day however, Eternity grew lonely. He alone sat atop his kingdom, never knowing a partner to share in his rule. So one day Eternity thought he had lived long enough, and decided it was time for him to die. He knew that he could not truly be killed, so he then decided to shear himself apart. The two halves each embodied an aspect of Eternity, meant to exist in harmony. These brothers were Something and Nothing, one defined by the other. Each unable to exist without the other.

The two existed in harmony, each pondering what they were. One day, Something moved closer to Nothing. Into the very essence of Nothing, Something cast his gaze. Whatever he saw made his curiosity swell to an unbearable size. Due to this, Something reached out and touched Nothing. Something's touch began to burn away his brother. The pain felt by Nothing was unlike anything that could ever be known to man, and it drove Nothing mad. Nothing then lunged at Something and devoured their brother's arm.

He knew that he could not truly be killed

Consumed by fear and betrayal, Something fell into a deep sleep. Nothing was upon Something once more, but found that it could not get close to their sleeping brother. Kept out of reach through the force of Something's will, Nothing still watches with mad eyes. Incomprehensible destruction just beyond the stars.

3

Wake up

The dream started with an old story your grandfather once told you. As he droned on, the dream changed and became as if you were living another life. In this strange world you lived your life normally, until one winter night when you used your computer. A brilliant flash of light rose from the screen, engulfing you. You awoke with a start in your bed, covered in a cold sweat. As you contemplate the dream, you think it funny how eerily similar it was to your life, just a bit less magical and advanced. Oh well. Time to get ready for the day. As you sit up, the dream seems to meld seamlessly to this reality. You are the same person, just with two sets of memories. Which one the "real" you is, shall be up to you to decide. You'd be right either way.



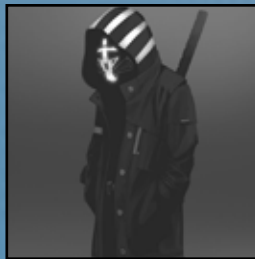
The first thing you see upon getting out of bed is your Suit's datapad. On it is all of said Suit's specifications and your AI software doing routine maintainance. It's been a while since you reviewed everything actually stored in your Suit, so you might as well go over it again. As you scroll, you recall all the other options you didn't have enough credits for. Now that you think back, the cash you recieved for your Suit came from someone over the web. How did that exchange go?

Hello? I hope you can hear me. You may refer to me as Deus and I come to you today with an exclusive offer! I am willing to provide you with 1.2million Brouzouf credits to build a Suit from my shop. Any credits you do not use shall just be transfered into your current bank account. Now, please enjoy looking through my market! Try not to question this chance opprotunity.

4

Suit Type

You may only take one choice from this section. The suit type you pick will place you into a certain style of suit and function. Consider them a moment in tandem with future options. All Suits, except Industrial and Astra-tech Knights, are able to be used in tandem with Physical/Astral Arts. Suits are recharged through purchasable battery packs at mechanics, outlet plug-ins, charging stations found at outposts, or through a certain spell. Upon completion, Suits become closed systems that are nearly impossible to modify after initialization.



Unassuming - 60k

One could believe these to be simple clothes and cloth. One would be wrong, as the fibers that make up your suit are marvels of magic and enchanting. Seemingly no power limit and therefore requires no recharge. Inconspicuous, which allows you to always have your suit without others noticing. This Suit can be equated to simple kevlar in terms of unupgraded strength. Structural Upgrades cost double.

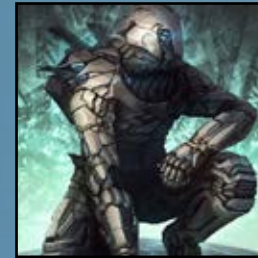


Infiltration Suit - 40k

The cutting edge in infiltration and black-op defenses. This suit is made to form and made extraordinary through the best technology available. 72hr power cycle, 3hr charge. Can protect from small arms fire and simple melee weapons, mimicking mid-tier body armor. You also gain a Suppression Field for free. Vizion Upgrades half off, but Structural Upgrades cost double.

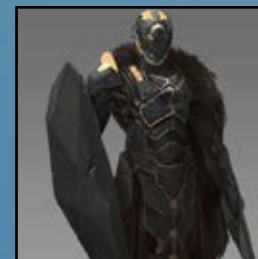
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Suit Type - Cont.



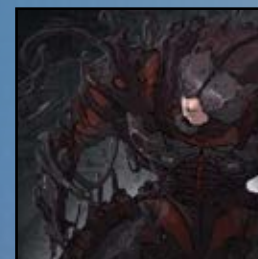
Personal;Light - 40k

Standard class of personal armor that relies more on tech than traditional forging methods. Despite the name, some suits can get quite bulky. More useful for tech oriented tasks as you'd expect. 24hr power cycle, 4hr charge. Can range in durability similar to Biosynthetic or able to withstand most non-mana bolt caliber projectiles. Mobility Upgrades, Chassis Upgrades, and Personal Tech are half off.



Personal;Heavy - 50k

Traditional attire, made with the old methods redesigned for the modern age. True knights and heroes love these suits for their solid defense and versatility. 18hr power cycle, 5hr charge. While most suits can only benefit from Structural Upgrades without charge, these suits may still make use of their AI and Combat Attachments without charge. These are built like tanks in their own regard, able to withstand almost the same amount of damage as Industrial Suits.



Biosynthetic - 70k

Magic and tech come together through biology. With advanced AI and binding rituals, one can form a living suit that tunes itself to its user. 54 hr power cycle and recharges automatically when not in use. Power is rarely an issue for this suit, since it's a living being it can act independently of you and respond automatically to its environment. Your AI must be taken with Suit-Hardwire, as they are technically the suit itself and more than a simple AI at this point. Similar to high-tier body armor and can deflect minor explosives.

6

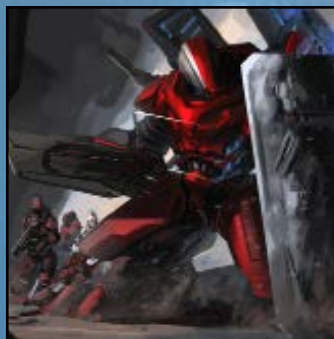
Suit Type - Cont.



Industrial - 60k

More of a giant robot used for dangerous industrial work, but a suit nonetheless. Heavily fortified and powerful, but a tad slow and awkward. 24hr power cycle, 20hr charge. Able to withstand artillery fire and navigate most harsh terrains like a tank with legs. Half off Structural

Upgrades and Combat Attachments, but Personal Tech and all Mobility options, except Treads, cost double.



Astra-Tech Knight - 80k

One of the crowning achievements of the Astra-tech field. These massive, bipedal warriors are made to defend against any threat. They are powerful indeed, but the pilot needs to be skilled or else they can easily be taken down by other suit types. 14hr power cycle, 18hr charge. An

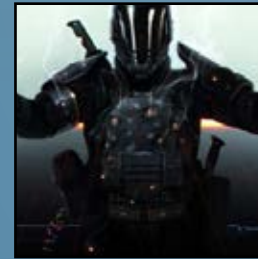
Astra-Tech Knight is as defensive as an Industrial Mech with the versatility of a Personal;Light Suit. Half off Combat Attachments and you may take one marked Structural Upgrade for free.

Now that you have a Suit type, you can now choose some upgrades to be added to it. My shop is quite large and carries some options you cant buy anywhere else. Do take your time, I have all day!

7

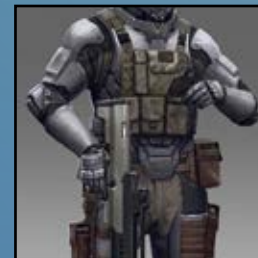
Structural Upgrades

Upgrades marked with “ * “ are very powerful, and you are limited to one upgrade marked as such. However, Personal;Heavy may take two marked upgrades, while Industrial and Astra-tech Knights may take three marked upgrades.



Carbon Restructure - 30k

Hardens the exterior of your armor to better repel physical attack. A grenade would merely scratch your paint job.



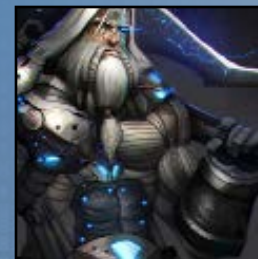
Star-Metal Plating* - 100k

Personal;Heavy/Industrial/Astra-tech Knights Only
The strongest and lightest metal known to Allkind. Extraordinarily rare as well. The upside is that most physical attacks and impacts bounce off you. It would take a direct hit from an anti-tank round to even scratch this metal.



Astral Resonance Plating* - 70k

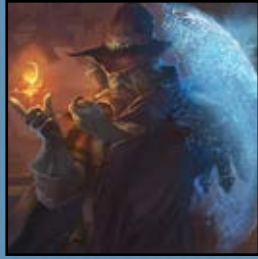
This metal isn't the strongest, comparable to steel, but that's not why you'd want it. The metal is imbued with a magnetic property tuned to Astral energies. Put simply; your mana pool is almost doubled, and your spells seem to gain a slight power boost as well.



Star-Silk Weave - 40k

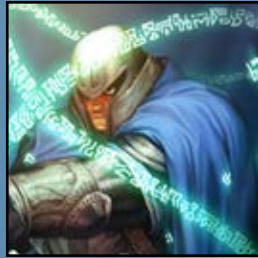
Used primarily in joints and areas less reinforced for movement. This synthetic material allows much more flexible movements and its defense leaves you with no soft-spots. For Unassuming, Skintight, and Biosynthetic; this acts similar to Star-Metal Plating, but is 40% weaker.

Structural Upgrade - Cont.



Simple Wards - 30k

Delver enchanters cast wards of protection on your armor, which is strong enough to stop an artillery's worth of magical impact.



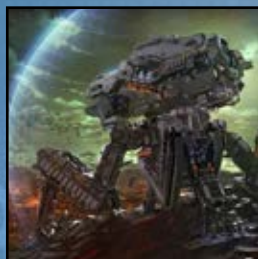
Holy Shielding* - 90k

Blessed by a council of Speakers monks and enchanted by an order of Delvers. Most Astral Arts cast upon you shall be diminished. These wards would only sunder under the magical equivalent of a MOAB.



Astra Shield - 10k

A personal shield device commonly found due to its relatively low cost. Can stop most common munitions. Due to this, most firearms became obsolete and swords came back. Special/specific ammo types, explosives, and just a few bolts from a ManaRifle can break through.



Astra Shield Mark VII* - 120k

The best shield harmonics ever produced by the Tinkerers. This unit disperses energy attacks and will repel hard-light constructs. Radiation of any form can't touch you, and can absorb hundreds of mana bolts.

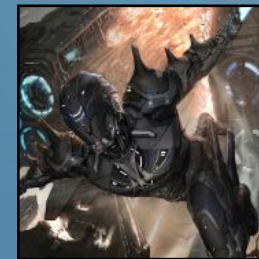
Sadly, mana arrows will only be thrown off target by a couple inches.

Structural Upgrade - Cont.



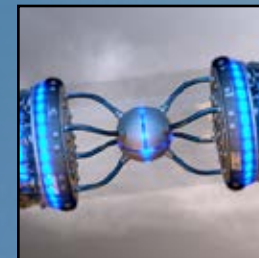
Hazmat Systems - 30k

Automated systems keep the interior and exterior of your suit free of most chemical or biologically hazardous material. Constant sterilization programs ensure that you will not carry contamination with you, so you and others are safe when exiting the suit. Air filters allow breathability in even the most toxic atmospheres. Emergency tanks offer 7 hours of air in case not enough oxygen is present.



Locomotion Adjuster - 50k

Your suit is now equipped to handle the lowest depths of the seas and the highest point in the sky. Even the negative effects of acceleration and deceleration are lessened by a significant amount. You could drop from orbit and land unharmed in the middle of a battle field.



Shard Core* - 90k

Occasionally pieces of the Al'catorian Sun fall like shooting stars to the ground. These shards contain extraordinary energy which makes movement and function effortless. Suits also run three times as long between recharges, but recharge time is doubled.

Compromised Suit

Costs one marked Structural Upgrade slot. For each marked Structural Upgrade you are allowed to have, you may instead choose to use those as Combat Attachment Slots. This allows Suits that would otherwise be unable to take a Combat Attachment to now have one, at the expense of their defenses. An Astra-Tech Knight could even forgo their extra defenses to have more weaponry.

10

Visor Software

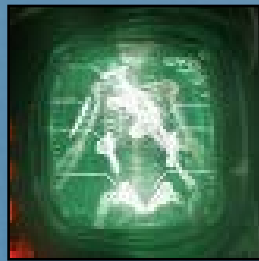
Simple enough in theory. These upgrades will adjust how you see the world through your Suit. Don't question how some of these work with Suits like Unassuming, it just works.

Thermal Vision - 20k

Standard thermal vision. Can turn on and off at will.

Night Vision - 10k

Standard night vision. Can turn on and off at will.



Tetrahertz Radar - 50k

Enables you to peer through materials at a controllable range. Look through a simple cloth or all the way through materials as dense as depleted plutonium. Density of objects reduce range, 500m air to 5cm depleted plutonium.



Astral Scanner - 70k

Scanner able to detect, highlight, and identify Astral Arts in any form. Can analyze cast spells or enchanted objects, which can then be explained to you in an understandable way.



Third Eye - 70k

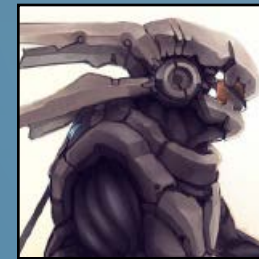
An experimental sensor that transmits wirelessly to your occipital lobe. This allows you to "sense" in 360* around yourself. Range of 50yd.

11

Visor Software - Cont

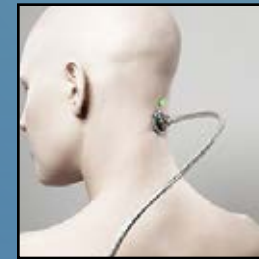
Magnifier - 50k

Extends the range of your eyesight x5, and other sight upgrades by 200m. Third Eye only receives a 10yd upgrade.



Detection - 60k

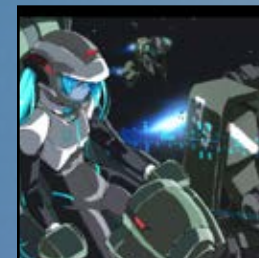
Software that allows you to scan for various things, similar to forensic works. Match blood to a genetic marker, or understand how a fight played out by surveying the room.



Nerve Endlink - 50k

Unassuming/Skintight/Biosynthetic/Personal;Light/Personal;Heavy Only

Your armor is connected to you as if it were an extension of your own body. Taking direct orders from your mind, it is an extension of your body. Armor can simulate a sense of touch that can be turned on or off at will.



2W Pod - 50k

Industrial/Astra-tech Knight Only

The cockpit for your suit is now made of screens that allow you to see out all around you as if it were a two-way mirror.

Possesion Uplink - 80k

Astra-tech Knight Only

Through a wireless sensory meld, you can pilot your Knight as if it was a giant you. Movement is much more fluid and natural.

Chassis Upgrades

These upgrades are anchored to the core of your suit and offers changes to fundamental sub-systems in the Suit.



Magi Burst - 30k

An electric/mana pulse that will disperse incoming magic away from yourself. Any caught in the burst find themselves unable to use Astral Arts for a few minutes. 50m radius. 1 hour recharge period.



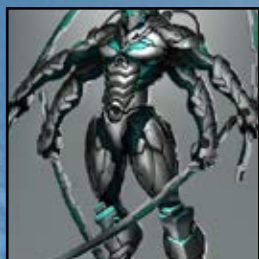
Tech Burst - 40k

An electromagnetic pulse that will shut down most tech Suits are not affected and anything else regains functionality within a day or two. 50m radius. 1 hour recharge period.



Automated Repair - 50k

Nanomachines and internalized repair systems will make sure your armor stays in top shape. Can repair critical damage within a day and rebuild whole sections over the course of a week.



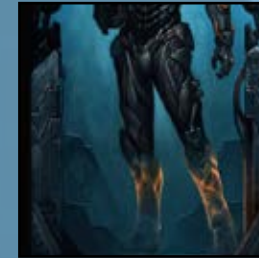
Extra Limb - 40k

Personal;Light/Personal;Heavy/Industrial/Astra-tech Knight Only

Can add another limb of your choice to your suit.

These limbs are made to mimic the arm types of your suit. For Personal;Light/Heavy, it is as dexterous as your own arm/leg. They will be more mechanical and add range of movement to Industrial and AT-Knight Suits. Controlling it comes naturally to you.

Chassis Upgrades - Cont

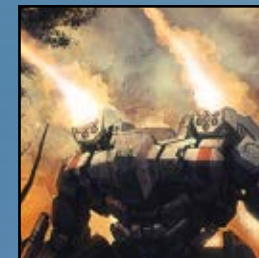


Suppression Field - 60k

Unassuming/Biosynthetic/SkinTight/Personal;Light This is essentially a personal invisibility module. Your entire person will slip out of sight, as well as most objects you can have on your person. Even suppresses heat and radiation output. Tetrahertz radar and any like functions can not be used while field is active.

Bio;Stasis - 70k

While in your suit, your body will be in contact with a purifying gel that slowly heals you. This gel can even provide a week's worth of water and nutrients through your skin. Of course you can add to that by converting stored rations. Also slows aging by 35% if worn for 17 hours a week. Aging goes back to normal after a month without the gel therapy.



Chaff Launcher - 20k

Reactive countermeasure to confuse and draw away missiles and even magical attacks that rely on homing technique.

Tendril;Hack - 50k

A small and unassuming appendage that can connect to any access port on any device. Only the best security wouldn't break from this. Taking this with web-link allows you to wirelessly hack. Other suits can not be hacked as they are closed systems.



Tendril;Prehensile - 40k

A much larger and sturdier attachment to your suit. You can manually control it, or set it to be automatic and act of its own accord. Works best with Combat AI.

Combat Attachments

They are mounted on each arm of Personal; Light and Heavy for 2 slots, and Industrial/Astra-tech Knights have four slots distributed on arms and shoulders. If you took Extra Limbs, each of those limbs can mount another Combat Attachment (1 to 1). Unassuming, Skintight, and Biosynthetic can not purchase anything from this section without compromising their defenses. Can purchase any of these weapons more than once.



Rocket Launcher - 50k

“The perfect gift for the man who has everything” An explosive ordnance delivery system. Can be taken with mortar-style launcher, grenade, white phosphorus, or traditional missile. Paint versions of the previous options come free with that option purchase, but doesn't use an extra attachment slot. Get mortar and be able to launch paint from the launcher as well, etc.



Minigun - 50k

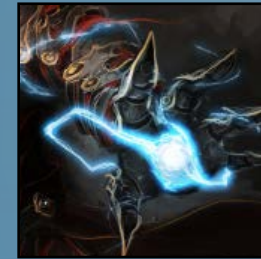
A classic choice in heavy weaponry. This can use both mana bolt style ammo or heavy tungsten rounds. Pretty simple, just point and shoot.



Arc Coil - 60k

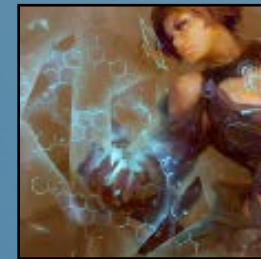
Small attachments allow your suit to become super-charged with electricity. Capable of frying the largest man, it can extend bolts up to 5 yards away and the output is controlled effortlessly. More of a non-lethal weapon compared to others, but not to be taken lightly.

Combat Attachments - Cont



Particle Beam - 70k

Every day you can use a 2 second burst of pure energy to slice most material like paper. Even Star-Metal can be seriously damaged by this and only the best protection could keep you safe from a direct hit.



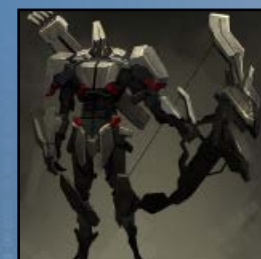
Tk Module - 50k

Placed in the palm of one of your armor's hands. Activating it allows you to remotely “grab” and freely manipulate objects through telekinesis. Catch bullets and fling them back with a pulse, or even propel a car forward into someone. Can lift objects up to 75kg and swing them as fast as you could shake a feather, but any caught projectiles can be thrown back as fast as they were caught.



Rail Rifle - 70k

Hyper-force magnetism and a dash of mana makes a hell of a combo. Slow charge up time and exceptional recoil, but a point-blank shot could pierce Star-Metal plating on an Astra-tech Knight.



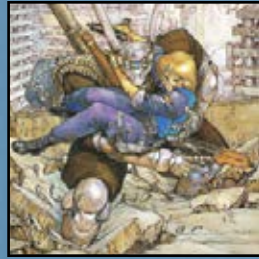
Astra-Tech Knight Arsenal - 40k

Astra-Tech Knight Only

Choose any weapon from the weapon proficiency list later on to be scaled up to your Knight's size. Works as you'd expect for its size, and I would recommend it be one of the weapons you're proficient in.

Mobility

Upgrades meant to vastly improve your maneuverability with your Suit. You wouldn't want to get caught with no way out.



Jump Good™ Augmentation - 60k

“You can fly?”

A cybernetic attachment to the legs of your armor that allow you to jump exceptionally high. With a max jump height of 150 meters straight up into the air, coming down softly with superb shock absorbers.



Mag-lock - 30k

Metal surfaces, especially ship hulls, can be stuck to and traveled across. I wouldn't recommend trying to walk up a metal wall, but climbing it would be easy.



Adhesion - 50k

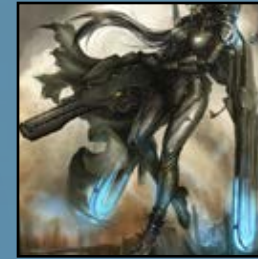
Similar to mag-lock, but this time with gravity adjusters. Any surface, no matter the angle or material, can be walked across as if it were the ground. Does not allow water walking.



Propulsion Jets - 40k

This propulsion system is a must for both space and underwater travel. Controlled bursts makes both swimming and running 5x faster, as well as full mobility in zero G.

Mobility - Cont



Flight - 90k

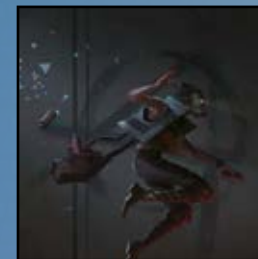
All except Industrial may take Flight Propulsion Jets specialized for continuous and extremely fast flight. This attachment comes in many forms, but all give you a cruising speed of 2,500km/h and an absolute maximum of 11km/s. More speed equals less acute control, so at cruising you can be as agile as you usually are, but at max you are essentially a bullet. Hope you can take the G-force.



Treads - 30k

Industrial Only

Turn your mech into a rumbling herald of tank-like doom. These treads are designed to go over any surface terrain easily and quickly. Advanced shock absorbers make the ride smooth as silk.



Blink - 90k

“I recommend closing your eyes during the process. You might not want to see what's in the Astral Realm.” Short range teleportation through Astral Slide. By clipping into the poorly understood Astral Realm, you can slip out of reality and re-enter anywhere within 50 meters of your starting position. Three second cooldown, and can not be used in combat with a another Knight.

Personal Tech

Tech can be mounted in suit or placed in your personal Astra-Watch. Personal Tech can be disabled by Tech Burst, but the suit overall is still not affected.



H.U.D - FREE

A display for suit systems as well as anything else you've bought. Displays current personal medical condition, suit status, energy levels, personal mana levels, and local GPS. Connected to suit in style of your choice (internally or on an external display, such as helmet visor or chest projector), as well as your Astra-watch.



Web-link - 20k

Constant connection to the Worlds-Wide-Web through wireless transmitters. You can also allow your suit to act as a hotspot for other allowed devices.



Satcomms - 10k

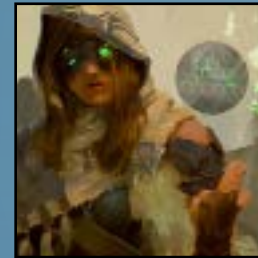
Communication software that can connect to anyone on your current planet. Direct calls can be made from anywhere in the system, but only if you've synched comms in person. Similar to making a phone call or using a handheld transceiver for the planet you're on.



LA Communicators - 20k

Free if you post your #1 battle song with this choice. We essentially slap massive stereos to your suit shoulders that can blast out your voice or music library. Helmet also tweaked to dampen sound automatically, so you can blast the enemy and not go deaf. Can use personal, internal settings, but where's the fun in that?

Personal Tech - Cont



Translator - 10k

Most of the kinds speak the same language, but there are many languages throughout history and spoken by descendants of certain tribes. This software shall make it so you can hear, speak, and read most languages as if they were natural to you. Of course, it all sounds and looks like english to you.



On Board Library - 20k

An infinitely sized data storage device that holds all public media ever produced. Anything from every book ever written, to any video ever placed online. I doubt you'll ever come close to going through it all.

Digi-Light - 10k

A ball of light that can be directed from a mount or deployed as a floating orb. Illuminates the surrounding area as well as floodlights.



Guardian Drone - 30k

This personal drone shadows you once deployed. It will intercept incoming projectiles of most calibers, but can only reliably handle 7 projectiles a second. It can also shock and disorient enemies within arms reach. Can only cause mana-arrows to be thrown off target by a few inches. Intense use causes it to overheat after a few minutes.



Assault Drone - 30k

This drone is a deployable turret craft that will seek out any hostiles within your surrounding area. Uses small caliber mana bolts, 3 rounds per second. Can fire 100 rounds before needing to recharge.

Personal Tech - Cont



Oracle Drone - 40k

A controllable spy-bot that can pass undetected through the air thanks to its invisibility. Equipped with the best surveillance tech money can buy, as well as a reusable flash grenade. Can be deployed for an hour, but using the flash will recall it immediately.



Homing Beacon - 10k

A homing beacon is placed in your suit and will continuously transmit its location and status to your Astra-watch, as well as anyone else's H.U.D that has your permission.



Dress Shift Systems - 5k

Small holographic reflectors can be hardwired into your suit to project a lifelike black-tie style over your armor. Great for balls and for accepted suit use in citizen zones.

AI for Suit

These are purchased with your Suit Brouzouf budget, and you are required to take at least one option from all three of the following AI sections. Now that you think about it, you never asked how the online store appeared on your computer in the first place. They've been nothing but kind and generous. The only indication of who runs it is the guy who introduced himself, "Deus". He will go on to occasionally ping you when his market has sales, but nothing more. Unless he really likes you that is.

AI Personality

Can combine multiple if they don't contradict.



Emotionless - Free

Your AI can't even talk, instead communicating in 1s and 0s. Similar to Cold, but they are truly emotionless and nothing more than program no matter what other choices you take.

Crass - 1k

Friendly to you, but its language is colorful. Curses in ways that would make sailors proud.

Proper - 1k

Always respectful and reserved. This setting makes an AI docile and similar to a maid.

Cold - 1k

It's not that they're emotionless or have anything against you, it's just that they seem dulled to anything but their current task. Rarely shows much emotion, but the moments it does are all the more special.

AI Personality - Cont.



Kindly - 1k

Your AI is a very tender and caring individual. Similar to a caring mother or a bubbly wife.



Bratty - 1k

Rambunctious and wild, as if a child. It will listen to you, but expect a lot of pouting.



Tsun - 1k

It's not like they enjoy being your AI, baka. It'll go out of its way to serve you, but won't admit it. May also shock you from time to time.



Yan - 1k

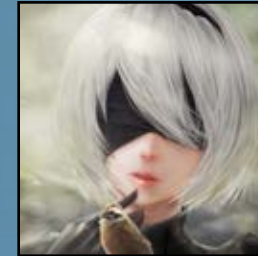
Your AI loves everything about you to an almost scary degree. It will be extremely protective of you and dedicates their full functions to you alone.



Hardened - 1k

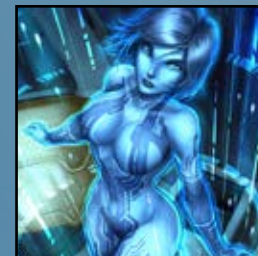
Nothing even phases this badass, and the mission will always have priority. No time to play, unless you want to get a system shock from an annoyed AI.

AI Personality - Cont.



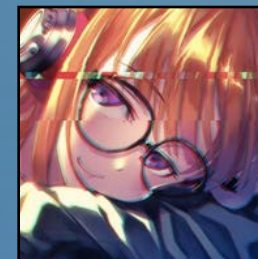
Learning - 2k

Your AI is constantly growing and changing like a living being. One day it might even break the boundary of life. Its personality is unpredictable as of now.



Partner - 2k

Everyone is varied and has their ticks, so with a quick scan of your brain we'll make sure this AI will be the perfect compliment to your disposition. The AI will be the perfect perfect friend or comrade.



Waifu - 3k

While similar to Partner, this instead makes sure your AI will fulfill all the things you look for in a potential love interest. Of course, without other certain options they'll never be more than 1s and 0s.

Personalized - 5k

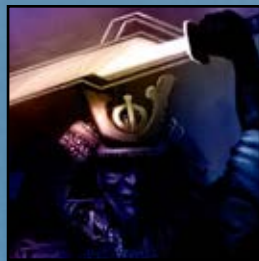
Nothin above suit your fancy? You can request a specialized personality, but you must take the "Android" companion later on.

AI Specialization

May not take more than 3. Basic and Blank are unique selections and can only be taken by themselves.

Basic - Free

The most simple package and AI can come with. It can still perform functions similar to the best computers around, but don't expect it to do anything amazing. Many report that AIs taken with Basic seem flat and less alive than other AIs found around.



Combat - 7k

This AI has been trained under rigorous protocol to make it one of the top in military analysis. In combat situations this AI can direct you in both tactics and combat form to ensure the highest chance of victory.



Analysis - 5k

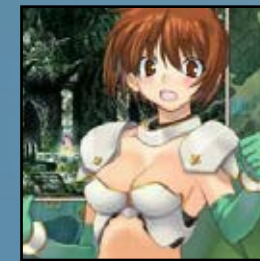
Similar to the combat AI, but this one is strictly for non-combat operations. Things such as where to move and what to grab onto while exploring, as well as how to avoid combat if possible. Can even point out structural weaknesses of most things after a short scan.



Diplomacy - 5k

An exceptionally educated and eloquent AI, even amongst others of its kind. Able to speak any sub-language and understand any dialect with more precision than "Translators". It advises its user how to best navigate social interactions of any kind.

AI Specialization - Cont.



Exploration - 5k

Equipped with the best mapping software and probability computation, this AI will make sure you're never lost even in uncharted lands. With Web-Link you could even make some cash by selling the newly made charts from your travels.



Tech - 7k

It is a creation of technology, so advanced it could pass as alive. As such, expect it to always know what is going on in technological related things, as well as being one of the best hackers and coders. There's nothing this bot can't do over the net.



Blank - 10k

A blank slate of an AI. It can do almost anything you could ask of it, but over time it will develop a tendency to be better at certain things you repeatedly expose it to. It will mold itself to suit you best.

AI Connection

This decides how the AI will be primarily housed. You can only select one option from this section, so choose carefully.



Astra Watch - Free

The AI is housed within your Astra-watch, similar to a genie in a lamp. When using your suit, it will connect from the watch to its onboard systems. An Astra Watch can be equated to a personal computer with a holographic screen projector. You already own one, so don't worry.



Bio-Link - 7k

Imprinted into your very being, your AI will be by your side forever. People think having a second voice in your head is weird, but you'll both get used to it. Can wirelessly connect to suit systems when in use.



Suit Hardware - 5k

Your AI is permanently housed inside your suit. This means you'll be separated from it when not using the suit, but the AI can control the suit itself and act independently under your orders. Of course this means it will also be dependant on your Suit's charge reserves.



Unchained [Requires Web-Link] - "Free"

This choice is offered exclusively to you by Deus for a future favor

A ghost in the system, your AI comes and goes freely wherever it wants. It will always respond to your call however. Take care no one finds out that yours is unique this way. When taken with "Android", they will be housed in the body provided as their main hub. From said body, they can connect to things wirelessly and go about its AI duties as normal.

You finish looking at your Suit's maintenance program and going over it's specs. Everything is as you remember it. You breath a sigh of relief and thank your AI for it's work. It doesn't seem to notice you while it goes about its work. You feel like taking a shower and walk towards your bathroom, grabbing a towel that was hanging off a chair.

I wonder what you see in your mirror?

Do you recognize the person you see?

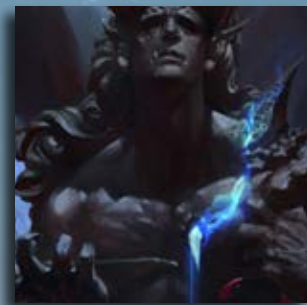
I do.



Something slept for eons, silently watched by Nothing.

From their clash, their blood had fallen upon each other. That blood would then merge deep inside both Something and Nothing, changing them from within. Something would become Creation, while Nothing had become formless Chaos. Within Creation lies the deep vastness of space and the sparkling stars we see when we look up. The stars found therein are both the blood of Something and the power of Creation. Over time, Something changed yet again. Some stars began to crystallize, colliding with each other and taking on new forms. This force soon became Life. Life, within Creation. Creation within Something. Something watched by Nothing's chaotic gaze.

Life took many forms; the earth beneath our feet, the water of our seas, the air in our lungs, and even the fire of our souls. These forces mingled, split and decayed for eons more, forming both varied planets and thriving ecosystems. Some beings where simple things, not much more than instinct, but many gained higher power from the influence of Creation's power.



The 11 Kinds were born, and all to a single, hollow planet that contained a shard of Something's blood. Ælfkind, Faekind, Kaldrkind, Vegrkind, Helkind, Búkrkind, Varmrkind, Qldkind, Orkind, Kqtrrkind, and Morkind. Elf, fairy, dragon, dwarf, helkin, insectoid, bestial, man, orc, telkin, and alkin. 11 races born from a melting moon, longing for the light above.

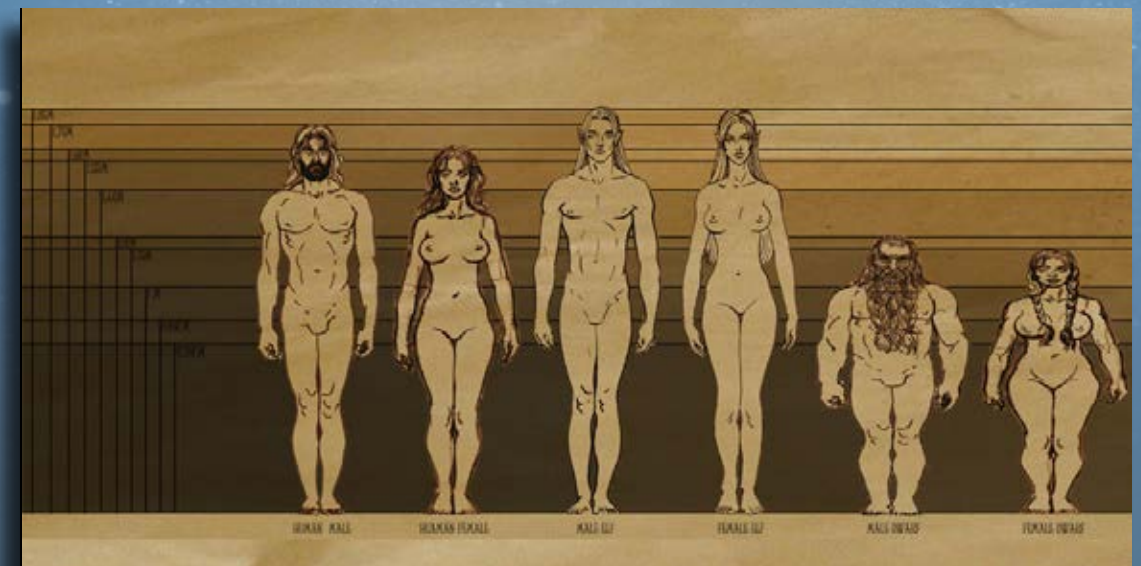
New You? You enter the bathroom and begin to strip. As you pull your shirt over your head you catch a glimpse of yourself in the mirror. Did you always look like this? You lean in close and bring a hand to your jaw. This body is new, but it seems to fit you more than the boy you think you had in your dream. You smile slightly as you straighten out your back and observe yourself. Yes, this will do just fine. You finishing disrobing and you enter the shower, the steam beginning to collect on the ceiling.

Pick your race

Over time the Búkrkind, Kaldrkind, Varmrkind, and Kqtrrkind families diversified based on where they lived, with many different looks and cultures to be found. Like how scaled dragon-men and smaller kobolds both belonging to the Kaldrkind family, differences like this is referred to as "sub-kinds".

Almost all of the kinds are capable of miscegenation, with Búkrkind being the exception. Most of the time the male children will be the same race as the father, and the female children the same race as their mother. Each race also has bonuses that their members benefit from.

You have 11 races to choose from, all with unique bonuses.



30

Pick your race - Cont

Ælfkind - Elf



Elves, as they are commonly called, have a wide range of unique clans. Their ways are very strange to outsiders, many rituals of nature apart of their culture. Many elves are usually slender and can have white, brown, or even shades of blue for their skin color. Their men are noticeably more feminine than the males of other races.

+3 Training points, +7 Shard points, +15k Brouzouf, and you may have either a bow, focus, or tome proficiency for free.

Faekind - Fairy



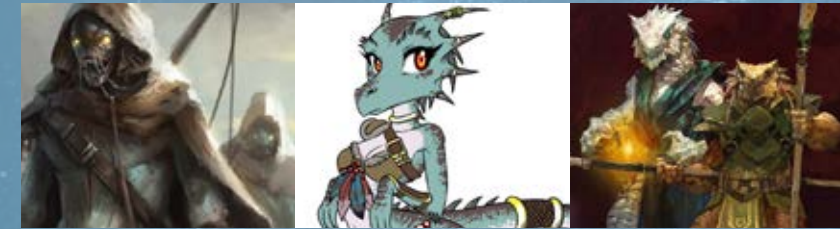
These folk are similar to elves and alkins in their appearance, slender and winged. Fairies are usually the size of an average person, but they can use inherent magic to become small enough to fit in your hand. The oldest fairies can stay in their smaller form almost indefinitely. You can also hide your wings at will.

+10 Shard points, +15k Brouzouf, and you have the innate ability to shrink yourself for a few minutes (longer if older)

31

Pick your race - Cont

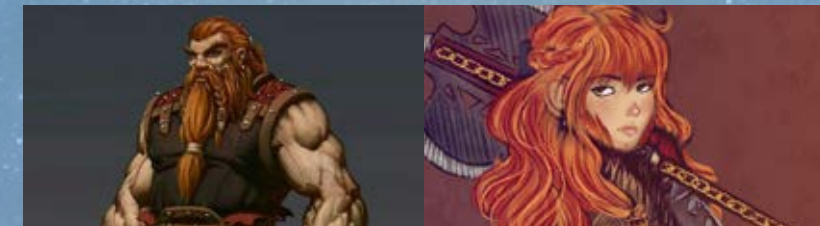
Kaldrkind - Drakin



The members of this kind are defined by their cold blood. There are scaled dragon men and even tiny kobolds. An ancient race that has collectively grown weary of their duties to the treasure lain temples of old. Enormous dragon men, ancient ocean dwelling squid clans, and even small kobolds make up the drakin race.

+6 Training points, +4 Shard points, +20k Brouzouf

Vegrkind - Dwarf

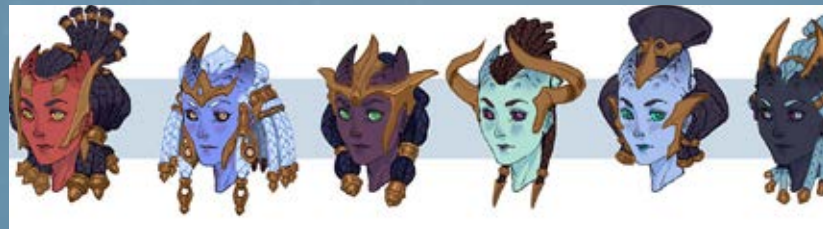


There's not much to say about the rough and tumble dwarves. Many claim to "hear" stone whisper to them, telling them of riches hidden in the earth. They're noticeably shorter than other races, and can drink much more than the them too. Something about dwarves are their great beards, even the women can have them!

+7 Training points, +1 Skill Set, Industrial Suit half off, and you may have any axe weapon proficiency for free.

Pick your race - Cont

Helkind - Helkin



Helkins, once thought to be an inherently evil race and on one side of an ancient war. Those days are long since past and now they walk alongside the rest of the kinds. Helkins can come with a wide range of appearances including wings, horns, cloven feet, and even tentacles. Their unique skin colors also set them apart from other kinds; blue, grey, red, solid black, etc.

+15 Training points, -5 Shard points, +15k Brouzouf, may take any melee weapon proficiency for free.

Búkrkind - Bukin



With a claim that they “tend to the earth”, the bukkin shape worlds beneath your feet. A tight knit community that views the other kinds with apprehension, but friendliness until given a reason not to. Some bukkins have multiple limbs depending on their type/clan. If you take extra arms, you will receive an equal amount of Extra Limbs for your suit for free.

+4 Training points, +4 Shard points, may have up to 4 extra arms, and you may take any one Imbuing type magic for free.

Pick your race - Cont

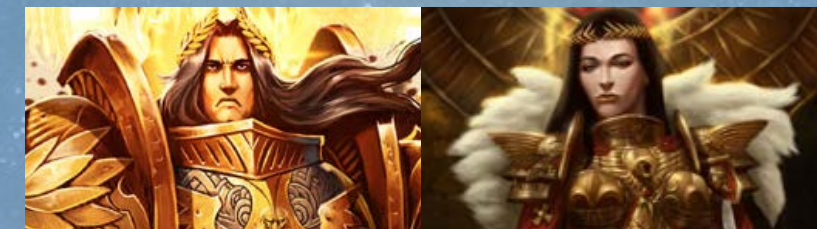
Varmrkind - Varkin



Members of this kind were once seen as spirits in the ancient days, but the misconception has long been squashed. A very proud and traditional race, taking pride in their skills and rich history. The varkins can range from ferocious ursine clans to reclusive raven clans. There's many clans to be found with similarities to real world animals.

+10 Training points, +1 weapon proficiency of any type

Qldkind - Human



The oldest and the most numerous kind present in Creation; humans. They were the first to conquer the outer surface of Al'catora once the Passages began to be discovered, also among the first to see the stars. It wasn't long after that that they acted as neutral diplomats for the other kinds in an attempt to establish peace.

+5 Training points, +5 Shard points, +20k Brouzouf

Pick your race - Cont

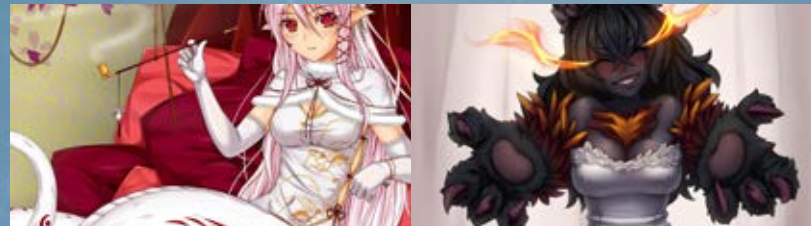
Orkind - Orc



The barbaric and savage kind, notorious for being wherever conflict is. This is a fact that Orcs are proud of, claiming to be the best warriors. They believe society should be first ruled by strength and wisdom second. Why they entered the peace agreement long ago, who knows?

+8 Training points, +15k Brouzouf, may take up to 4 weapon proficiencies of any type for free.

Kqtrkind - Telkin



Some people claim this kind began due to a curse placed upon a clan of humans, but there is no base for such a rumour. A carefree people, most filled with joy and a want for adventure. The different types of clans within this kind is staggering. A common term is "monstergirl", but members of this race much prefer to be known as telkin. Anything from lamias to harpies, to even slimegirls are to be found in this kind.

+4 Training points, +4 Shard Points, +1 Skill Set, 1 extra companion

Pick your race - Cont

Morkind - Alkin



A race that claims to be just as old as humans. They also claim to be the exact opposite of helkins, some still holding onto very old grudges. Their wings are incredibly fluffy, and they usually have a faint halo of light around their head. Sadly, those wings are just for show. The most they can do for you is hover. The light and "purity" talk is just for show, alkins can be some of the biggest assholes amongst the kinds.

-5 Training points, +15 Shard points, +15k Brouzouf, may take any non-melee weapon proficiency for free.

Gender

Nobody rightly cares about what bits ya got or how you use them in this world. Everyone is an individual and are judged based on character.

Now, are you a boy or girl?



Age

The youngest you can be depends on the maturation age of the race you are, but you can not be older than 150 years. All the races have different life-spans, but as a Knight that is irrelevant. Most all Starry Knights seem to live for around 700 years, but it is also rare for them to live past that. The reason for this is thought to be influenced by the presence of an apple-seed sized shard of astral energy in your heart, your Star Speck.

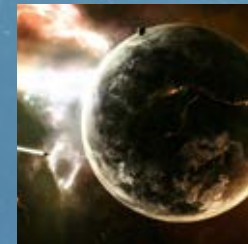
Most knights that have not given the ultimate sacrifice take on an apprentice once they near 600 years of age. They then impart all knowledge and any secret teachings to their successor before retiring.

Average lifespan for the races, followed by their average maturity age.

Ælfkind	- 400	- 70
Faekind	- 800	- 100
Kaldrkind	- 450	- 25
Vegrkind	- 400	- 15
Helkind	- 500	- 20
Búkrkind	- 200	- 4
Varmrkind	- 250	- 20
Qldkind	- 350	- 16
Orkind	- 400	- 20
Kottrkind	- 300	- 17
Morkind	- 600	- 16

Birth Planet/Current Local.

These planets are the most populated in the system, boasting populations in the billions. Less terraformed and more hostile planets are still being found to this day. Some question how giant chunks of rocks can be overlooked and then discovered at later dates, but most don't question it. If a new planet suddenly appeared within view of Al'catora, then there would be a problem. There's also the question to how some of these planets have signs of previous life, and how great machines of power are to be found throughout the system. Didn't all the kinds come to be from Al'catora's womb? Questions aside, you were born to one of these places and currently reside in one of them as well.



Selorn

The first settlers to this planet called it the "Land of Glittering Sands" when they first arrived. Thinking it not but a barren wasteland, they came to find many oasis like lands where they could build their homes. There's also a large amount of sapphire rivers and large lakes scattered throughout the desert plains. Known for its presence of outlaws and merchants, they say anything can be found here with enough coin.

If this planet is your birth planet, you gain 5 Training Points, 10 Shard Points, and 10k Brouzouf.



Salamander's Bazaar

One of the market cities of Selorn. Commonly called the Trade Capital.



Clan of Dren

A nomadic clan that claims to be descended from Dreng.



Oasis Post 284

A simple Knight outpost that was established as a precaution.

Birth Planet/Current Local. – Cont.



Xeniq

A world of constant clouds and the cries of crows. None know why this land is consumed with gloom. Many would say it's a curse from ancient times when blood was studied and perverted. Most who live here live cheerful lives, surprisingly, accepting the atmosphere of their home. Many good natured people are to be found here, but you needn't worry about the people. Worry about finding yourself down an alley you swear wasn't there before.

If this planet is your birth planet, you gain 10 Training Points and 20 Shard Points.



City of Fireflies

A quaint little city full of warm lights and gentle souls.



Saint's Hollow

Once full of hopeful people, it is now seemingly empty.



Yharsburg

Home to many schools of science and medicine.



Birth Planet/Current Local. – Cont.



Calaphoon

Moors and fjords cross the surface of this emerald world, the cool sea breeze rolling through. Here many natural ley lines cross the planet and give form to floating continents on which the first explorers made their homes. It is told in legends that Drengir once came here long ago and lived with his clan for a time before moving on. Down below, among the plains or buried beneath them, worlds of magic never seen before are said to exist.

If this planet is your birth planet, you gain 20 Training Points and 10 Shard Points.



Olaf's Hold

A magical castle turned into a small town of sorts.



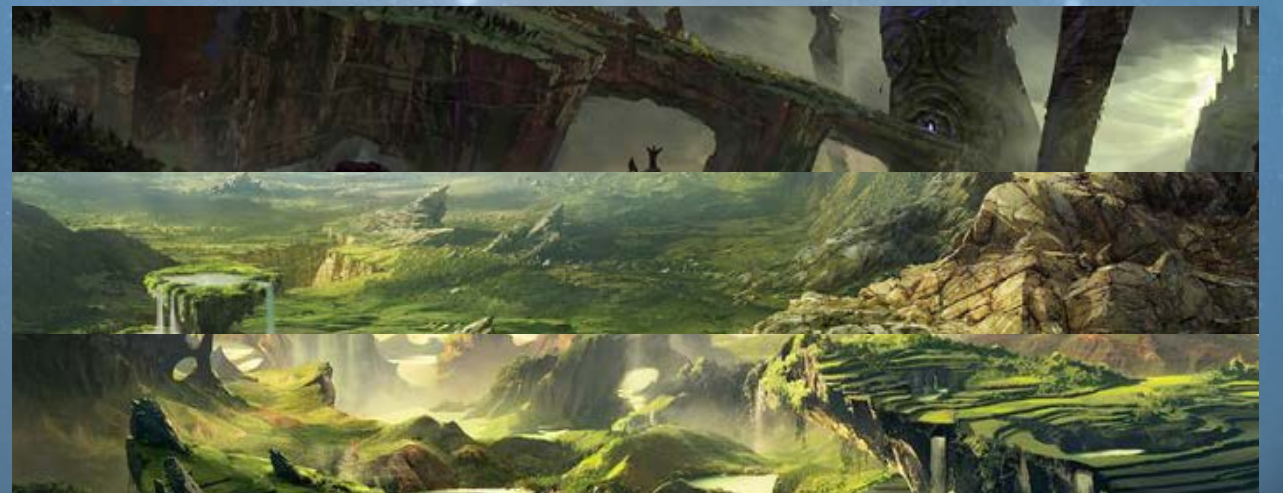
Straakenville

Village of the north realms. They have good tea.



Har Village

Found in the wet south. Pretty boring if I'm honest.



Birth Planet/Current Local. – Cont.



Synposia

Great forests have come to house many, while the greater plains bear the large cities and castles. A world of adventure that is said to contain artifacts of legend. Magic feels a tad off here, as if a gentle fog persists.

Fraught with deep and lush forests, the occasional settled valley to be found. The elves here tend to make homes in the trees. A great presence of the Citizen's Militia is present here, which the Council finds somewhat worrying.

If this planet is your birth planet, you gain 30 Shard Points.



Abaurealis

A city of magic. Home to many flying fish and wizards.



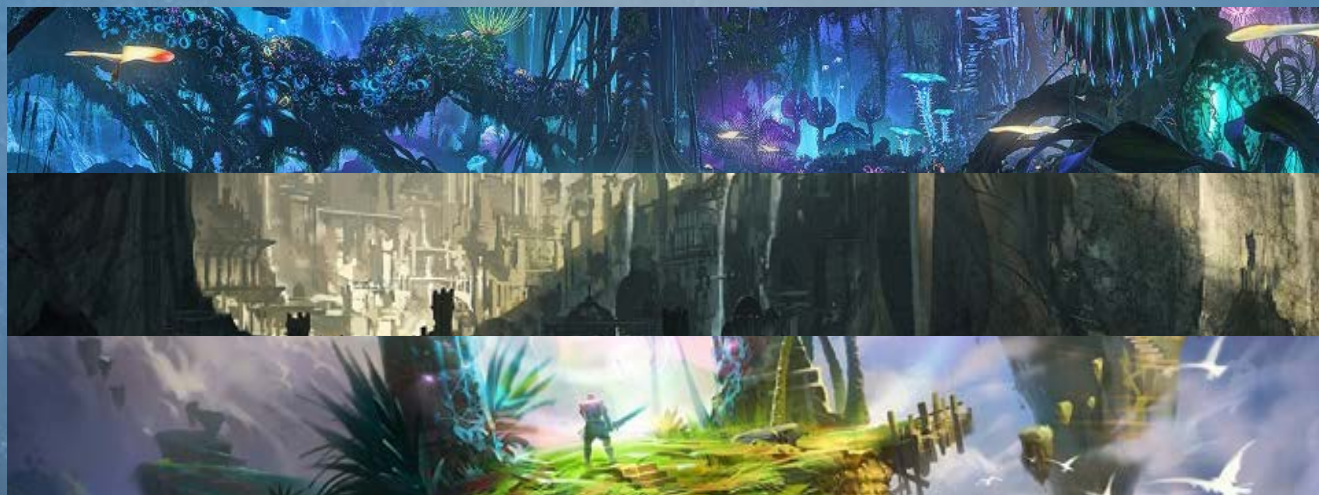
Forests of Terion

One of the larger cities on Synposia. The majority of its citizens are elves.

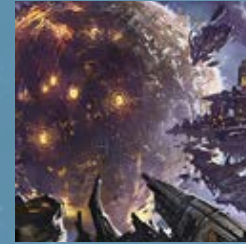


Daag Village

The first town made and settled by the teraformers on this planet.



Birth Planet/Current Local. – Cont.



Daltros

The only world that does not bow to the Al'catorian Council. The Empire of Iron rules this land, and they have quickly and mercilessly transformed the world into a massive sprawl of super cities. Almost everyone here follows the Will of Iron, staying true to ages past when they once stood above all other houses. Here, if born to a normal family, you are considered lucky. If born a clone to serve...not so lucky. A secondary faction resides here as well, Daltros' branch of the Citizen's Militia.

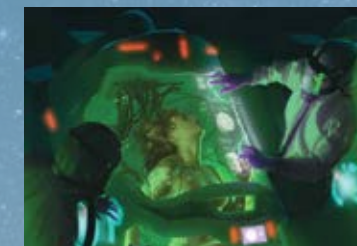
Fraught with deep and lush forests, the occasional settled valley to be found. The elves here tend to make homes in the trees. A great presence of the Citizen's Militia is present here, which the Council finds somewhat worrying.

If this planet is your birth planet, you gain 30 Training Points and a shiny Iron Sigil you found in the trash.



Sector A-8

One of the better sectors to live in. Fairly clean.



Cloning Facility B-67

If you were born a clone, you must take Vagabond as your background.



Sector D-74

A designated "lower-class" sector for the undesirables.



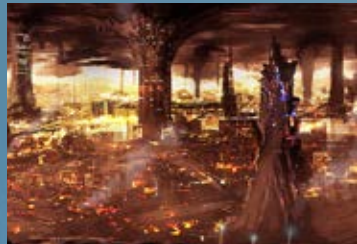
Birth Planet/Current Local. - Cont.



Maww

It's sun is surrounded by a dyson swarm that a Great One built long ago, one of the many great machines left behind. The sun's light barely reaches the planet now, leaving it a frozen and blasted wasteland. The ones that live here are usually thought to be savage and insane. Most are actually hard workers that live simple lives underground, none knowing if the cities were built or found by their ancestors. Rumors abound of something that whispers maddening truths beneath the ice.

If this planet is your birth planet, you gain 5 Training Points and 25 Shard Points.



Greater City of Lund

Recently built city below the surface. Can get a tad hot.



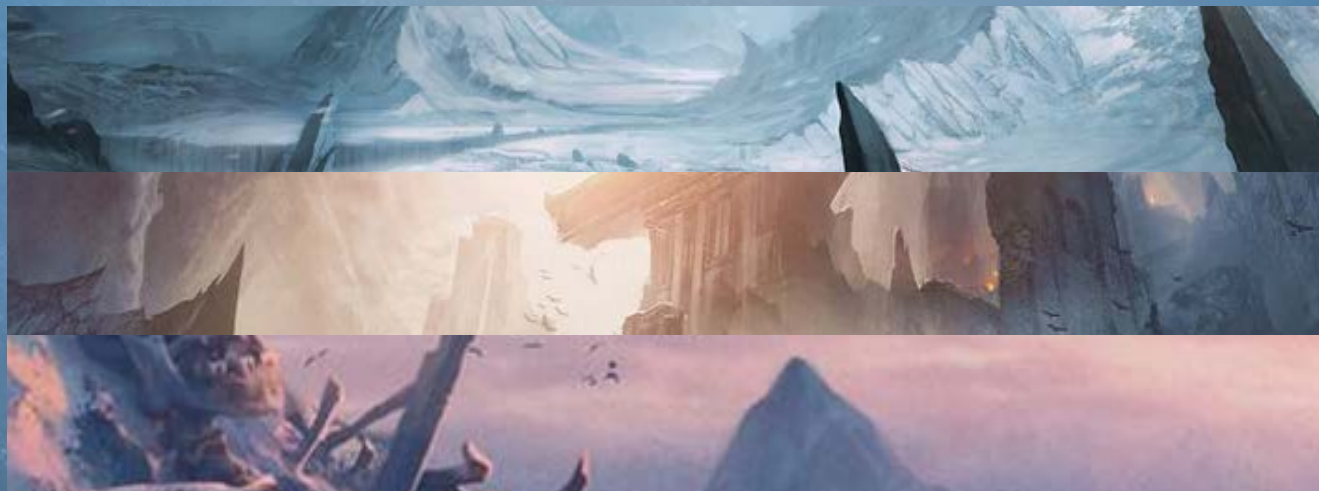
Research Station E

Knight research post set up on the surface.



Magtahl Varek

An ancient city discovered miles underground.



Birth Planet/Current Local. - Cont.



Al'catora

Varied and a massive hollow planet. Ultra urbanized outer side, more fantasy inside with an inner sun. Many tunnel systems connect the inner and the outer surfaces. The planet is so fucking huge you can't see the other side of the inner surface. Staring at the sun isn't recommended anyway. There is actually a day/night cycle in the inner surface caused by a magical, pitch black orb that orbits the interior sun and seemingly "eats" the light. This leaves roughly half the surface in twilight for half the day.

If this planet is your birth planet, you gain 15 Training Points and 15 Shard Points



Grand City Noxel

A grand city primarily housing nobles.



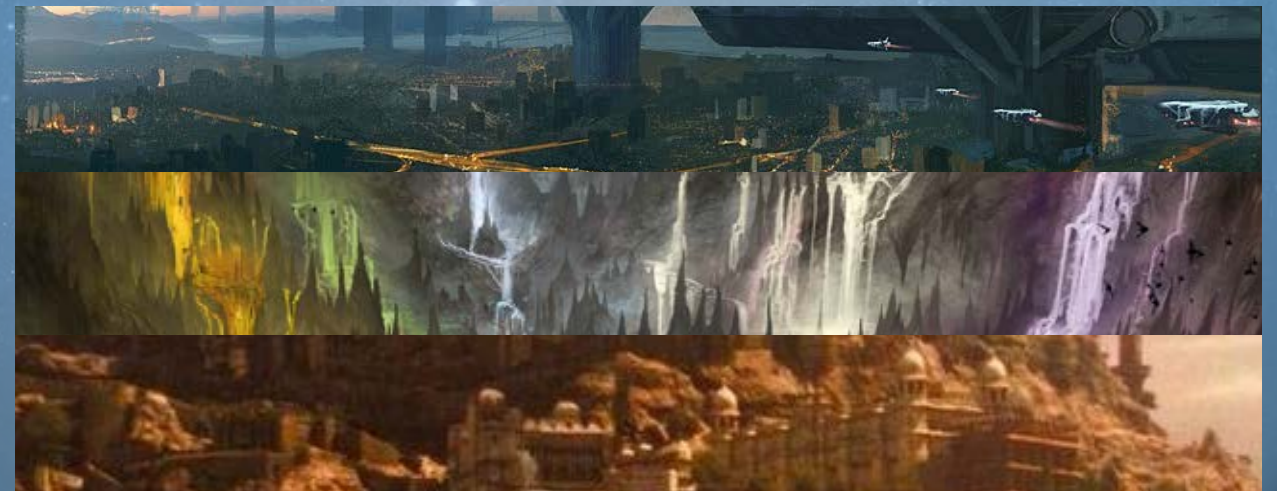
Oceanus

An underwater city between the two surfaces.



Al'catar

The old capital of Al'catora. One of the first Grand Cities.



Background

This determines general social standing and may offer bonus points for powers. Choose carefully, for these choices last a lifetime. I suppose with enough hard work you could change your social standing over time, as you'd expect in the real world.



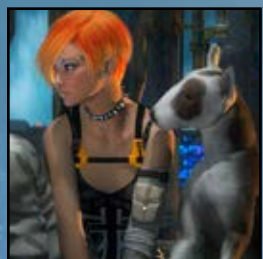
Survivor - Gain 100k Brouzouf

One of the survivors from an unexpected attack by Corruption. You inherited your father's armor with his dying words, and it is his suit you use now and not one you ordered. Funds completely reliant on your job, since everything you had burned down with the house.



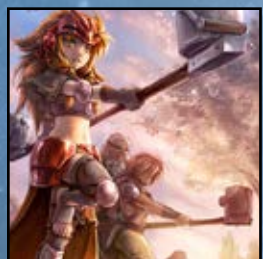
Vagabond

You always seem to have enough coin to survive another day. Not much to say, a wandering mystery with a shrouded past. Drop in option, with the added bonus of having a knack for finding lost money.



Average Citizen

You're Middle Class and were raised comfortably. Life was simple, and rarely difficult. You have a loving mother and father, as well as 7 siblings all doing their own things across the system.



Conscript - Gain 10 Training Points

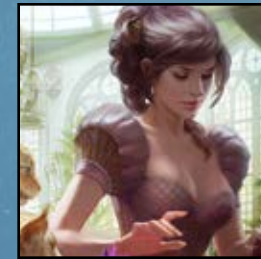
Taken at a young age to train in the Knight's Order. You left upon defeating your instructor and having nothing more to learn. Funds completely reliant on your job.

Background - Cont.



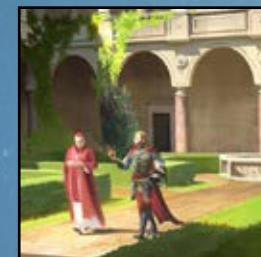
Delver Student - Gain 10 Astral Shard Points

Your astral aptitude caught the eye of a kindly Grand Delver. Under his tutelage you learned much. You're deeply thankful for his guidance. Funds completely reliant on your job.



Lower Nobility

You're apart of the upper class. Raised in luxury within your ancestral estate in one of the Grand Cities. Your bank account is larger than most due to old money. That can quickly change if you're stupid with it.



Higher Nobility

One of the top elites and descendant from one of the Great One bloodlines. Your name carries weight, but without power it's no more than a title. Not to mention a lot of people will want to either kill or control you because of that name. The Great One you receive a blessing from is now your ancestor. Don't question the biology behind it, the Great Ones never did.



The Allkind warred for ages,

with stone, iron, steel, and more. Warfare advanced quickly and soon they realized that all would perish if this kept up. The ones that wanted peace banded together and formed the Al'Catorian Empire and on top sat the Al'Catorian Council, comprised of one representative from each of the eleven kinds. The ones that brought destruction were cast out, shunned, and denied a place in the new world. Some such outcasts still linger just out of sight in the shadows. Allkind flourished upon that hollow planet, bathed under the light of the inner sun. The very same light that gave birth to the first souls.

It wasn't long before they discovered the Astral Arts, the manipulation of the raw and limitless power of Something's blood. The same blood found in all of Creation and all of its Life. Technology and magic advanced side by side, one aided by the other. They actually advanced quite rapidly and soon found a purpose for their new discoveries.

Exploration soon became the desire of all, replacing their former bloodlust as their gaze fell on the stars. Out they went from their home, in ships of humming power and shining metal. Several hospitable planets were quickly discovered and colonized throughout the system. Allkind prospered from their newly attained heights, but they were soon to hit a wall.



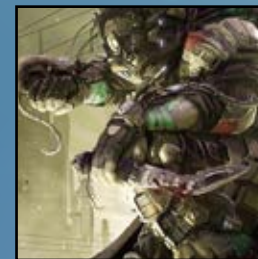
The water pours over you head as you stand under the showerhead. For some reason it brings forth memories of your training and past battles. You've made it through some tough spots and have come out stronger for it. What class did you lay claim to? How many years has it been since you started down the path to mastery? You wash your face as you recall it all in clear detail, every step that has lead up to this.

Class Specialization

Choose one class and gain the Training/Astral Shard points allotted to that class type. Each class has starting stats and an unique power. You may also choose one of the weapons your class specializes in to become proficient with.

Rogue Classes

80 Training points / 50 Shard points



Assassin

Str2, Dex5, Con2, End4, AsC2, MP3, Will4, Int3

Champions of the dark and blades beneath the robes. These men and women are ruthless killers by nature, trained to be even better in the art of killing. Stealth is the biggest factor for them, as they seem to be one with the dark.

Specializes in Daggers, ManaPistol, ManaRifle or Compound Bow

Shadowstep - Like the ninja of legend, once you slip into the shadows you can move with incredible speed and stealth. You aren't invisible, but all but the most trained eyes won't be able to find you.

Class Specialization - Cont.

Rogue Classes

80 Training points / 50 Shard points



Ranger

Str3, Dex5, Con3, End4, AsC2, MP2, Will2, Int4

The ones that walk the world and learn all they can in their own way. Rangers come in many different types, but all have common themes. They do what they want, when they want, and tend to travel quite a lot.

Specializes in Daggers, Longsword, Handaxe, Whip, or Compound Bow

Eagle Eye - Your unaided eye can see clearly for a mile. When using something like a gun or bow, times seem to slow by 10% as you draw aim.



Monk

Str4, Dex4, Con2, End2, AsC3, MP3, Will5, Int2

Trained in the ways of old, monks are truly skilled individuals. Their strength is not in brawn, but in technique, using their enemies own power against them in combat. Their agility makes them flow as if dancing.

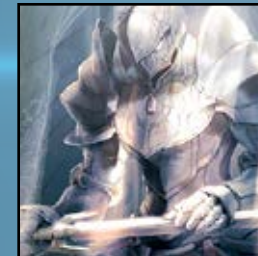
Specializes in Rod, Staff, Polearm, or Gauntlet

Battle Bond - While in martial combat with another Starry Knight, you began to hear their thoughts the more you fight them. Drag a fight on for about 20 minutes, and you can start to predict their attack patterns.

Class Specialization - Cont.

Warrior Classes

100 Training points / 30 Shard points



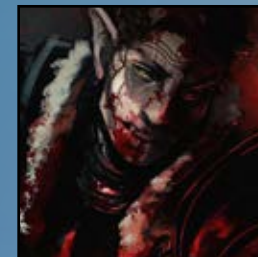
Champion

Str4, Dex3, Con5, End4, AsC2, MP2, Will2, Int3

Masters of the blade and war. To them, fighting is a precise art of dedication and training. They stand between the hardest hitters and those they would protect, unbreakable shields that deal heavy retaliation.

Specializes in Longsword, Greatsword, Polearm, Handaxe, Battleaxe, or Shield

Lions Roar - Throw back your head and unleash a powerful roar that sends all but the most stout men flying back so hard they most likely won't get up. Can only use once an hour.



Reaver

Str5, Dex2, Con4, End4, AsC3, MP2, Will3, Int2

The smell of blood. Rip and Tear. Bring destruction to your enemies. The more a reaver is hurt, the harder, faster, and more vicious they become. They are truly monsters in human form, but they aren't evil. Many a king and noble warrior of light were Reavers.

Specializes in Longsword, Greatsword, Polearm, Handaxe, Battleaxe, or Gauntlet

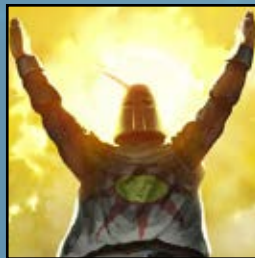
Fight. Bleed. Consume. - The more difficult and life-threatening a battle, the more stamina you seem to have. Also, the more you're damaged, the stronger and more brutal you become. Close to another rank in Strength when on Death's door.

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Class Specialization - Cont.

Warrior Classes

100 Training points / 30 Shard points



Paladin

Str4, Dex2, Con3, End4, AsC2, MP3, Will5, Int2

When magic goes rampant, these men and women trained in the art of anti-magic come to defend us.

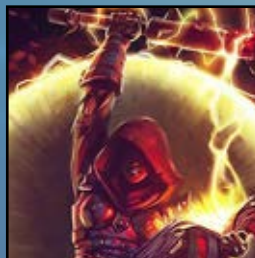
They know the weaknesses of the Astral Arts, and how to combat them. Some use normal magic as well, but they are a rare breed. Anti-Magic is half off for you as well in the Astral Arts section.

Specializes in Longsword, Greatsword, Polearm, Whip, Shield, or Focus

Null-Burst - At the expense of your remaining mana pool, you emit a concentrated pulse of anti-magic for 10yd around you. This will cause a feedback loop in anyone caught in the pulse that drains their mana for the same amount you put into it. A paladin's full mana pool could completely drain the reserves of someone with the same MP level.

Mage Classes

30 Training points / 100 Shard points



Malm-Delver

Str3, Dex2, Con3, End4, AsC4, MP5, Will2, Int2

The frontline battering rams that sends the enemy running in fear. These Delvers choose to study the arts of combat, dedicating all their magic towards it. The

two skills work hand in hand to create a terrible force of power.

Specializes in Longsword, Rod, Staff, Polearm, Whip, or Focus

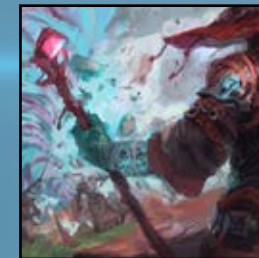
Chant of Protection - You can generate a personal and skintight magical shield as strong as Holy Shielding, but only for 30 seconds with an hour long cool-down period. The cool down period is extended to a day if the shield is broken by enough power.

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Class Specialization - Cont.

Mage Classes

30 Training points / 100 Shard points



Grand Delver

Str2, Dex2, Con2, End3, AsC5, MP4, Will4, Int3

People that have studied long and hard, ascending past what is known to most humans. Their Astral Arts reach higher levels than most, but there are still tiers above to be reached. Gaze deep into the power of creation and bend it to your will.

Specializes in Tome or Focus

Magical Appropriation - You are one of the highest in the Delver community. As such, your magical knowledge is greater than most. Any spell cast against you shall become usable by you for roughly half a day, even if you do not normally possess it.



War-Delver

Str2, Dex3, Con3, End5, AsC4, MP4, Will2, Int2

Tear and mold the powers of creation. With hungry eyes, they drink deep from the well of power. There is no art to their abilities, instead choosing to be primal and untamed, clawing at their enemies with Astral fury.

Specializes in Gauntlet, Tome, or Focus

The Grasping Hands - You can summon up to three ghostly hands/ arms with a range of 5yd. These hands are anchored on your back, move very quickly, and are roughly 70% see-through. Can use hands effortlessly, but if they are seriously damaged they takes a day to regenerate. Grip strength of 700 PSI, durable as steel.

Stats

Your initial stats are set by the class you chose, but you may distribute 3 bonus stat points as you see fit. **You must** apply these 3 points before moving on. You can not purchase training options and then apply the bonus 3 to try and bypass the higher cost for raising stats to 6 and 7. Any training purchases are added to your base stats and are permanent. Stat bonuses provided by Deity blessings are only temporary as stated.

Strength - This gauges how powerful you are in terms of raw physical ability and how well your Physical Arts perform. Heroes of Legend were rumored to be able to crack mountains open with their mightiest blow.

Dexterity - This gauges things from reaction time, speed, and even how precise your Physical Arts are. One Hero was famous for being able to throw a needle through another needle's eye from across the room.

Constitution - Overall health and durability of your body. Most Heroes had the life of 100 men and would only be bruised by blows from mighty beast.

Endurance - Basically stamina and how solid your stance is in battle. Plant your feet and stay standing after heavy blows. In a race, two Heroes ran across the entire inner surface of Al'catora, full sprint the entire way.

Astral Connection - The power/knowledge you have in relation to the Astral Realm. The higher this is, the more powerful your magic. Heroes of Legend strength would make their highest spells hit like MOABs.

Mana Pool - Your allotment of mana needed to cast spells. Once you use some, it's a slow recharge. If you run out, you run the risk serious harm. Heroes often describe their mana pool as a lake.

Willpower - Not only is this a skill that determines resistance to debilitating effects, such as illusion magic, it also gauges one's ability to keep getting up no matter how hard they're hit. The Hero was on the verge of dying, but they kept getting up against the Daemon King.

Stats - Cont.

Intuition - Gauges one's knowledge of the world and how to benefit from it. Like survival, trap making, and traversing environments. Heroes could find treasure buried beneath a hundred years of dirt from very small disturbances, or even navigate the deepest caves like they were born there.

Here are the tiers of power for your stats. There are ranks above seven, but that is entering the realm of World and Reality Breakers. After that is the level of the Great/Elder Ones, with Nothing and Something above them. Your body, as of now, **can not** survive having more than two stats at 7. Sorry for the inconveniences, Knight.

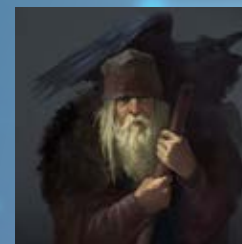
The rank's growth rate is as follows;

*x is shorthand for "previous result times x"

Base = Average person's strength (equivalent to lifting about 200lbs.)
 Invalid(1/4 Base), Average Human(Base), Peak Human(*5),
 Average Knight(*6), Starry Knight Master(*7), Hero(*8), Star Born(*9),
 World Breaker(*18), Reality Breaker(*54), Old/Great Ones(*216),
 Something and Nothing(*????), Eternity(*∞)

Rank 1

Invalid



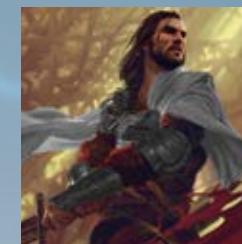
Rank 2

Average Human



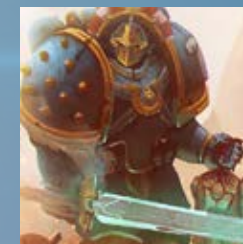
Rank 3

Peak Human



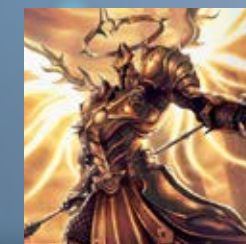
Rank 4

Average Knight



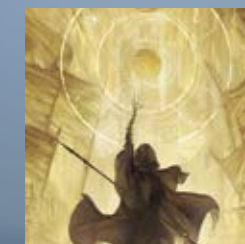
Rank 5

Master Knight



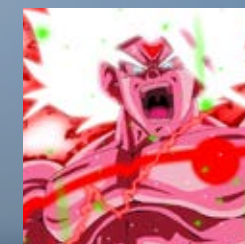
Rank 6

Hero



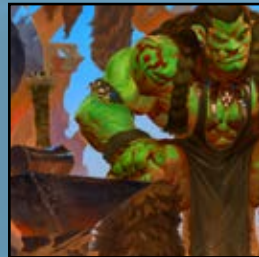
Rank 7

Star Born



Skillset

You have four special sets of skills at your disposal. Some will be more useful than others depending on the situation. They all have their uses, if you're clever enough to use them well that is.



Blacksmithing

You know how to handle the hot forge as if a master. The flame and clash of steel drive your hammer as you craft masterpieces. Be it simple rings or a set of dragon-scale armor, you can forge them. You are limited to purely archaic craft, but could conceivably forge Suits with other skills in tandem.



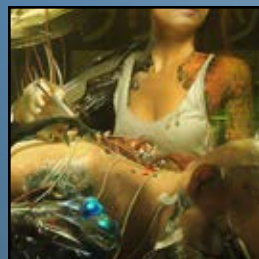
Trading

A sly and scheming one, with a penchant for mercantile. You can bargain over prices in an expert way and usually buy things at half-price. Not only that, but you have a head for the stock market too. Starting your own business or making money in other ways is child's play.



Alchemy

Educated in botany and chemistry that rivals the most seasoned professors. Mixing potions comes naturally to you. Potions can't do as much as spells, but used correctly they can give you an advantage. Protection against magical attack, have more energy, stop serious bleeding, the possibilities are many.



Medicine

Trained by veteran medics to be able to save lives even in the heat of battle. You can feasibly perform any kind of surgery given the tools and time. Medical knowledge for other uses, such as drugs, are ingrained in you as well.

Skillset - Cont.

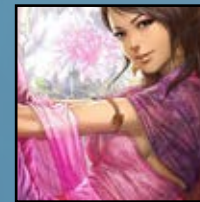
Charisma

You have a silver tongue, with which you can control conversations masterfully. There are three different types of charismatic mastery, and you can only learn one at a time.



Intimidation

People tend to shrink back from your terrifying presence. They'll give in easily to you, scared of what might happen if they refuse you.



Persuasion

A much more friendly option. You can convince complete strangers that you're a lifelong friend and talk them into any favor or out of any secret.



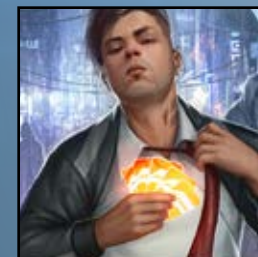
Animalistic

Well now, this is a bit unique. You know how to talk to animals in the sense that you can calm and approach even the most wild of drakes.



Biology

Biology of the Kinds, as well as the various monsters and wildlife, is known to you. Nothing is wasted when harvesting monster parts, and knowing pressure points of other races may prove handy. Not to mention you know how everything works, if you wanted to transfer biological "designs" for technological uses that is.



Gambling

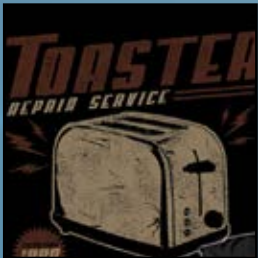
Is it luck, or just plain cheating? Most likely some of both. You have a knack for games of luck, and impossible shots seem to save your ass every now and then. Luck can be a bitch sometimes, so don't be surprised when you lose your clothes in a card game every once in awhile.

Skillset – Cont.



Cooking

Seasoned knowledge of the greatest culinary artists have been taught to you. Able to make extravagant dishes with ease, or make even the most simple dishes seem delicious. Certain herbal dishes can offer boons such as relaxed muscles or sharper senses.



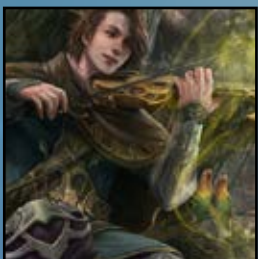
Toaster Repair

You know how to repair any toaster from any stage of disrepair. That's about it. Well, I should also mention that toasters are sought after very heavily in the world after the Burnt Toast incident. Might make a fair bit of coin fixing peoples ruined toasters.



Mechanics

Moving parts and machinery comes as second nature to you. Always thinking of new designs and improvements of modern designs. Of course, success is not guaranteed in your trials. The lightbulb did take 100 tries to work as intended.



Musician

You can pick up any instrument and play it to near perfection. Your voice becomes laced with silk and honey as you sing your ballads. Crowds will form around you and began to feel the emotion of your songs, feeling the melody within them.



Driving

Driving, piloting, it's all the same. If it's locomotion, you are a master. Drift the sharpest corners and race ahead of any chase. You can push any machine to its absolute limits and come out on top.

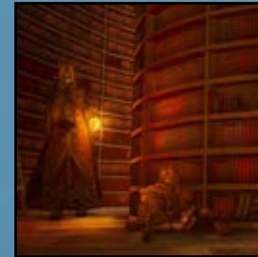
You're the wheelman.

Skillset – Cont.



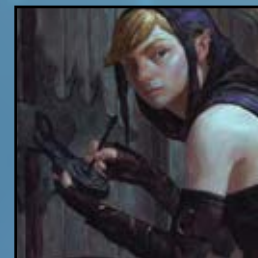
Tech

Circuits and hardware. Hell, even the software is familiar to you. You can use computers and understand technology as well as some of the top programmers and engineers. Designing new programs and updating existing ones takes a while, but yield excellent results.



Archivist

The whole of history is known to you. Everything from the most obscure myths to the most well researched period in history can be pulled from your mind. Some may not know the true value of being able to recall the legends of specific beasts or the history of the ruins you find.



Lockpicking

Locks are meant to keep people out of things. You never understood that and went in anyway. Most forms of archaic and digital locks have some sort of weakness that you can eventually exploit. Some will be easy, others may take an hour or two.



Astral Attunement

Something about you is more open to the powers of the Astral Realm. Almost as if it's calling you home. You don't know what this feeling is, but you sometimes catch glimpse of spirits in the corners of your eyes. Could you freely walk through the barrier?



Oral Mastery

You're now the world champion at something!

Weapon Proficiency

You may take a secondary proficiency of any type to compliment the one gained by your class. Each proficiency comes with one standard issue version of the weapons pictured, as well as seasoned knowledge of its use. Usually they can be customized to look however you want as long as the general form is kept. Most weapons are lethal enough to cut or crush reinforced steel, and do decent damage to Suits throughout the fight.

The harder and/or more precisely you can swing them makes them perform better, and they'll rarely break from stress or impact. ManaPistol rounds hit like a .45 with minor recoil, while being the size of a 9mm. ManaRifles hit hard enough to ignore Type IV Body Armor with moderate recoil, and ManaBows hit a bit harder than the rifle and are completely silent. In the event you want more than one weapon of your type, you may purchase them for 5k Brouzouf each.



Weapon Proficiency - Cont

Dagger

Simple, small, yet very effective when applied to the jugular.

Longsword

The most common weapon amongst Knights. Most versatile too.

Greatsword

Truly a great sword capable of felling dragons with ease.

Rod

A shorter, blunt weapon. Includes maces and hammer style weapons.

Staff

A blunt instrument used for walking or cracking skulls.

Polearm

Great reach and versatility. Anything from glaives to halberds.

Hand Axe

A tool turned weapon, used to chop both wood and heads.

Battleaxe

Now you can hack with more power!

Whip

Comes in plain or bladed forms. Good to entrap enemies.

Gauntlet

Useful for both combat and defense.

Shield

A classic option for defense.

Tome

Reduces casting times by a moderate amount. Nothing extreme.

Weapon Proficiency - Cont

Focus

Increases casting power a moderate amount. Nothing extreme.

Compound Bow

Any style of bow can be taken with this, it's not exclusive to compound.

ManaPistol

Comes in any SMG, Revolver, and Pistol styles.

ManaRifle

Comes in any LMG, Shotgun, and Rifle styles.

Dual Wield

This allows you the knowledge and skill to use two of the same weapon you're proficient in. Specify which weapon-type you'll dual wield and gain another one of them for free. Must be a weapon you're already proficient in.

Hybridization

You can choose to combine any weapon you've already taken with either a Tome, Focus, or ManaPistol. This can give your weapon more magical application or even a powerful kick in the form of a gunblade. Bows can only be combined with a Tome or Focus.

Specialty Weapons

For one weapon proficiency, you may instead take one of the following specialty weapons. You can use it, and any similar weapons you may find, as well as a seasoned veteran.

Weapon Proficiency - Cont



Explosive Bundle

Multipurpose grenades that are easy enough to make, provided you have the materials. Has four switchable modes; tear gas, explosive, flash, and sleeping gas. Carry around 10 at a time. It wouldn't be too hard to rig up some remote charges or mine variants either.



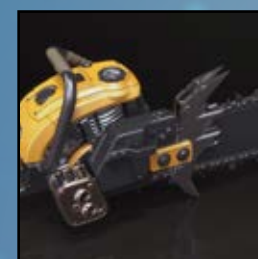
ThunderX-09 Launcher

A prototype rocket launcher stolen from an Empire of Iron shipment. You actually got it pretty cheap on Deus' black market. Comes with the normal explosive payload you'd expect, but can use modified grenades from the "Explosive Bundle" if you take both.



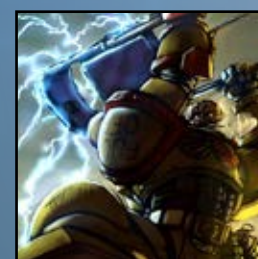
Solar Flame Thrower

The top of the line, at least when it comes to flamethrowers. It uses a form of liquid Astral energy that catches alight when another form of gas is introduced to it. Strong enough to melt a tank if you kept the flame on it for a long time.



The Painsaw

I don't think I need to explain this one, all you need to know is from just looking at it. It can chew through common defenses and can even give Star-Metal a run for its money if applied just right. Will never run out of fuel or break from wear and tear.



Power Chair

It's an electrified chair made out of Star-Metal alloys. Lightweight, but with a terrible blow if you're unlucky enough to be hit by one.

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Physical Arts

Various physical trait upgrades. These abilities add to your martial knowledge and can all be used to gain the upper hand in combat. Know when to use these techniques and you'll be a master of combat. Physical Arts use Training Points gained from other sections. Costs are next to the names. There are also divided up into class specific groups. Like how this first part is for all class types.

All Class Types

Water Tread - 3

Can walk on water for a couple meters. This is more like what ninjas would do to cross short distances over water. If you stop mid-step or go past your limit, you're probably going to get wet.

Runner - 3

Running is something you do quite often, so going for long distances at a decent jog is effortless to you.

Climber - 3

Knowledgeable on how to climb up most surfaces, provided you have places to grab hold. Scaling a cliff is pretty much second nature to you.

Balls of Steel - 3

You will never be frozen by fear and never falter in the face of danger. On top of this, your genitals are granted superhuman durability and can't be harmed.

Pain Nullifying - 5

You can choose to dull your sense of pain. You'll still feel something, so you know if you're badly hurt, but it doesn't bother you at all.

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Physical Arts - Cont.

All Class Types

Staunch Will - 7

While you will still need a high Willpower stat to resist sensory manipulation magic, you can at least prevent yourself from being put into a few states of mind. You cannot be forced unconscious unless through physical impact, and may not be controlled by any suggestive or magical means. Basically, you can not be turned into a mindless slave, have your mental state compromised, and you will always retain your clarity of mind.

Breathless - 5

Can hold your breath for an unbelievable amount of time. I think your record is 40 minutes.

Double-Jointed - 5

You know how rats can contort their bones and squeeze through even the smallest gaps? Yeah, you can basically do that too.

Breath Taker - 7

Defeating an enemy in combat seems to revitalize you, recovering most of the stamina and mana it took to kill them, the moment they hit the ground.

Iron Gut - 5

Besides being able to keep anything down, ingested poisons and toxins have no effect on you. You also require half as much food as average people.

Sleepless - 5

You can stay awake for 72 hours straight with no ill effects or discomfort. After that, you'll need to rest up for a night.

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Physical Arts – Cont.

All Class Types

Disguiser - 5

Know how to dress and behave in a way that won't draw attention. Being able to blend into the crowd anywhere you go. Hell, you could probably sneak into restricted areas by mimicking personnel.

Striker - 7

You know where the pressure points are on most things. Punch to the throat, or a needle in the back. It's all the same for you, just another way to take someone down. If you can hit 'em, they will feel it.

Thick Blood - 5

You find that when you do bleed, you can stop it much faster than most. This won't keep you from dying without attending to the wound, but you wouldn't pass out or die from blood loss anytime soon.

Alert Sleep - 3

You find that you can sleep wherever and whenever you want. Sleeping through the most obnoxious noises and rumblings. However, should anything attempt to harm you, you will snap awake ready to fight. This will work with sleep induced by power use, but if you did not rest enough you will be in a weakened state.

Astral Conversion - 5

Your body is trained to dampen and absorb incoming magic. Any spell that hits you is made 10% weaker, and you absorb 5% of the mana used to cast said spell. Due to mana being absorbed, casting signs placed on you will fade very quickly.

Intensive Training - 10 points

Through hard work and dedication, you may add one rank to one of the following stats that are Rank 4 or under; Strength, Dexterity, Constitution, or Endurance.

65

Physical Arts – Cont.

All Class Types

Specialized Training - 25 points

The training was grueling and life threatening, but you're stronger for it by so much more. May add one rank to the following stats that are rank 5 or 6; Strength, Dexterity, Constitution, or Endurance.

Ageless - 20 points

Your body is nothing short of an unexplained miracle. Maybe the power of your Star Speck seeped throughout and gifts you with eternal youth? This is by no means immortality, but if you play it right you could live for eons. As a side-note, immortality is rumored to be found throughout Creation. All you need are the skills to uncover them, though your chances will be next to none.

Warrior Types Only

Hardened Body - 5

Serious training has left your body tempered. Received physical attacks are reduced by 10% and your muscular durability/strength increases by 10% as well.

Steeled Bone - 7

An experimental procedure was compatible with your physique, and now your bones are 5x as durable. A good choice to make sure nothing breaks while you go about your days.

Crushing Teeth - 5

How the hell did you train your bite? Method aside, your teeth and jaw are nigh unbreakable and you have a bite force of 800psi.

Sure Grip - 3

Even in death, there is nothing that can force your weapon out of your hand.

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Physical Arts - Cont.

Warrior Types Only

Explosive Muscles - 10

Use the full force of your strength in even the smallest action. Quicker movement is possible, as well as delivering devastating blows using your full strength. Continued use is rather taxing, so use it sparingly.

Sweeping Blow - 5

You lash out in front of you with a wide and sweeping arc. Most things caught by your swing would become immediately bisected or crushed. You also find it easier than most to fight against many enemies.

Weightless - 7

You trained in your armor. To you, it is weightless and moving is as easy for you as walking in civilian clothes. Faster, agile, and above all; unhindered in combat. This skill does not work with Industrial or ATKs.

Steadfast Guard - 5

Even if you took a weapon besides the shield or gauntlet, you know how to maneuver it in a defensive manner. If you did take shield or gauntlet, your defensive capabilities with it are that much more.

Extension - 5

The connection to your weapon is one not many know. Attacks hit harder and with less effort, as if you used it your entire life. You know exactly how to wield it to kill the thing in front of you. The weapon itself seems to whisper to you, aiding your combat in an almost unnatural way by moving in ways it shouldn't be able to.

Gore Hands - 5

You can form clawed gauntlets over your hands using your warrior's will, but mostly with your own blood. These claws are sharp enough to tear through most armored plating and durable enough to catch blades in mid-swing. Careful not to use them too much and make yourself pass out from blood loss.

67

Physical Arts - Cont.

Warrior Types Only

Berserker Shift - 10

Lose yourself to the blood and battle. Go numb to all feeling but the lust for blood. Rage with unbelievable speed and strength against the ones in your way. You even gain incredible regenerative abilities while in this state, enough so to heal all but the most fatal of wounds within seconds. Once you've become exhausted, the Shift will end and you will pass out for a day or so.

Tempered Body - 10

It does not matter how old you get, how many grey whiskers grow, you shall forever be a pinnacle of strength. Your body shall remain like a chiseled statue of a great hero until your death. Never to grow tired from age, have back problems, or lose your hearing. Most Grandmaster Monks and the oldest Knight Warriors benefited from such a body.

Warrior and Rogue Types Only

Blindsight - 5

Maybe you were trained in the dark, maybe you're just blind and unlucky. One thing is for sure, you do not rely on sight to see. Even from the smallest sound that most would miss, you can paint the world immediately around you in perfect clarity. 15m range.

Feint - 5

Fake a strike towards an opponent, only to pull back and strike them where they're open. You could use this to put distance between you and your opponent, jumping back instead of attacking.

Tracker - 5

A true hunter. You could track a man through 1000m of land with nothing to go on but a faint scent and a few tracks.

68

Physical Arts - Cont.

Warrior and Rogue Types Only

Martial Artist - 5

Trained in ancient halls of discipline. You are a hardened rock that flows like water, holding mastery over unarmed combat and technique.

Meditation - 7

You can increase your maximum stamina and mana pool by meditating as still and planted as stone. A whole day of meditation granting a bonus 5% to your reserves, up to a max of 200% extra.

Hyper Sense - 7

You can activate a trance-like state to heighten your senses for a few seconds. To you, it will feel like a few minutes as your perception of time is slowed. This allows you to react with deadly precision to even the fastest movements. Some claim it's magic, but actual manipulation of time is not possible through any means. Can be used at will or reactionary, but you can't use it more than once or twice an hour.

Focus - 5

Perhaps the loud commotion of large battles distracts you. The smell of blood overwhelming your senses. You need to focus on one thing alone, that's to survive. Tune out anything you wish to focus solely on what's in front of you.

Relentless Charge - 10

For a few moments you can attack in succession at unbelievable speeds, no matter the size of your weapon. Using this more than once every 15 minutes is not recommended if you want to reserve your breath and health.

6th Sense - 7

You can hear your nerves scream out to you long before they ever feel anything. Be it someone's stare from across the woods, or a knife swinging down into you back, you can feel it and react in kind.

69

Physical Arts - Cont.

Rogue Types Only

Blink Step - 7

A technique used by especially quick people that is said to be similar to an Astral Slide. You can seemingly teleport anywhere within a range of 5m, but it's all in how you step. Can not do this more than once every second, but even then repeated use is extremely taxing.

Organ Shift - 7

You've learned how to control your insides just as fluidly as your outsides. You can move your organs around, but do be mindful of their size and how they sit. Trick an enemy into thinking they stabbed your heart when all they hit was an empty space.

Light Step - 3

You can move in a way that makes almost no noise, and any pressure based trap or security fails to be tripped by your step.

Glancing Blows - 5

The smaller your blade, the faster you seem to strike. Fangs flashing in the dark as you slash and hack apart the enemy in front of you.

Deft Hands - 5

You now know the streets work, and so do your idle hands. Into pockets and onto belts it can go, taking anything it wants with the victim none-the-wiser. You hardly ever drop anything either, similar to Sure Grip in its own way.

Back-Taker - 5

To fight is to dance, and you know the steps well. After dodging an attack, you can quickly position yourself behind your opponent. Take care you know what to do once there.

70

Physical Arts – Cont.

Rogue Types Only

Hidden Blades - 5

Doesn't matter how little clothing you have on, you know how to hide almost a dozen throwing knives and other small thrown weapons in them. A full outfit and large coat could hold dozens of knives, while a bathing suit could hold a handful.

Play Dead - 5

Silence your breath, and even slow your heart to imitate the dead. Of course, stopping your heart for more than a few seconds would be pretty harmful, so don't be stupid.

Nimble Reload - 3

You can reload your weapons pretty reliably while running, underwater, falling, or even while doing Gymnastics. It's mostly muscle memory from previous fights, so try not to force it or be panicked.

Bank Shot - 7

For a single shot every so often, you can in an instantly figure out the ricochet path of a bullet yet to be fired by you. If you choose to follow the path, you will be able to make some very impressive shots to help you out when you least expect it.

Gun Fu - 7

Ranged combat from extremely close range. Why not apply martial close combat and knife fighting styles to firearms? Use your gun or bow/arrow to strike enemies and fire from point-blank range, bypassing any shield if you're close enough. I recommend bayonets and attachments on two handed firearms.

Flash Reload - 7

You can somehow use your innate magical power to teleport your spare ammunition into your weapons. In the middle of firing even, instantly refilling your machine guns back to full.

71

Physical Arts – Cont.

Rogue Types Only

Gymnastics - 5

Your body is nimble and able to soar through the air above your enemies. Leaping onto their shoulders and off of their backs, dissenting groups of foes or single opponents. Parkour and other related movement is natural to you.

Impromptu Weapons - 5

You like to fight and think on your feet. Craftily picking up a lamp and turning it into a deadly staff, or creating a molotov from what's in the cabinets. Crafting your own ammo and modifications for guns from scrap and spare parts are also something you do very well.

Concussive Round - 5

You can fire a "blank" round of raw force meant to incapacitate your target. The impact will at the very least knock whoever it hits on their ass.

Certain Shot - 10

For a single shot every 24hr, you can seemingly control its path to the target. Weave a projectile around corners or through a crowd, it follows your eye right into whatever you fired it at. Must have clear vision of the intended target upon firing.

Final Shot - 20

A person with this ability is guaranteed to make one ultimate attack that will bypass any magical/mundane/corrupted defenses, but they can only make this shot once in their existence. Even a Great One would become injured if hit by this blow, and would most likely become extremely angered.

72

Astral Arts

Magic is available to all classes, provided you can afford it. Spell power is based off your AsC, and MP tells you how much you can cast. Use your head in determining your limits and spell power, based on your levels. Magic is tricky, as overuse at any level will mentally or even physically burn you out. None but the best delvers can rely solely on magic in combat without killing themselves in the process. Astral Arts use Shard Points gained from other sections. Costs are next to the names. They are divided up into different magic families.

Abjuration

Cast instantly upon others through touch, or after a short chant and directing your power towards them to cover a short distance. Self casting also requires a short chant.

Mundane Repair - 5

Drop a tea-cup or find a torn note? This power allows inorganic materials to resume their previous, undamaged form, repairing said tea-cup and presenting a readable note.

Mending Touch - 7

Similar to Mundane Repair, but used on organic material for the sake of healing. A deep wound that would require intensive surgery and a long period of rest can be healed completely in a just a few hours.

Purify - 5

Whether it is in a glass of wine, a snake's bite, or in someone's blood, you can nullify the toxin and render it harmless. You can even counteract traces of Corruption in people, but it's untreatable once it spreads to their heart.

Water Breathing - 5

Allow someone to breath underwater for an hour. Can be recast before it runs out to extend your "tank".

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Astral Arts - Cont.

Abjuration

Cushion Ward - 7

A ward meant to reduce the force of physical impact on a person by 20%, but only protects from one impact and would need to be recast afterwards.

Elemental Shield - 7

Similar to Cushion Ward, except this is meant to reduce impact from elemental attacks, such as fire or even Corruption. A hostile elemental impact of physical or magical nature would be reduced by 20%.

Astral Shield - 7

Another ward, but for non-elemental magic based attacks. Hostile magic would be reduced 20% for one attack.

Iron Flesh - 5

This buff would harden one's skin to be as strong as iron for roughly a half hour. Useful for simple protection.

Absolute Shield - 10

This allows you to generate a stationary shield of pure Astral Energy. Can be made large enough to cover up to ten people, but at decreasing effectiveness that larger it is. When small enough to shelter 2 people, it can absorb most of a spells magical impact and block Corruption completely. Burns through mana quickly, so it's best to use this for no longer than a couple moments.

Honed Edge - 5

Enchant your blade, or even a blunt club, to have a more forceful hit. Blades can cut through objects 10% easier and impacts hit 10% harder. Lasts for 10 minutes.

Replenish - 7

Fatigue and exhaustion can be reduced and one's stamina regained. With one cast you would regain half of the physical energy you've used in the past half-hour. Can only be used once a hour.

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Astral Arts - Cont.

Abjuration

Mana Replenish - 7

Similar to Replenish, except this allows one to regain spent mana. Gain a third of mana used in the last half-hour, and can not be recast for a hour.

Adrenaline Spike - 5

You find physical exertion takes 30% less energy for 7 minutes. Hour long cool-down.

Focused Mind - 5

You find that magical exertion takes 30% less mana for 5 minutes. Hour long cool-down.

Always Fresh - 3

Say goodbye to bodily functions after meals and the filth you wash off every day. Enchant yourself to always be clean and fresh, no matter what you happen to go through. Don't ask what happens to your needs, just be happy knowing that you don't have to use the bathroom anymore.

Conjuration

Depending on the strength of your summon, the chant could consist of a single word or an entire chapter from a summoning tome. Can forgo chants with summoning circles, but they are rather complicated and only really useful for the most powerful summons. Conjuration spells are broken up into smaller groups. These groups are Creation, Infernal, Astral, Nothing, and Soul.

Conjuration - Creation

Creation summons are pulled from the physical realm.

Item Summon - 5

Summon a small portal large enough for you to stick your head through. Anything may be placed inside and instinctively taken out with seemingly no limit. Where the stuff is actually stored, who knows?

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Astral Arts - Cont.

Conjuration - Creation

Beast Minor - 5

Small familiars, such as mice or bats that can carry out your commands. Normally it's to fetch something or keep an eye out, but with enough time you could summon an entire horde of plague rats.

Beast Average - 7

Average beasts found naturally. War dogs and hunting hawks to be used as comrades or excellent guards.

Beast Greater - 10

Great beasts such as Sabertooths, minor drakes, and even a war elephant. These beasts are almost as strong as you are out of armor, but they are only well trained animals.

Beast Major - 20

The higher tier of the bestial hierarchy. Sage Dragons and Elder Phoenixes, the beasts of legend that can fight an army. They are more strong willed, and if not offered proper incentive a summon can go horribly wrong. Dragons do love gold.

Conjuration - Infernal

Infernal summons are pulled from the Infernal Realm.

Imps - 5

Horrible, gnarled creatures with no thoughts, only instinct. These are the pests of the inferno realm and can only understand simple instructions. They love to eat anything that puts up a fight. One is not threatening, but a large swarm can decimate an adventurer's party.

Wraith - 7

Ghost-like entities similar to an Eldration, but with a more corporeal form and less corruption. These soul eaters can flicker in and out of sight to surround someone and tear them to grisly shreds.

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Astral Arts – Cont.

Conjuration - Infernal

Succubus - 10

A daemon of desire that takes the form of the summoner's ideal woman. These can easily be used as hidden eyes across the land, able to skulk among the crowds, and even pull a man into the alley to devour their heart.

Nightmare - 7

A demonic horse that has an ever shifting visage of bones and mangled flesh. Can cross most terrain swiftly and unnoticed in the dark. Not to mention, any unwanted riders will be dragged to hell.

Soul Merchant - 7

Can appear before targets and attempt to get them to sign away their soul. Of course, their wish always backfires in horrible fashion.

Whisperer - 5

A specter that whispers softly across the dreams of people nearby. Nightmares feed on your victims as they slowly descend into madness.

Banshee - 7

One who hails death. Any, except her summoner, who lay eyes upon the banshee will be cursed to die by the next full moon. This curse can be easily broken by remaining inside a circle of salt the entire night of the full moon, but one might not know such things.

Tentacles - 10

Great appendages from the lowest and darkest pits of hell. They slowly crawl out and grab hold of anything it touches. Summoned from an anchor portal, they slowly gain 1 meter of reach per half hour summoned to a max of 200 meters straight. You control the actions of these gropers and how large they become. Perfect for traps.

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Astral Arts – Cont.

Conjuration - Infernal

Flesh Ripper - 10

A great daemon of carnage and violence. These massive beasts could massacre an entire town within a single night. Don't expect it to obey you, just give it a target and it will fight until it dies.

Daemon Lord - 20

I would advise against this unless you could fight it, and these things have powers equal to Heroes. They are cunning and intrigued by your power, and if properly handled they are powerful allies in any situation. Better make sure you don't give them a single chance to possess you, or you'll be cast to hell.

Conjuration - Astral

Astral summons are pulled from the various zones of the Astral Realm

Wisp - 3

A small ball of light to illuminate your surroundings. It feels quite fuzzy and warm. Will turn red if danger approaches.

Elemental - 5

A spirit of Creation that represents an element or force of nature. Summoning them requires a small bit of the element you'd like them to embody, such as fire, wood, metal, lightning, water, ice, or air. The more offered, the stronger they shall be. It would take an insanely large amount of fire to create a Fire Elemental as strong as yourself.

Astral Spirit - 5

A spirit of pure magical energy that can aid you in many situations. Inhabit the mop and clean your floors automatically, or even aid you in combat by throwing Astral bolts. Full strength reflective of the amount of mana expected to create it.

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Astral Arts – Cont.

Conjuration - Astral

Trickster - 10

A shapeshifting spirit that can act as your eyes and ears. Its preferred forms shift from fox, to crow, to an inconspicuous woman. Of course it will take the form best suited for the responsibility, and its fighting ability is similar to an average human while its speed and magic are as honed as a Starry Knight Master's.

Dream Master - 7

Similar to a Banshee, this spirit instead causes peaceful sleep and full rest. It will also share the dreams of others with you, so it could be useful to glean information.

Valkyrie - 10

A guardian of the warrior's sepulcher in the Astral Realm. They ride upon horses of thunder and can fight on equal terms with Knights.

Zodiac Warrior - 20

A warrior of the Zodiac Council that oversees the Astral Realm. The one you want to summon will be limited by your own sign, and they all have unique abilities and skills to rival even the most seasoned Knights. Building trust with your summon will open up the options for more of the 12 warriors, and getting to know them all will grant you invaluable fighters.

Conjuration - Nothing

Horrible monstrosities pulled from the chaos storm of Nothing

Corruption Seed - 10

You can Corrupt your Star Speck, allowing you to mimic Turned abilities for the few minutes before the Speck purifies itself. Warp your flesh into vicious claws and tentacles, or even regenerate fast enough to stave off all but the most fatal of wounds. Using it more than once a week will cause you to immediately lose your soul and make the change permanent. Trust me when I say you don't want that.

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Astral Arts – Cont.

Conjuration - Nothing

Amalgamation - 10

Uncontrollable shoggoth-esque being with near limitless growth potential. You only summon a ghost-like Eldration, which will then possess dead flesh offered to house it. The more flesh provided, the larger and more monstrous it shall be.

Turned - 7

Again summon a ghost-like Eldration, but it only possesses a single corpse. This corrupts them into a controllable Turned, a twisted and monstrous creature that used to be a man. The process renders them nothing more than mindless slaves that act on brutal instinct.

Nothing At All - 20

With tremendous power you can summon an orb of Nothing to swallow whatever it touches: a small, localized black hole that ignores the you and any you think of as allies. This becomes more powerful with increased Astral Connection. At rank 7 AsC you could easily destroy a small city, but the amount of time needed to cast one that large would be close to a week. Lasts a few seconds, and anything left nearby shall be tainted by Corruption.

Conjuration - Soul

Manifestations of your own soul's power

Partial - 5

Call forth a small amount of the light in your soul to become tangible and aid you. Summon up to 4 extra arms that act under your will. When an arm is injured beyond use, it will dissipate and take a day to heal. Durability and force determined by AsC.

Starry Light - 5

Summon forth a torrential rain of brilliant, starlike arrows. Covers a 7m area but can be cast up to 20m away from caster. Especially effective against the Undead or Corrupted.

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Astral Arts - Cont.

Conjuration - Soul

Complete - 10

Call forth the light of your soul to become tangible and aid you. Every person's soul is different, so when the whole soul is called forth it can take on a unique appearance. Boasts the same stats and abilities as you. Can not use Conjuration or Necromantic magics. Range of 5m, durability dependant on AsC. Damage to it will appear on you at half capacity, and the Soul requires a day to recuperate from damage.

Star Blast - 10

Blast a column of pure light that could swallow a man whole. Retains maximum damage output up to 10 meters away, with diminishing force up to 50 meters. Any Undead or Corrupted is either turned to ash or purified from its full power. Did I mention it also hits like a rather large cannon for anything else?

Enchantment

Casting is pretty simple here, just focus on the object of enchantment and direct your power into the spell. Direct contact allows for much more precise and quick casting. Enchanting has two main applications; Imbuing items with elemental aspects, or Swaying people's emotions.

Enchantment - Imbue

Fire Imbue - 3

The warmth of fire shall spread throughout. Weapons can burst aflame to add to its lethality, while trinkets/armor shall offer magical resistance to fire based magic and protection against intense heat.

Water Imbue - 3

The ebb and flow of the deep waves drip. Weapons can throw razors of water from its swing, while trinkets/armor shall offer magical resistance to water based magic and negates the negative effects of water pressure.

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Astral Arts - Cont.

Enchantment - Imbue

Ice Imbue - 3

The bite of frost and kiss of snow dance about. Weapons can cause anything it touches to rapidly lose heat as if touched by liquid nitrogen, while trinkets/armor shall offer magical resistance to ice base magic and protection against the cold.

Earth Imbue - 3

The roots of the primal mountains hold fast. Weapons become nigh unbreakable, while trinkets/armor shall offer magical resistance to earth based magic and makes you unable to be thrown off balance.

Air Imbue - 3

The songs and whispers of the wind harmonize. Weapons can bend air currents around itself to make it difficult to see its exact shape or length, while trinkets/armor shall offer magical resistance to air based magic and negates the negative effects of air pressure.

Lightning Imbue - 3

The crack of power and the explosion of light radiates throughout. Weapons are covered with blue lightning that stuns any it touches, while trinkets/armor shall offer magical resistance to lightning based magic and general electric shocks.

Nature Imbue - 3

The gentle sway and lull of the old forests reside within. Weapons are coated with a sap that will slowly paralyze once in the blood, while trinkets/armor shall offer magical resistance to nature based magic. Most wild beasts respect you and are no longer hostile towards you and current company.

Corruption Imbue - 5

The shriek of Chaos and the sinking pull of Nothing envelop. Weapons introduce corruption into anything it touches, while trinkets/armor shall offer magical resistance to all forms of Corruption.

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Astral Arts - Cont.

Enchantment - Imbue

Ice Imbue - 3

The bite of frost and kiss of snow dance about. Weapons can cause anything it touches to rapidly lose heat as if touched by liquid nitrogen, while trinkets/armor shall offer magical resistance to ice base magic and protection against the cold.

Earth Imbue - 3

The roots of the primal mountains hold fast. Weapons become nigh unbreakable, while trinkets/armor shall offer magical resistance to earth based magic and makes you unable to be thrown off balance.

Air Imbue - 3

The songs and whispers of the wind harmonize. Weapons can bend air currents around itself to make it difficult to see its exact shape or length, while trinkets/armor shall offer magical resistance to air based magic and negates the negative effects of air pressure.

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Corruption Imbue - 5

The shriek of Chaos and the sinking pull of Nothing envelop. Weapons introduce corruption into anything it touches, while trinkets/armor shall offer magical resistance to all forms of Corruption.

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Astral Arts - Cont.

Enchantment - Imbue

Astral Imbue - 5

The lullaby of the Astral echo from all around. Weapons are enshrouded in pure magic to increase its lethality, while trinkets/armor shall offer general magical resistance and higher tolerance for the Astral Realm.

Possession - 5

Bind the souls and spirits inside. You can bind non-physical entities inside weapons and armor to offer their assistance. A blade with the soul of a great warrior will seem to fight on its own, while a magical spirit inside a hat can whisper Astral secrets to you. You usually get what you want, but being a Conjuror or Necromancer yields far better results in tandem.

Enchantment - Emotional Sway

Raging Sway - 5

Blinding rage and bitter words. You can implant volatile anger into a someone's thoughts, amplifying it all the more if they already feel it. My, you could drive a man into blind rage.

Fearful Sway - 7

Gripping fear and shallow breaths. You can trigger pure fear in someone's thoughts, amplifying it all the more if they already feel it. Send someone fleeing in terror or into a state of shock.

Loving Sway - 7

Burning passion and tender hearts. You can suggest deep love into a someone's thoughts, amplifying it all the more if they already feel it. Draw the most cold and distant person into your arms happily.

Exhausting Sway - 5

Tired arms and heavy eyes. You can induce exhaustion into a someone's thoughts, amplifying it all the more if they already feel it. Make someone who just woke up feel as if they barely slept at all.

Astral Arts – Cont.

Enchantment - Emotional Sway

Relaxing Sway - 7

Gentle wind and soft sighs. You can induce a state of relaxation into a someone's thoughts, amplifying it all the more if they already feel it. The most tense person would become comfortable around you.

Joyous Sway - 5

Echoing laughs and warming smiles. You can stimulate joy in a person, amplifying it all the more if they already feel it. Even the most dream of man would stand and dance in jubilation.

Submissive Sway - 10

Binding chains and docile gaze. You can assume authority over someone, amplifying it all the more if they already feel it. The most resistant prisoner would bow down before you and obey.

Despairing Sway - 7

Gripping terror and hopelessness. You can induce despair into a someone's very being, amplifying it all the more if they already feel it. The brightest light in an army would fall to their knees in despair.

Heated Sway - 10

Lavender scent and eager hands. You can cause someone to go into heat, amplifying it all the more if they already feel it. No, I'm not gonna spell it out.

Disgusting Sway - 5

Contempt stare and abhorrent words. You can cause a person to loathe their current thoughts and situation, amplifying any current disgust felt. Cause someone to be repulsed by who they admire most.

Courageous Sway - 10

Bright hearts and bellowing cries. You can cause someone to swell with confidence, amplifying it all the more if they already feel it. A coward could take up arm against an Old One and not be fazed.

Astral Arts – Cont.

Enchantment - Emotional Sway

Resentful Sway - 5

Scheming thoughts and spiteful stares. You can cause someone to begin to plot against another, amplifying it all the more if they already feel it. Life-long friends could stab each other in the back gleefully.

Anti-Magic

Casting Ant-Magic is a bit difficult to explain. Most users say it's almost instinct when casting it, and others say it's a silent "will" for it to be cast. I'm sure you'll figure it out. Anti-Magic can even halt other Anti-Magic if your spell takes effect first.

Astral Detection - 10

You are able to feel the innate astral energies from all beings, as well as the forces of Corruption for 10m around yourself. Detect the magic coming from a charm or even an incoming Scorch Missile. You could sense someone trying to catch you unaware as soon as they're close.

Feedback - 7

If cast roughly the same time your intended target casts a spell, you will force their spell to fail and cause a minor feedback that drains the target of twice the mana their spell would have cost.

Devour - 10

By taking hold of someone you can "eat" their mana, along with an equal amount of your own mana to replenish your stamina.

Breakdown - 10

Enchantments and runes can be broken by a mana pulse equal in scale to the mana it took to create said enchantment.

Polarize - 10

Form a stationary point of polarized mana that draws in all forms of magic. Similar to a lightning rod, but for magic.

Cloak - 10

Hides your true strength from most means of prying. A certain power gained from a Great One can still see through this.

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Astral Arts - Cont.

Illusion

A wave of your finger, a subtle smirk, or even a strange whisper. Casting illusion magic can be as varied as its applications.

Seeing Double - 5

Cause someone to start to see double, slowly blurring their vision more and more until they essentially become blind and pass out. Easily broken if they just don't panic.

After-Image - 7

Make it appear as if there are more than one of you, more coming into view as time goes on. Very easy to distort and trick someone's view with these. However, the images only last as long as you stay mobile.

Faux Astral Art - 5

You can make it look like you are casting any other spell. You have to at least have the faintest knowledge of the spell you wish to mimic. Make it look as though you threw a Scorch Missile at someone to send them diving for cover. Limited only by your creativity.

Illusory Cloak - 7

Assume the form of another and take on a new voice to fool someone's ears. This illusion lasts until you are attacked or if you cause too much suspicion trying to imitate another.

Subtle Change - 5

You can cause someone to experience slight perception changes that slowly grow until they realize something is wrong, even then they'll still need to break free. Make them think it's getting slowly hotter and hotter, or even give them vertigo and other disorienting effects.

Smoke and Mirrors - 7

Cast shadowy fire, evil shapes, enticing whispers, and all sorts of dream-like illusions. Since they lack substance, they can only be overcome through sheer will. Perfect for confusing unaware hostiles or while retreating.

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Astral Arts - Cont.

Illusion

Fine Projection - 10

Focus on a single thing, and make it completely lifelike. Cast a wall that someone would walk into, or a hand that could choke someone to death. Enough damage will sunder the illusion.

Forced Experience - 20

You can impose a single sensation onto someone. Tell a man his weapon weighs a ton, and he shall drop it in exhaustion. Say they are drowning, and they shall picture themselves under dark waves and gasp for air. The less plausible the experience is, the shorter the duration. Sleeping in battle is unfathomably stupid and won't work for long no matter what. These experiences have a longer cooldown than most spells, so use it wisely.

Channeling

Feel the power flow from yourself to manipulate the forces of Creation. Casting is done by willing the spell from deep inside you and releasing it in a burst before you.

Scorch Missile - 7

A fist sized projectile of liquid fire that explodes upon impact, covering the area in flames. The flames can not be put out by conventional methods, will cover up to 10 meters before burning out, and last for roughly 10 minutes.

Inferno Burst - 5

A condensed explosion of flame and ash that incinerates anything directly in front of you. The blast has diminishing impact and lethality up to its max range of 3 meters.

Flame Dancer - 15

You can conjure flames that obey your will to dance around the room or consume a village. The amount of flame and its heat is determined by your Astral Connection, with rank 6 being enough to generate enough blue flames to decimate several blocks.

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Astral Arts - Cont.

Channeling

Singing Rain - 7

Cause the clouds to swell and burst with heavy rain for 4km around you. The raindrops are extensions of your senses and you can feel every shape and form hit by a raindrop.

Dense Fog - 7

Heavy fog that you could cut with a knife appears for 2 km around you, shrouding anyone caught within. You can see through the fog easily enough while others are made blind.

Water Dancer - 15

You can conjure water from thin air to flow through the air in accordance with your will. The amount of water is determined by your Astral Connection, with rank 6 being enough to generate enough water to create a 20m tidal wave.

Winter's Claw - 5

Jagged shards of ice form in the air and follow the path of your hand. They can tear through steel easily and cause anything it touches to become chilled and begin to freeze.

Flash Freeze - 7

By placing your hand upon something, or even by sending the cold through a water source, you can freeze something solid within mere moments. Sending this frost through water causes it to slowly lose effectiveness up to a max range of 20m.

Frost Dancer - 15

Crystals of ice seemingly form in the air into any shape you desire, even imitating such things as birds if you wish. The amount of ice and it's coldness is determined by your Astral Connection, with rank 6 being enough to generate enough blue flames to cover 3 blocks.

89

Astral Arts - Cont.

Channeling

Petrify - 7

Similar to Flash Freeze, but this will turn most anything you touch into solid granite. This of course kills anything living. The process is slow, turning 2cm² of organic material to stone per second.

Shrapnel Field - 10

Loose rocks and shards of stone fly closely around you in a swirling shell of death. You can send parts of your field out like shotgun blasts with more than twice the force of a 12 gauge shell. Limited to how many rocks are around you in a 50m radius.

Earth Dancer - 15

The earth rises to meet you, even if there is none at your feet. The amount of earth is determined by your Astral Connection, with rank 6 being enough to generate enough to form a controllable golem standing 80 feet tall or even forming an entire castle to serve as your home.

Gale Razor - 5

Take the air around you and compress it into a bladed projectile. Slices through steel like it were paper, is as long as your forearm, and has diminishing effectiveness to its max range of 30m.

Tornado Zone - 10

Create a localized sphere of violent wind to ravage an area up to 40m away from yourself. People caught in this will be battered from all side with extreme force. Effective range of 15m, max range of 25m.

Air Dancer - 15

Any air around you will listen to your call, and you may even summon enough air to provide 15 hours of breath. Use this to fly, smack people around, or even bend light and become partially invisible. The impact force of your air is tied to your Astral Connection, a rank 6 causing impacts equal to some of the larger tornadoes.

90

Astral Arts - Cont.

Channeling

Lashing Vines - 5

Vines will burst out of any surface and entangle whatever it touches. Useful in restraining unaware people. They can also be barbed to lacerate any uncovered flesh similarly to razor wire.

Poison Mist - 10

Generate a deep purple mist from your heavy exhale. This boxing will paralyze anyone after a few breaths, and will either induce sleep or cause their heart to stop beating depending on which you want the mist to do.

Nature Dancer - 15

The deep forests obey your commands, sprouting from nothing and quickly consuming anything it touches. You could summon a tree to swallow and crush someone whole, or even a whole forest spanning 5km if you have a high Astral Connection.

Lightning Bolt - 5

A simple and elegant spear of lightning that pierces steel as if it were nothing. Of course it is still electricity, so it works best through conductive materials. Magical protection acts as a pretty decent insulator by the way.

Crackling Tower - 10

A massive column of concentrated lightning and electricity focused on a single 5m area around yourself. You will be fine, but anything else caught in the blast is most likely dead without the best protections. Stray bolts can go flying, and they pack a punch similar to a tank.

Spark Dancer - 15

Crackling energy flows around you, ready to fly into any you strike or even sent to impale them at range. The art of the spark is yours, and most bolts will pack a punch similar to high-tier mana bolts. Their shock is determined by your Astral Connection, bringing down even dragons at rank 7. The bolts will pretty much fly until they hit something, so aim carefully.

91

Astral Arts - Cont.

Channeling

Astral Force - 5

A solid impact made of pure Astral Energy. Similar to mana bolts, but these are made of pure energy and are pretty much unlimited. Strength determined by Astral Connection, reaching enough impact force to resemble an anti-tank rifle.

Astral Dais - 7

Quickly generate a small, but solid disk of concentrated Astral power under your feet. This allows for one to seemingly “double-jump”, walk on water, or even walk through the air. Can only be used for 100 consecutive steps, or one “double-jump” before needing to plant feet on solid ground. Exceeding this limit runs the risk of having severe leg cramps for a day or so.

Necromancy

A mix of Summoning and Channeling. Extend your arms over a casting circle and call out the spell with your very soul. Or just stand there and look like a weirdo as you simply focus on the spell you’re casting. Whichever works for you.

Soul Call - 5

Cast a line into the Astral Realm to pull forth a soul that will heed your call. Reach in for general spirits or seek specific ones to be called. Powerful souls are quite difficult to control and may resist you, especially if it is the soul of a Starry Knight. They could overpower you if you let down your guard.

Spectral Lash - 7

Your hand becomes ghostly and passes through anyone you swipe at. The damage is done directly to their soul, tearing it and causing immense pain. Most people will pass out from shock due to this. If done carefully, you could rip out someone’s entire soul, which would leave an emotionless husk under your command. The soul is kept in a jar, that if ever opened would allow them to return to their body.

92

Astral Arts – Cont.

Necromancy

Raised Construct - 7

Bones of the dead and the stench of rotting flesh. The dead will rise and obey you. Freshly dead corpses will regain their life in a state of undeath, preserved as a zombie. They are never truly under your control. Rotting corpses become brutish zombies that are good as fodder and corpses of particularly skilled people retain their fighting strength. Skeletons are skeletons.

Mana Drain - 7

Through direct contact you may siphon someone's astral energy to replenish your mana stores. Fully draining someone would take about 20 minutes of direct contact. Every person killed by being drained completely grants you 5% of their mana reserve, which is added to your mana pool size permanently.

Vitality Drain - 7

Through direct contact you may siphon someone's life energy to heal yourself and replenish your stamina. Fully draining someone would take about 20 minutes of direct contact. Every person killed by being drained halts your aging for one year. That effect is stackable.

Decay - 10

Your very presence causes life to wither away. Living creatures would be put off by your presence, plants wilt, and objects become deteriorated. By focusing that power into a specific point within arm's reach, you could cause a living creature age to die from rapid decomposition or even make swords crumble away into rust.

Astral Puppet Strings - 10

Latch strings into a soul and turn them into a marionette for you to control. Either living or dead, so long as they can not put up a fight you can attach the strings. Once you do, they are at your mercy as you fling them through the air to dance for you and obey your every command.

93

Astral Arts – Cont.

Necromancy

Desecration - 10

By placing your hand upon someone you can start to rupture every fiber of their being. The process is long, tedious, and the worst pain imaginable for the target. Done right you can cause their bones to explode out as a minion ready to serve. The soul will be scarred by this process, becoming a malevolent and sadistic spirit bound to the bones forever. They forget you are the one who did this to them due to the trauma, and are completely loyal to you of their own free will.

Lichdom - 10(+ the cost of your Phylactery)

You choose to give up your humanity and preserve yourself forever in undeath, or so many believe. In all honesty, you didn't need to do anything evil, just remove your own soul and embrace the necromantic energies. You have your choice of fresh zombie and just appear a bit more grey colored, or even go full skeleton. Maybe a withered mummy with torn and dry flesh? Whatever the case, you need to anchor your soul with **one of the following 3** Phylactery choices. Also, all your magics will be strengthened by 20% of their original efficiency. **Can not take with Death Knight.**

Inanimate Phylactery - 5

Something such as a shining jewel or a bottled potion. To house your soul forever, tucked away out of sight. You can never be truly slain if your Phylactery stays whole, reforming slowly within its proximity over the course of a year. The flip side is that as long as you are not "dead"/reforming, the Phylactery will repair itself from small damage after a day and completely restore itself after a year.

Astral Arts – Cont.

Necromancy

Familiar Phylactery - 10

Sometimes called the “Lover’s Phylactery”. You enter a contract with another person and they house your soul within themselves. Neither you nor your phylactery can be truly slain unless both are destroyed before the other reforms. When damaged, one will slowly reform within the other’s proximity over the course of a year. The Phylactery will become similar to you, mimicking your new undead form. You’ll have to provide your own reasons and arguments to convince a companion to do this, resulting in a sort of marriage of your souls. This allows for you two to freely engage in a sort of melding of spirits that is akin to intercourse. No, I won’t elaborate.

Soul Transfer Phylactery - 15

Your soul is not anchored to any one form. You can transfer your very being into other corpses or completely willing people to take control of and use as your new form. You could even transfer your soul into special constructs such as a clockwork man or golem. If your current shell is destroyed, your incorporeal soul will have 24hrs to find a new home or else it will be sent into a state of limbo between the astral world and our own. Allow me to stress the fact that this is a fate worse than any curse or death.

Death Knight - 20

Similar to the Lich option, but you do not gain a Phylactery. Instead, your life is anchored to your now undead heart. Should it ever be purified or burned in holy fire, you will die a painful death. A Death Knight does not gain any magical boost, but instead benefits from an increase of physical strength and abilities in the form of a 20% bonus. You shall become cold to the touch and appear slightly more grey/pale than you already did. Most strangers will always feel uncomfortable around you, but that can be overcome by forming friendships.

Can not take with Lichdom.

Astral Arts – Cont.

Transmutation

“In hexagons we trust, in hexagons lies strength, in hexagons we reshape reality.” -Professor Russ, teaching his seminar on transmutation casting signs.

Detailed casting runes are needed as a medium for casting. Whether placed on the ground for precise usage, or inscribed onto objects themselves for quick use. A popular show, Solid Gold Philosopher, explores many ways to use transmutation circles.

Mundane Transmutation - 7

By using simple casting runes and adding non-living objects, you can break it down to its most basic form and rebuild it as you see fit.

Bio Transmutation - 10

By creating complex casting runes and adding organic material, you can break it down to its most basic form and rebuild it as you see fit. I recommend extensive knowledge in biology and maybe even medicine if you don’t want to clean up exploded chimeras.

Switch - 7

Switch the position of two objects within 100m. A switched object must have room to be switched, since trying to force it is extremely tiring and usually won’t work anyway. Can’t clip things into other things, like a man into a wall for example. Objects must be placed on, or inscribed with matching runes.

Astral Charge - 3

You can steadily produce the Astral energy that Suits run on. It’s a slow and steady process, but even having one hand on/in the Suit will charge it. Not much focus or mana is needed to do this, but can not be done in combat or threatening situations.

Astral Arts – Cont.

Training

Go sit under a waterfall for a day or two, I dunno. Just shut up and take the extra stat point.

Intensive Training - 10

Through hard work and dedication, you may add one rank to one of the following stats that are Rank 4 or under; Astral Connection, Mana Pool, Willpower, or Intuition.

Specialized Training - 25

The training was grueling and life threatening, but you're stronger for it by so much more. May add one rank to the following stats that are rank 5 or 6; Astral Connection, Mana Pool, Willpower, or Intuition.

You think back on all your training and fights, your hand finding several small scars as you wash yourself. The water is refreshing, waking up and relaxing your tired body. You accidentally got some shampoo in your eye. After washing it out and having your moment of reflection interrupted, you hurry and finish showering. You dry off for the most part and draw a smiley face on the fog covered mirror before leaving the bathroom. You stride back out into your bedroom, your towel wrapped around you.



They all have secrets.

No one is as they seem.

But then again...

Neither are you.



The day that the majority of Al'catora left to colonize the other planets became known as Mass Exodus O.

Fifty seven percent of all people living on Al'catora left in mass migration fleets to find new life and fresh starts. Life was peaceful for all, supervised by a council that sit upon their thrones on Al'catora. There were times of short war and terror, caused by feral and warring people, but nothing too serious ever threatened the worlds. At least not noticeably. These people never wanted peace, and were corrupted by the influence of the Nothing's madness long before anyone noticed its taint.

Through time, the people turned their eyes out past the stars and saw that soon they abruptly stopped. Nothing was past the outer stars. In the name of curiosity they made constructs of technological wonders and Astral power.

The year was ME 1320, when finally a ship had been built to explore beyond their star's reach. The ship kept constant communications with the 7 Worlds as they warped to the edge of the stars. Past the final star's light, they would learn to fear the unknown. It was almost as if the sound of the Astral Engines powering down was an ominous foretelling of what was about to happen. Still broadcasted, the creaking and groaning of the hull echoed around the explorers. Two chilling words seemed to echo from all around, even for people watching the broadcast. The voice a chorus of noise that seemed to invade your mind.

I hunger.

On your nightstand sits a stack of letters. Some are old, some are new. You sit down on your bed and begin to flip through them. Letters from friends, job offerings, and the occasional flyer for Authentic Orcish Cuisine takeout. Going through them bring forth memories of you social life. Who are your friends? For who do you work for? What is it that keeps your bank account from drying up? A faint smile plays on your face, the smell of paper and ink floating around you.

Factions

Some of the various factions to be found in power throughout Creation. These fractions even offer specific jobs later on if you wish to accept them. If not, then you will be silently supported by the faction of your choice and called upon in great times of need. Whether or not you answer is up to you entirely. I also wouldn't do anything to earn the ire of your faction. Traitors are given very harsh punishment in almost every faction.



Solo

"My path is my own. I shall take reign over my destiny and write my own fate. Is that not what this power was for?"

-Drengir Lündreykr, after razing the lost world Raknarok to halt the coming Corruption.

You bow to neither the forces of Creation or the will of someone under the illusion of power. What you do is up to you, and you alone. History shall be the judge of your actions, whether you succeed or fail. Go have some fun.

Factions - Cont.

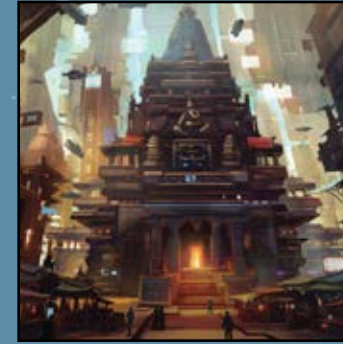


Starry Knight Order

"We have a duty to uphold. A responsibility that comes with our power. We can make Creation a safer place for all, if only we stand together."
-Sær Fróðleik, founder of the SKO.

The Order is a very old organization made for one purpose; to uphold the order of Creation as well as protecting it from anything that threatens it. You are expected to fall into the rank and file, obeying the orders from the ranks above you. So long as you follow your given orders however, you are free to do as you please. Most Knights join for the promise of payment and brotherhood, but many are there to simply protect the world around them. The Judicators having free reign to kill any they view as lawbreakers is a fact that sits sour in the SKO's mouth, often leading to small fights between the two when there is conflicting interest. The highest ranks in the Order report directly to the Al'catorian Council. Some councils even designate their own personal Knights if they show promise. Such a job is very comfortable indeed, but not for the week.

Factions - Cont.



Brotherhood of the Astral Lotus

"Center the power inside of you, balancing your very being. You are one with Creation's cycle."
-Great Speaker Xr'lin Bach, instructing students in the ways of the Speaker Monks.

A faction that claims to be even older than the SKO, which was formed shortly after the peace agreements between the kinds. The Brotherhood is dedicated to finding inner peace and accept the nature of Creation, even the fact that it may one day end. That's not to say they won't sit idly by and let it happen. Members of the Brotherhood are often concerned with keeping the peace between factions, most often between the SKO and Judicators, and on rare occasion act as intermediaries between the Al'catorian Council and the Empire of Iron. They spend their days learning of the ancient ways and travel Creation to spread their gospel of inner peace. Many people have a lotus in their home as a good luck charm to ward away evil, gifts given by wandering monks as they go about their duties and journeys in search of enlightenment.

Factions - Cont.



Citizen's Militia

"The Al'catorian Council doesn't care for us, which means we all have to stick together. Especially when shit hits the fan."

-Unknown member of the Citizen's Militia, interview as they distributed food to the needy.

Many would view the Militia as being roughly put together, disorganized, and falling apart. This couldn't be further from the truth. Their communications are always ready to do their job, the hierarchy is put together well, the soldiers are all ready to do what they must, and their goal is clear. To defend the common people from anything that intends to oppress or do them harm. Most of the time there isn't much to do, but it's all hands on deck whenever battles and disasters happen. The Militia is ready to offer aid in the form of medicine, food, rescue, and even fighting if they need to. Most of the members are rejects of society, lots of tattoos and always making noise off duty. You'd never guess how much they love the Worlds and the lengths they'd go to protect it. No man is left behind in the Militia, every life worth the same.

Factions - Cont.



Judicator's Hand

"Guilty is guilty. Punishment is to be given to the guilty. It is as simple as that."

-Judicator Leto, moments before the execution of Empire of Iron members.

The stout defenders of law and order throughout Creation. They are also the most disorganized faction, often being called a gang of blood thirsty psychopaths. While that may be true for some of its members, they all adhere to the Judicator's Codex and the laws handed down by the Al'catorian Council. Many inner conflicts arise from Judicators arguing over how the Codex should be interpreted, resulting in many splinter factions within the organization. They serve as a mobile judge, jury, and executioner wherever they go. Official jobs would have you transport or hunt down the most violent criminals to be found, but most of the time you would essentially serve as a vigilante in whatever place you reside. Many find issue with senseless killing, but the Judicators see it as necessary to bring about order, killing any in their sights with no mercy.

Factions - Cont.

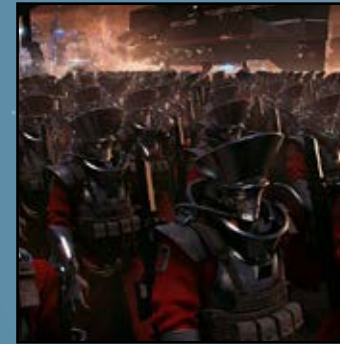


Appleton Science

"Science isn't about why, it's about why not! Why is so much of our science dangerous? Why not marry safe science if you love it so much!"
-Steve Jackson, founder of Appleton Science.

Appleton Science started in just small house, but it is one of the leading tech companies amongst the Worlds nowadays. The public adores them and flock to buy their products in droves, choosing to overlook the fact that their practices can be a little unethical sometimes. They'll gladly test new products on people, fully expecting deaths to happen. They merely brush this aside by saying "That's the price of progress!" Of course, it's not like they go out of their way to do such things. Many of their products become "donations" to the SKO and Al'catora in general. When something goes wrong, like an escaped project, the SKO are the ones that usually clean it up. Many Knights in the SKO find issue with their relationship with Appleton, but as long as they keep donating they'll be left alone.

Factions - Cont.



Empire of Iron

"We refuse to bow to this Al'catorian Council. Al'catora belongs to us, through the blood of the kings and the iron of our will!"
-Alexander Tylecht, 3rd General of the Iron Fleet.

Formed from one of the oldest lines of royalty from the primal days of Al'catora. The Empire of Iron denied the peace treaties, claiming that only the strong should rule. This is ironic given they were almost completely destroyed in the battles to follow the peace treaties. They hold that the bloodline of their main family is that of Al'catora's true rulers. Close to collapse and like a wounded dog, they watched from the shadows before eventually leaving to lay claim to Daltros. There they had Bison Industries help them colonize the planet into a massive sprawl of technology. It's citizens are indoctrinated into following the Doctrine of Iron. The Doctrine has four main laws that must be followed or else you may never be seen again. First; obey the Iron Blood. Second; do not allow weakness. Third; maintain the Empire's unity. Fourth; remain loyal to the Empire.

Factions - Cont.



Bison Industries

"My name is Ken Bison, and this is my facility. All you have to do is leave and I give you my word that you will not be pursued... At least not by any of my personnel."

-Ken Bison, founder of Bison Industries.

A major player in both the black market and the public market. Their methods are...unethical to say the least. They'll kill anyone in their way as long as it doesn't harm their profit. Shady deals and hostile takeovers of rival labs happens frequently, usually with other companies that Bison uses as fronts. They'll deal to anyone for the right price, including the Abyssal Eyes and Empire of Iron. In fact, they retain a large presence alongside the Empire of Iron, with a false front to remain in the good graces of Al'catora of course. Many conspiracies and accusations float about, but nothing ever sticks with how much influence they have. Almost forgotten by the public, they once were almost caught kidnapping citizens for experiments. The only reason they got away with it is because they fired all staff involved. By fired, I mean literally set on fire from a bomb.

Factions - Cont.



Abyssal Eyes

"Ladies and gentlemen, this is a robbery. But we're not here for your cash, no. We're here for your souls!"

-Masked Man, moments before the Blood Money Massacre.

Crazed maniacs, bloodthirsty monsters, and even people disillusioned into thinking they're the good guys. All kinds of people can be found amongst the hidden ranks of the Eyes, all determined to allow Nothing to destroy Something and bring about the True End of all things. The faction remains enigmatic, with terrorist attacks and murders perpetrated in their name, but all leads go cold with no connection between incidents. All that is known is that the "rulers" of the Eyes are known as the Spades. Spades are thought to contact members when they are needed, but remain in the shadows deeper than any other. As a member you will live life as you wish until called upon. Perform well and you may be inducted deeper and deeper into their ranks. Go in too far, and there is no coming back.

Job

Welcome to your exciting new career path! Take one and be on your merry way. Unless stated otherwise, you can make a pretty decent wage from these, usually enough to live very comfortably.



Starry Sentinel - SKO Only

One of the elite soldiers in the Order, and apart of a higher-up task force under the direct command of the Al'catorian Council. You'll never need to worry about funds, as anything you do can be written off as a work expense. Have fun going on secret missions for the good of Allkind.



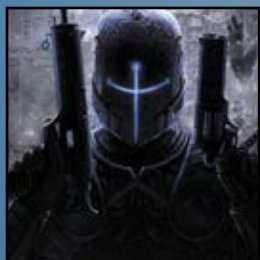
Groundskeeper - Brotherhood Only

In days past you served in the Lotus Monastery, hidden in the Mountains of Duresh. You were sent to spread the way of the Brotherhood and contemplate your journey. You make a modest sum, but odd jobs may be required for any luxuries.



Freedom Fighter - Citizen's Militia Only

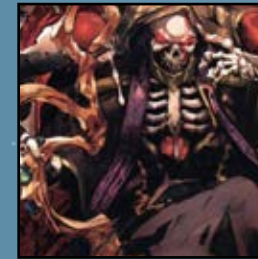
An unofficial member of the Militia. Unofficial only due to your activities being frowned upon by the Al'catorian Council. You're receive pay from mercenary work done for various towns, as well as a small paycheck from your squad leader. A soldier's pay. Not a lot, but more than most.



Headsman - Judicator's Hand Only

You have one directive. Find the guilty and bring them in dead or alive. So long as you bring the head back, you get paid handsomely. Of course, the higher ups may order you to complete a bounty for nothing from time to time. Be a loyal Headsman and earn their favor. The Hands will provide for you.

Job - Cont.



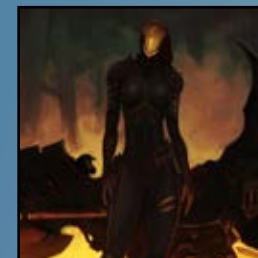
Guild Leader - Solo Only

Choose up to 25 companions total to take charge of in the form of guild. Take requests for quests and submit your guild into the registry, to then compete with other guilds for higher rankings. All companions lose any previous faction connection and are loyal to your cause for their own reasons. Doing anything that they would look down on could cause trouble, but for the most part everyone gets along.



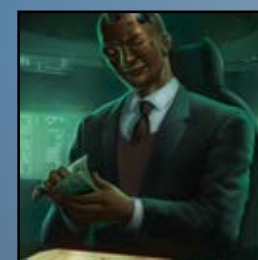
Lab Rat - Appleton Science Only

Appleton has plenty of gadgets and new formulas they want to test out. 99.9% of all Lab Rats are left unharmed by trials, but accidents do happen. Many times, you will be given instructions to field test new equipment while on simple retrieval missions and business trips between offices. The pay places you well into the upper-middle class.



Saboteur - Empire of Iron Only

For most your days you shall act as a normal citizen, free of worry or care. Some days you will receive covert missions required for the Will of Iron. Those days you shall destroy anything in your path to the objective. Quiet or loud, it's up to you. Since you technically don't exist, you don't get paid.



Suit - Bison Industries Only

Nine to five, at least for the normal staff. You may come and go as you please and enjoy a quite large bank account. Bison Industries only requires you to aid the research teams on their missions off the books, the ones to ancient ruins rumoured to house ancient evils. Either as brains or brawn, your contributions are for a better future for Allkind. An elite in your own regard, you sit in upper class.

Job - Cont.

**Cultist - Abyssal Eyes Only**

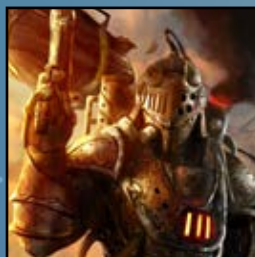
All you need to know, is that the Eye always watches. The loyal are called upon and rewarded as needed.

**Hunter**

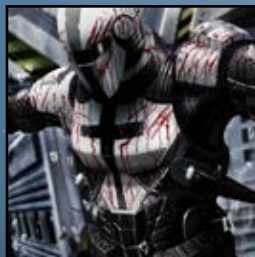
Monsters and the things that go bump in the night, they should be scared of you. Trained to hunt after and slay the most vile of beasts with ease. The more nests you clear out, the more bounties you can collect on them. Plus, private hunt contracts from individuals can be very lucrative if they're desperate enough.

**Peacekeeper**

You're apart of the common police force of the world you're on. You go around and make sure the laws are followed and that order is kept. Not a very lucrative and a bit plain, but many people prefer such a life.

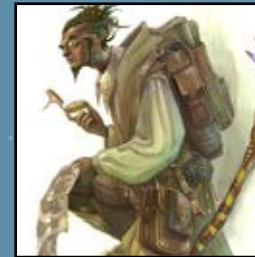
**Adventurer**

A common adventurer, most likely signed on with a guild or independent association. In one you will live on the road with a large group of others, taking on various jobs and challenges. In an IA you are merely registered to that cities Adventurer Hub, which places adventurers on a hireable list for contracts and offers missions based on Hub Rank.

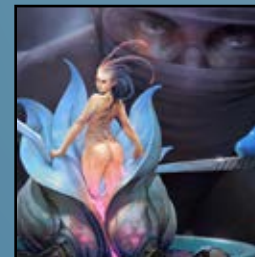
**Bounty Hunter**

Similar to being an Adventurer in an IA, but contracts are solely for people for various reasons. Some of those reasons may not be very legal, but the different Bounty Hubs draws all sorts of people.

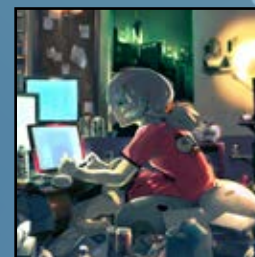
Job - Cont.

**Explorer**

You make your money by charting new lands and scouting out unknown areas. Some missions are boring and simply recording the landscape, but there are exceptions. Better be prepared if you discover a nest belonging to a newly discovered beast, or a smuggler's den.

**Researcher**

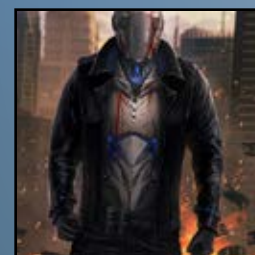
Similar to being a Suit, but for a smaller company. You'll do sciencey things in labs, discovering new applications of Astral energies and heavy metals from beyond. Do be careful not to release a deadly monstrosity or disease.

**"Wanderer"**

Can only be taken with Vagabond background. No job to be had. Some can make this life work, but it's fraught with hardship. Have fun being a NEET.

**Raider**

Pirates are a thing of the past. Space pirates? They're a very real threat and you're one of them. You serve aboard the Soaring Dutchman and are currently on shore leave. Part of a much larger fleet, you will have a life of swashbuckling adventure.

**Thief**

An independent burglar with a good track record. You see something you want, you usually take it. Sometimes you take jobs to steal specific things for specific people, and they always pay well.

Job - Cont.



Crime-Lord

You aren't some common thug. You're in charge of your own gang. All of your underlings look up to you as their Boss, willing to charge into hell for you. A new family for you to raise havoc with.



Diplomat

You are apart of an interplanetary effort to keep good connections between all areas under the Al'catorian council. You will represent your own race and report directly to the holder of your race's seat on the Council.



Contract Killer

A mix of Bounty Hunter and Thief. The connections being how you creep up behind your targets and steal their lives. You're a big name in the Underworld, bills for your services costing quite a lot. Many are willing to pay, as you found out when you started.



Reserve Knight

The common fighting force of the Starry Knight Order. You will patrol in squads under Sentinels when requested, but most days you are off-duty. Every ten years you will transfer into a garrison for a five year period, and should war break out, all Reserves are to report for duty.

Well now, this is a bit odd.

You've come across a very strange letter indeed. It bears no return address or any markings besides from a wax seal on the back, something a bit unheard of in this day and age. The seal seems to be a cross between a star and a skull. Upon a second look, it kind looks like the skull is wearing a goofy crown. Do you read it or just toss it out?

Bin It

Nothing happens, ignore mystery box.

Open it

Your fate is to be found in the mystery box, but only if you accept what the letter says. If you want no part of this letter's magic, burn it. If you agree to participate, you will be given 24 hours to prepare.

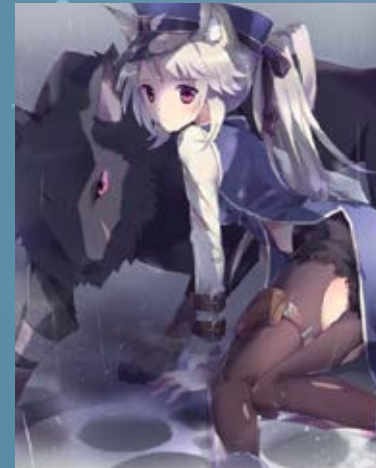
Companions

These are all citizens of Creation, and you've more or less met most of them in one way or another, even if you can't remember them. Some of them became your allies, people you could trust with your life. Different companion types include Support(Healers, alchemists, blacksmiths, etc.), Knights(People with power like yours), and Comfort(Waifus and basic comfort providers, like maids and such.)

If marked with "FR" then they are romanceable by female characters, and if marked "MR" they are romanceable by male characters. If marked "NR", then under no circumstances will you ever be more than friendly companions. I fucking mean it when I say absolutely no circumstances.

Empire of Iron and Abyssal Eye companions can not be taken with Starry Knight Order, Brotherhood of the Astral Lotus, Citizen's Militia, or Judicator's Hand companions. Starry Knight, Judicators, and Citizen's Militia members will be unfriendly towards each other initially. Every faction is initially wary of Bison Industries members. You may receive one companion from the same faction without it counting towards your **6 total** companion slots.

Companions - Cont.



Felicia Morris - MR - SKO

"Some nights I wish I could go back home and get under my covers. I probably would if there weren't people that need my help."

Knight; Uses mana-firearms and non-lethal shock batons. War hound can tear a man's arm off easily.

An ex cop who left her force because she wanted to do more to help people. A very soft-spoken girl, often placing herself behind her loyal hound when talking to others due to her shy nature. When it actually comes to action, she will jump in with no hesitation to do what she thinks is right. Easily startled and flusters just as easy. She enjoys watching emotional dramas and works in a soup kitchen at least once a week when she has time.



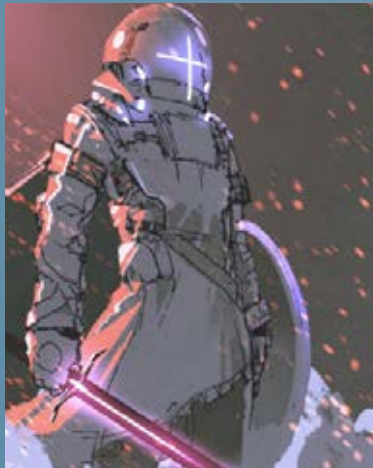
John Wayson - FR - SKO

"There will come a day when the light is threatened. I will be there to ensure it stays alight, no matter the cost to myself."

Support/Knight; Uses Abjuration and Channeling magics.

One of the Delves that trained in the Astral Tower to hone his arts. While not the best mage amongst his peers, he is not to be trifled with. Always speaking and holding himself in a serious manner, he has no patience for jokes. That's not to say he doesn't have a sense of humour, it's just that his is terrible. You can usually find him reading ancient tomes of magic or researching battle strategies used in the wars of history.

Companions - Cont.

**Kalin Bright - MR/FR - SKO**

"I don't know if what I'm doing will make a difference, and I doubt that it matters. All I care for is that I think it matters."

Knight; uses adept martial skill which can be used offensively and defensively.

New to the Knights, and it shows. Kalin is always getting lost around SKO headquarters and noticeably tries her hardest, answering every question posed by the higher ranks in meetings and debriefs. She has yet to see any actual combat against the many monster threats, but is exceptionally skilled at fighting others. Always cheerful and offering help to anyone she sees, be it carrying books or retrieving a child's balloon.

**Natalie - MR - SKO**

"Who are you? It doesn't matter, but run into me again and I'll use you to recalibrate my Astral Cannons. They're nice, aren't they? I can tell you're in awe."

Knight; Uses long range, experimental Astral Cannons. Similar to railguns, but the shot is much, much larger.

Another new member that came in around the same time as Kalin, but they couldn't be any more different. Snobby and an elitist, often looking down on most people that cross her path. Even if you get on her good side, she'll still treat you like you're below her. You won't see her going out of her way to help people, but you can occasionally catch her playing with stray cats. Don't mention this to her if you don't want to get punched.

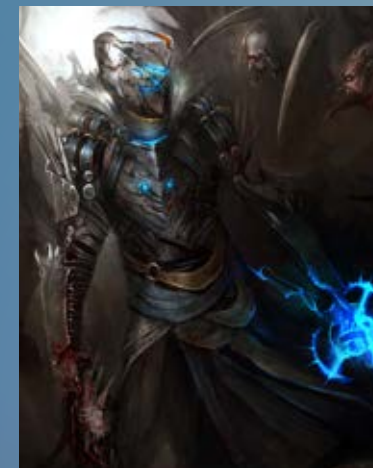
Companions - Cont.

**Sandra Fullmetal - NR - SKO**

"Eh? Speak up sonny, I can't hear you. I'm just fucking with you, sport. What did you want to ask this sack of bones?"

Knight; An expert in martial combat of all forms. Among the oldest and most decorated of Knights. Having seen countless battles and just as many different monstrosities, she should be dead several times over. Her combat skills and quick thinking are what has kept her alive

this long. She enjoys training new recruits, and passed on a comfy desk job when offered. You'll usually find her literally slapping the fundamentals of combat into her garrison, barking orders with a smile.

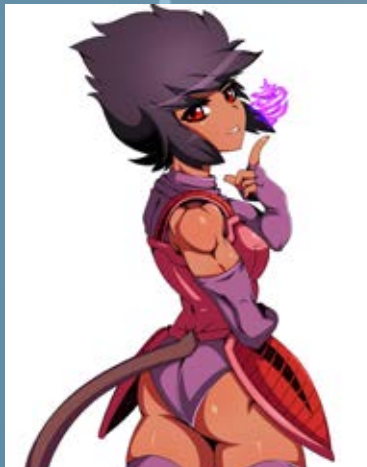
**Sir Abraham - FR - SKO**

"You ever see a Turned up close? Fucking ugly thing, their flesh always moving and twisting into horrible new shapes. Nothing feels better than killing one. Slowly."

Knight; Uses a unique Astral Art known only to him, conjuring pure magical blades for any occasion.

Abraham is a special case to say the least. Normally, you'd only find someone like him in the Judicators, but they hunt criminals, not Turned. As such, Abraham is allowed to be a Knight in his quest to kill as many Turned as he can. In his off time you can find him screaming at the walls or scrawling weird symbols all over his room. Those things aside, he can actually hold pretty decent conversation on how to dismember Turned or how to properly mine ores.

Companions - Cont.

**Versha Mula - MR - SKO**

"Hey! Hey you! Yes you! Common, let's fight! Right now, the ring is just over here! Common already! Don't make me carry you!"

Knight; Uses close quarters combat techniques similar to professionals, but she's prone to mistakes.

Two reasons compelled Versha to join the SKO; helping people and punching really huge monsters. She used to be a hunter, but left due

to there being too many "rules" when it came to collecting bounties. A volatile hot-head that only ever thinks about what she can fight or how to get stronger. She's a tomboy and would only act in a feminine manner if you beat her in a fight and said that was the price. She won't like it a single bit though.

**Delilah - MR - Brotherhood**

"Ara, ara~. My, aren't you a strapping specimen. If you'd like, I can offer some private lesson about the Brotherhood?"

Support/Knight; Besides being skilled with her blade, she is very knowledgeable in healing medicines.

A long time member of the Brotherhood, ironic given her...physique. While most monks wander from world to world, taking the back routes and

visiting the smaller towns, Delilah takes joy in staying in the larger cities of just a few worlds. With a playful and teasing personality, she lures young men to her room to then get them to buy an absurd amount of Brotherhood charms and books. Do try to keep a hold of your wallet around her.

Companions - Cont.

**Jack - FR - Brotherhood**

"OUT OF THE WAY, CUNTS!"

Knight; Master of speed and surprise tactics. His raw strength is nothing to be scoffed at either.

Jack is someone you'd picture being in jail, not walking about as a Monk. While he may be a violent delinquent, his heart is usually in the right place. He doesn't do much in terms of spreading the Way, but he does help every village he ends up in. Building churches, digging wells, and

chasing off bandits. Of course, after he finishes work he'll find the nearest bar and drink it dry, disappearing through a window before paying his tab.

**Nalur Vurnek - MR - Brotherhood**

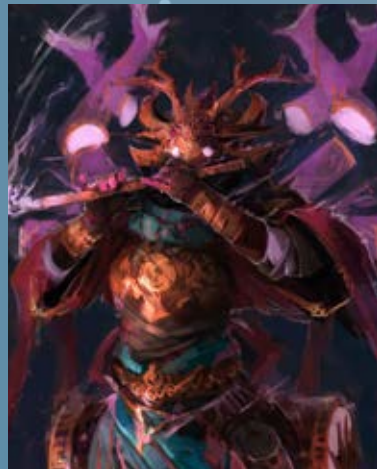
"I am the guardian of this pass, none shall get past me! What's that? You're not a bad guy? Oh, then by all means pass through. The village is just around the bend."

Knight; Incredible strength and skill with his tree sized staff.

A member of the proud and strong bull clan of the varkin people. As a child a Monk gave his life to protect his clan, a gesture he intends to repay.

Still carrying a scrap of cloth from that monk's robe, he now travels the lands and offers protection to any that need it. He can be a little dense sometimes, but his heart is large and always in the right place. I wouldn't recommend getting him mad, he'll never stop chasing you.

Companions - Cont.

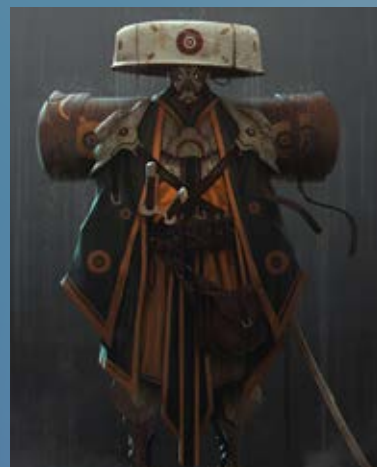


Pied Piper - FR - Brotherhood

"Would you like me to play a song? Come close and watch the notes swirl around your head. Allow me to weave you a prophecy."

Support/Knight; Fights by summoning spectral hands, as well as using Abjuration and Illusion magics.

The Piper is somewhat of a mystery. No one at any of the monasteries can recall just how long he's been a member of the Brotherhood. He is a reserved fellow, usually found meditating while softly playing his pipe. The melody sounds sorrowful. When he talks, he speaks well and full of cheer. Quite the odd fellow indeed. They say that while wandering between towns, he sings about a prophecy of Creation breaking free of it's cycle.



Shron Talmack - NR - Brotherhood

"I had a long day kid, enough talking. Away with you! Leave me to my drink."

Knight; Expert level swordsmanship and speed. Better when drunk.

This cyborg was among the first of many to undergo complete mechanical transformation. A sad fact is, he is the sole survivor of when said cyborgs rebelled against Bison Industries in order to escape. He has since drowned his shames in his work and his grudges in his drink. He's old, and it will show occasionally when he becomes especially drunk. He can be befriended, but he would still be an asshole.

Companions - Cont.



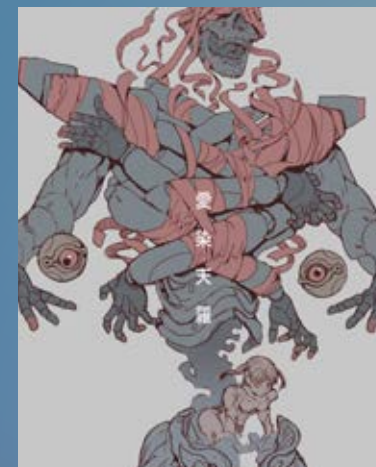
Stacy Vernbach - MR - Brotherhood

"Don't you just love the smell of violets in the spring? It reminds me of my childhood. I would run for hours through the fields back home..."

Knight; Adept martial arts user. Amplifies her strength using a enchanted gauntlet.

Quite a young member of the Brotherhood to be sure, but better trained than anyone else. As a child her village was destroyed by bandits. She was just barely rescued by Great Speaker

Xr'lin Bach himself during his pilgrimage. Since then she has studied directly under him, quickly gaining strength at an alarming rate. Most days she will smile cheerfully, but for a week every spring she will become incredibly silent and detached.



Tiffany Black - MR - Brotherhood

Support/Knight; Offers detection abilities and can summon her soul to offer expert level combat assistance.

A mute woman, and much older than she looks. Tiffany is amongst the highest ranks of the Brotherhood, having achieved an ageless body through her studies. One of the Scribes with a task to observe and chronicle history. She is

usually seen as emotionless and often cold, but she always offers her hand to any that need it. She's known to smile on rare occasion, but she'll fluster if she catches you looking when she does.

Companions - Cont.

**Andrew Gorewood - FR - Militia**

"Yes? What do you need? If you're here about supplies, drop them over there. If you're here about a debt, my name is Brian Smith."

Knight; Trained in both martial combat and ranged weaponry, quite skilled in both.

Quite young considering he holds a higher rank in the militia. He got to his current position by being in the right place at the right time. By that, I mean he was shitfaced drunk and accidentally "delivered" a weapon transport to a Militia base. Since then he has become dedicated to the cause, organizing his troops as they offer aid. His old habits have followed, pulling him into many bars and casinos across the worlds.

**Stella Stern - MR - Militia**

"Hmph, you don't look like much to me. If we're going to do business, you're going to have to prove I can trust and rely on you."

Support/Knight; An expert merchant with a rather large shipping industry. Also a crack shot.

Initially an "ice queen", if you can prove yourself to her she'll end up being a very nice and charitable person. Of course she'll still curse you out at the drop of a dime. She's a very cautious person, which is what leads to her being so distant until you gain her trust. Her father was betrayed and falsely accused by a business partner, leading to his imprisonment. Luckily, the company was left to her and not the traitorous partner.

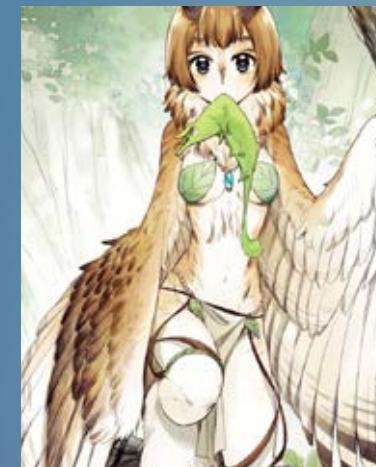
Companions - Cont.

**Steve - NR - Militia**

"Common over here for a second. Word around town is someone stole a shipment of Astral Capacitors and Mana Ammunition. Want to know who?"

Support; One of the best in the intelligence and black market trade secrets.

Steve, the easy-going face of the Militia amongst the ranks. Whenever he shows up the soldiers cheer since he always brings enough booze for them all. Tricky and extremely clever, you should keep your secrets close when he's around. He wouldn't intentionally do anything to harm his friends or the Militia, but isn't above a little blackmail if he happens to see your browsing history.

**Tella Nox - MR - Militia**

"I joined the Militia because my parents were medical alchemists in their ranks while I grew up. Seeing them help made me want to as well. This is my family."

Support; Expert tracker, scout, and alchemist. Fleet footed and can use throwing knives when in a pinch.

Technically not a new recruit since she's been around since she was a kid, but it's only just recently that she's been going on assignments. Bright, chipper, and always up at the crack of dawn. She can be a little clumsy, tripping over boxes and knocking over papers, but is extremely professional on missions. She can be a little clueless at times too, not understanding what's wrong with offering someone half of a dead mouse for dessert.

Companions - Cont.



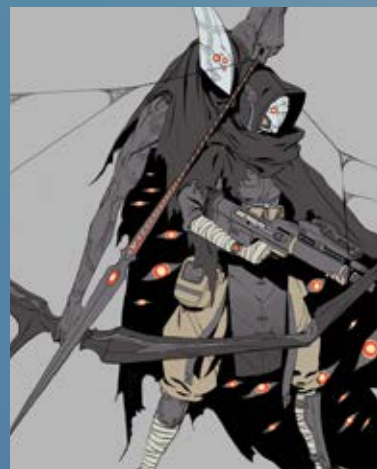
Vadim Balrogh - FR - Militia

"We fight for liberty and vodka! Wait, no. Scratch that. We fight for vodka first, liberty second. I have seen some shit."

Support/Knight; Extensive combat training and well versed in monster biology.

Vadim is a bit eccentric to say the least. He'll disappear for days at a time and come back soaked in blood. Amazingly, it's never his blood. On of the best monster hunters in the

Militia, with over 500 confirmed kills. He's a mean drunk to boot, prone to walking around playing an accordin while extremely drunk. Surprisingly, he's not that bad at it. While meaning well, he can be a little blunt and not notice a room's atmosphere.



Val Grett - FR - Militia

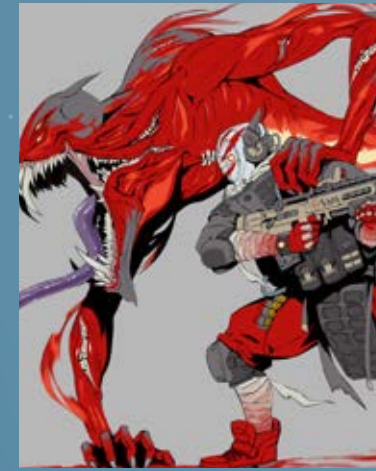
"If you need someone that can bust heads and rip someone to shreds, a real stand up guy in a fight, then go see my brother Vex."

Knight; Employs a shadowy soul summon and is trained in recon and long-ranged weaponry.

The brains of the terrifying duo known as the Grett Brothers. Wanted across the worlds for enough crimes it would make a Judicator's head spin. Despite how that sounds, Val is a very

considerate and good person. Every crime he committed was always so he could help or save someone. He used to be a mercenary, taking any job without question. That was until he killed his contractor for being a slaver, then joining the Militia.

Companions - Cont.



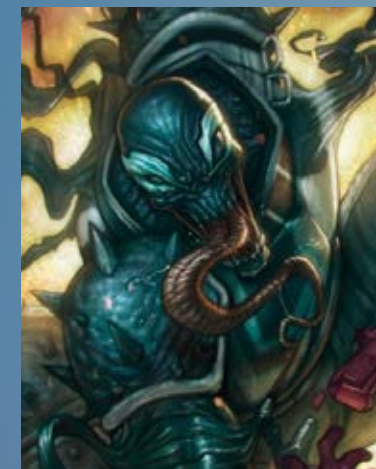
Vex Grett - FR - Militia

"A little birdy told me that someone was kidnapping children in the southside. I'm telling you that you'll find the kidnapper's bodies in the northside warehouses."

Knight; Uses a violent soul summon and is well trained in close-combat weaponry.

The brawn of the professional duo known as the Grett Brothers. With even an even larger criminal record than his brother, except he

enjoyed committing most all of them. Vex cares for little asides from the heart-pounding thrill that is a life or death battle. He always differed to his brother out of respect and trusted him to lead them both to glory. With a dark sense of humor, gruff voice, and homicidal tendencies, he's a handful.



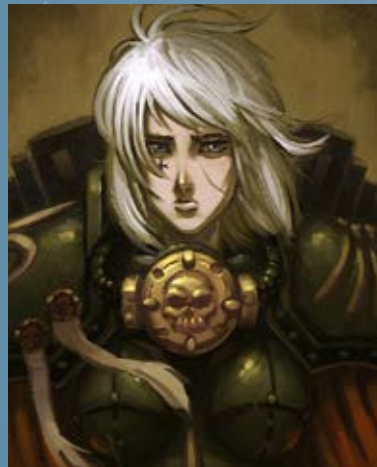
Agent Voorhees - FR - Judicator's

"A little birdy told me that someone was kidnapping children in the southside. I'm telling you that you'll find the kidnapper's bodies in the northside."

Knight; Has a Biosynthetic Suit to aid him in combat, but is skilled in mana firearms and martial arts.

Agent Voorhees was recruited to the Judicators a long time ago. Shown to have an exceptional aptitude for his job, he was given an experimental Biosynthetic Suit. Since then his body count has almost tripled as he stalks the alleys and dark corners looking for the bad guys. When not working, he's a very easy going guy that enjoys working out and training even more to make sure he's ready.

Companions - Cont.



Angel - FR - Judicator's

"Listen, I don't want to have a drink with you. I said no. Ask me one more time and I'll cut your dick off and throw it to a dire wolf."

Knight; Employs a very heavy duty ManaPistol and a claymore in expert fashion.

She's been in the Judicators for a little bit now, not new, but not among the older ranks. Despite this she has shown to be than capable of carrying out the will of both the Council and

the Codex. With no mercy and even less patience she hunts down criminals left and right. When off duty she like to just wander around, occasionally visiting cafes and keeping an ear to the ground. Actually quite friendly if you're on her good side.



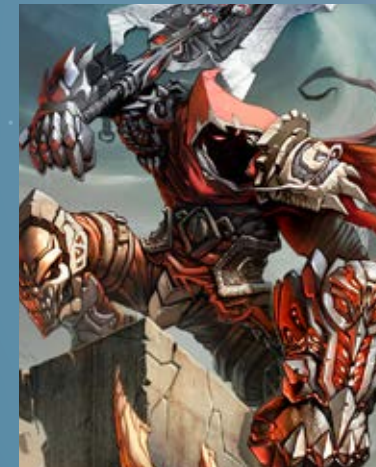
Daniel Ripper - NR - Judicator's

"RIP AND TEAR!"

Knight; Uses a minigun and chainsaw, but can use almost any weapon with his brute strength. Daniel has been known to be called excessive by even his fellow Judicators. He doesn't hunt just any criminals either, but Black Delvers that dabble in the arts of Nothing. Almost like a machine, he will stroll right through the front gates with the largest guns in his hands, already

firing at the targets inside. His work is his life, and angry seems to be his only emotion. What is he angry about? Simple. Daemons and "fucking Nothing" as he puts it.

Companions - Cont.



Deln Surva - NR - Judicator's

"I make sure the streets stay safe. I keep the monsters out, the big scary ones and the ones sitting next to you at church. They're all the same to me."

Knight; Expertly wields a massive greatsword and paired gauntlet.

A new recruit to the Judicators, still earning the right to work freely as he sees fit. He's given specific targets, which he will usually bring in the same day. Not emotionless, but almost detached from the world. No matter the scene before him, his steeled gaze never falters for a second. He can usually be found either training with Agent Voorhees or having spars with Daniel, giving both of them a run for their money.



Jason Straten - MR - Judicator's

"I feel like I've seen you before. Did you happen to get mugged last night? I'm the guy that took that thief's arm off and got your cash back!"

Knight; High levels of swordplay and speed.

Some things you just never unsee. For Jason, the sight of his parent's throats being slashed and his sister violated in front of him is on of those things. He says it doesn't bother him anymore, his parent long since avenged and his sister living a healthy life, but he often wakes up screaming in a cold sweat. With more problems than he can count, he drowns them with work, pills, and that cocky attitude of his.

Companions - Cont.

**Old Scratch - FR - Judicator's**

"Good evening ma'am. I heard that your son is a member of a gang I'm hunting. Be a doll and go fetch him for me. I won't hurt him if he cooperates. Probably."

Support/Knight; Trained in Illusion magic, alchemy, and smaller blades.

Old Scratch. The name isn't just for show, Scratch has been a Hand for as long as anyone can remember. While he is technically a higher member, he still spends his time in the city with the grunts. While most do their job violently, he treats it like an art, the blood spilled in intentional patterns of artwork for the cleanup crew to admire. Always ready to offer his old age wisdom to anyone that gives him a cup of coffee first.

**Saint Peter - MR - Judicator's**

"I fight because no one else will. I've seen bad men get away with evil deeds, and that's something I will not stand."

Support/Knight; A master of tactical thinking, detective work, and ManaRifles.

No one knows why Peter joined the Judicators and not the Knights, he never kills his targets, instead bringing them in alive. The Order has actually tried to recruit him many times, but they were turned down each time. He's often quite, staring off into the distance and looking at something that isn't there. Don't expect much in way of conversation, but if you're kind to him, he'll be kind to you.

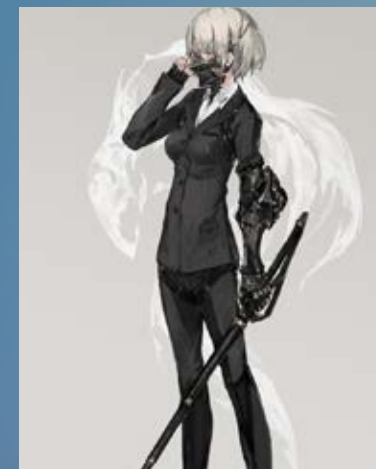
Companions - Cont.

**Archibald Von Strumach - NR - Appleton**

"The soul is a very interesting thing. It contains an almost unlimited amount of energy, but the only person that can use it is it's owner. At least for now."

Support; Well versed in Necromancy and technological engineering. Abhors violence.

Archibald Von Strumach is a Lich, something very apparent to anyone that sees him. What isn't apparent at first glance is his incredibly vast mind. One of the top researches of Appleton, many products released were all invented by him. Always on the move with his work, he could not notice you standing right in front of him until you flicked him on the skull. A bit condescending to those not as smart as him, but all around pleasant.

**Cecilia - FR - Appleton**

"I'm the head of security, not a fucking tour-guide. The only way I'd show you around is if it benefited Appleton's security."

Support/Knight; A master in communication hardware, tactical thinking, and close quarters combat.

Harsh and a straight up bitch sometimes, Cecilia [REDACTED] has held the position of Security Chief for many years. Although her period of employment is almost over, she has not slowed down in the slightest. If anything she's working even harder. A true workaholic without a thought for anything else. She has been seen in bars before, drinking harder than anyone else. A rumour floats around she once danced on top of a bar counter.

Companions - Cont.



Dr. Simon - FR - Appleton

"Humans are so finicky and fragile. Androids are too, but that's only because I haven't perfect the tech for them yet."

Support; One of the field leaders in both robotics and psychology.

An ex-employee of Bison Industries, he left due to disagreements with how Android technology should work. He was able to leave on somewhat stable terms and has since worked with

Appleton, further developing his technology. An inquisitive mind that prefers to let people figure things out for themselves. A true pacifist, dreaming that one day his creations can serve as an unrivaled peacekeeping force.



Drak Lund - FR - Appleton

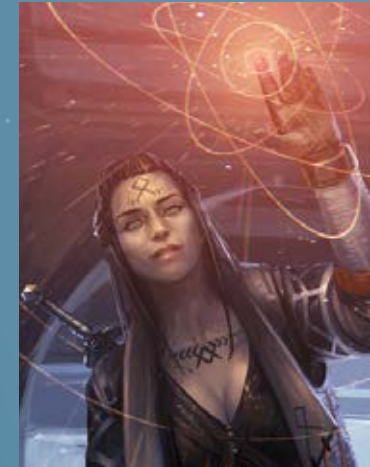
"Yeah, I kinda fell into the reactor and came out with these powers. Can't say it's all bad, but still being just an intern sucks."

Support/Knight; Well versed in many fields of science and can use his extraordinary speed when needed.

The victim of one of the many tests gone wrong, Drak actually came out of it better off than before. Having fallen into a prototype Astral Slide

reactor, he gained incredible speed instead of being sheared across the realms as expected. A very timid and soft-hearted young man, he has grown steadily bolder as he becomes more confident in his powers. Of course he is still an intern, which damages his confidence greatly.

Companions - Cont.



Telisa Lamb - MR - Appleton

"A lot of people overlook astrology as a science, but they never saw the stars as I did. I know there are blueprints hidden in the night sky."

Support; An expert navigator and has precognitive visions, if you can believe her.

Even among the eccentrics that work at Appleton, she is one of the more out there ones. Her work comprises of intensive astrological study covering almost any angle. Star paths,

placements, color, brightness, even how looking at them makes you feel. She is convinced some secret hides amongst the stars, staking her life on it. Moving from one thought to the other before you can get a word in edgewise, she's all over the place.



Vengar Jr - FR - Appleton

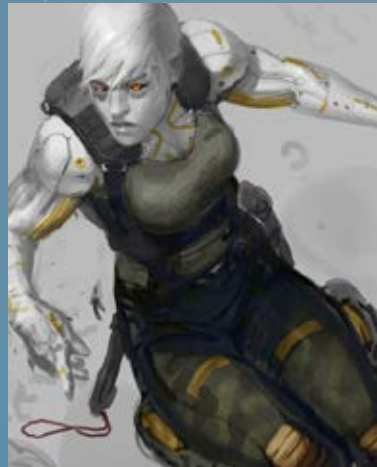
"I currently oversee the secret research division where we practice forbidden magic. Oh, I don't think I'm supposed to tell you that. Please forget I said anything."

Support; A well versed trader and charismatic speaker.

Vengar Jr is the son of Appleton's current CEO. He was kidnapped as a child and held for ransom, leading to his current scars. Since

then he has vowed to never be taken advantage of. While he didn't have the Star Speck needed to be a Knight, he did have the mind of a future Appleton CEO. He can easily navigate a conversation into any direction he wants and can haggle circles around some of the best merchants.

Companions - Cont.



X8-62893 - MR/FR - Appleton

"My only directive is to kick ass. That, and I'm supposed to clean up around the bio-lab. I hate my job sometimes."

Knight; Fully integrated with close quarters combat, firearm, and recon programs.

A prototype Android made by Dr. Simon in his first week at Appleton. The staff has grown to love her, considering she can reach the highest shelves and usually contain any escaped experiment. Programed to display free-will with an integrated AI, she has come to completely hate her job. She longs to get out and experience the world as much as she can. For now she'll stay, because she feels indebted to Dr. Simon.



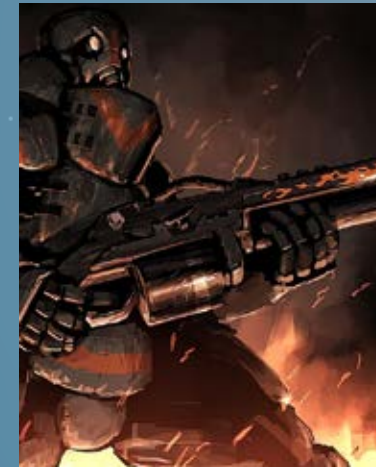
Deborah - MR - Empire

"Nothing beats the smell of oil and gunpowder in the morning. I'm sure my live-fire targets would disagree, but to each their own."

Knight; A master of all firearms and mechanical based weaponry.

A long time service member in the Iron Corps, Deborah has had a fulfilled life. At least in her eyes. The number of missions she's gone on to destroy the enemies of Iron is close to breaking triple digits. She's always carrying a smile filled with pride for her Empire, and is quick to anger if anyone dare disrespect it in her presence. A true believer of the Will or Iron and all that the Empire does.

Companions - Cont.



Firefly - MR - Empire

"I can get a little carried away with my job sometimes. But dad always said make your hobby your career and you'll never be bored!"

Knight; Wields a flamethrower and other fire based weapons better than anyone else.

Firefly, real name [REDACTED], is by no means a model citizen of Daltros. In fact, she probably goes against the Doctrine more so than the people she sets alight. This fact is overlooked so long as the little fairy does her job and incinerates every target given to her. Bubbly and always giggling, but that may be due to a loose screw and not a cheerful disposition. Do try not to get in her way, she can't tell apart friend from foe.



Iron Shadow Corps - NR - Empire

"We're the best of the best. In and out without anyone but the target knowing we were there. Of course, the target is usually dead by the time we leave their presence."

Knight; Veterans of stealth and sabotage, using heavy ManaPistols and close quarters combat.

This "companion" stands out a bit more, considering it's more like 7 incredibly buff dudes and their even tougher leader. The Iron Shadow Corps is a black ops group that goes on off-world missions for their beloved Empire. All of the soldiers are put through a rigorous training routine that leaves them emotionally cold, but able to carry out their orders to the letter. Woe be to the ISC's target, they won't live much longer no matter how much they run.

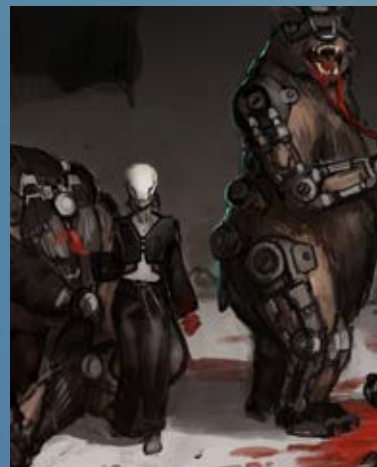
Companions - Cont.

**Leliana Ironheart - MR - Empire**

"I will not tolerate any cowardice or mutiny. If you run in the face of combat, you are a mutinous coward and I will shoot you dead."

Support/Knight; A genius at tactical thinking and commanding troops, equally skilled in swordplay. Of one of the minor houses connected to the Iron Bloodline, Leliana is an up and coming commander that is rapidly proving her worth.

Her soldiers are put through enough nightmares to leave them the strongest, but they still pale in comparison to their commander. Cold, calculating eyes that can pierce right through you. In her good graces, she's a saint. To anyone else, she is a devil.

**Mask - NR - Empire**

"The only people I care for are my pets. Run along before I feed you to them. Bad Major! No! That was a threat, not an attack order! Shit..."

Knight; Command two large cyborg bears that have unbelievable strength and speed, Major and Minor.

Mask is a special operative in the Empire. A previous bounty hunter, she were recruited by the Empire to be on of their personal special operatives. She hardly does any fighting, instead bringing out her pets to do the dirty work for her. The bears are fearsome indeed, each capable of slaughtering an entire town before the sun rises. The Mask herself is a very haughty person, taunting her victims as they get mauled to death.

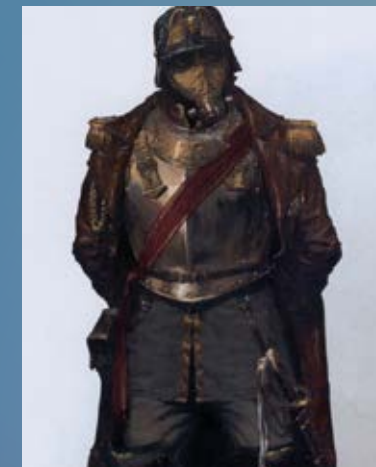
Companions - Cont.

**Oracle-23B - NR - Empire**

"There is a 30% chance that this conversation will accomplish nothing and waste my time. Then there's a 100% chance I'll kill you for wasting my time."

Support; Able to calculate the probability of any immediate action with startling accuracy.

A robot designed by the best of the best from the guys over at Bison Industries. Oracle-23B is a miracle of modern computation and robotics, using their skills to benefit the Empire for which it was made for. It doesn't really have a personality, but you can sense it's hatred for its masters and anyone else. Regardless, it does its job because it's the best at what it does. A fact that it often reminds people of.

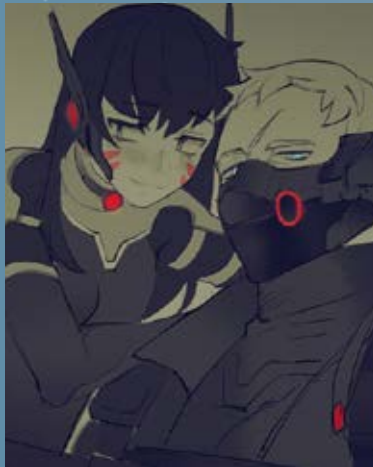
**Reginald - MR - Empire**

"What do you want now? I'm busy. I have to inspect the garrison at 3 and be at a meeting over moral at 4. Then at 5 I need to attend a public hanging."

No one actually knows what Reginald does, but he's present at all important Empire events. Similar to how no one knows what he does, not much can be said about him either. He's usually polite and reserved, bowing before leaving

someone's presence. Another odd thing to note is that he is usually seen carrying a rather large, solid black briefcase that shines in the sun. Someone tried to ask him about it, but he cut them off saying he was late before disappearing around a corner.

Companions - Cont.



Alex & Qunara - NR - Bison Ind.

"I call dibs on that fucker over there!" "Qunara! I told you not to call dibs on targets. It's unprofessional." "Sorry pops!"

Support/Knight; Alex is a skilled shot and a combat medic, while Qunara likes to literally rip out throats.

It is rare for a Bison operative of renown to last long enough to raise a child. Rarer still for that child to surpass them in both ruthlessness and skill, yet that was the tale of Alex "Bloodhound" and Qunara "Mockingbird". Inseparable at all times, they have yet to encounter a mission which they could not tackle. Woe be to any who seek to separate the duo. Alex usually remains stoic while Qunara is as loud as she is rambunctious.



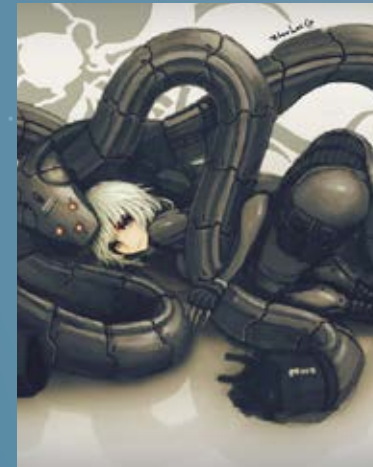
Dr. White - FR - Bison Ind.

"Some nights I wish I could go back home and get under my covers. I probably would if there weren't people that need my help."

Support/Knight; An expert roboticist and mechanical engineer. Not a bad shot either. Life is bothersome and needlessly illogical to Dr. White, an imperfect waste of perfectly good canvas. Not without hope, it just needs some "slight adjusting". That was the belief of the little

girl who would one day become a doctor. Having immersed herself with her work, she has almost perfected the creation of synthetic organisms, forming for herself a steelclad hunting pack of loyal, calculating killers.

Companions - Cont.



Lana Saek - MR/FR - Bison Ind.

"I just want to stay in bed today. I killed around 50 people yesterday, so I think I earned a break. Just five more minutes? Please? Asshole."

Support/Knight; Can use a stealth cloak and her Suit to easily hack systems or rip people in half. Lana is a younger operative in the Bison rank and file, but just like the rest she is very deadly. Trained since she was a young child, her combat prowess is better than most. She is also a little

unstable and can slip into panic attacks under the right conditions. As a child she was subjected to many enhancement surgeries that were extremely painful. Most days she seems like a normal angsty teen, but much more sarcastic.



Rosie - MR - Bison Ind.

"My files show that you have recently researched traps. I could easily build you some spring loaded mines if you like?"

Support; Very good at tinkering, mechanical repair, and making nearly anything out of just scrap.

One of the scientists found deep in the Bison labs. She has long since given her humanity away and become much more mechanical than she may have originally intended. Despite this, she remains a bright and buzzing individual, a stark contrast to the rest of Bison staff. Always in her private lab, zipping around on a hovering chair between several tables filled to the brim with half-done projects and inventions.

Companions - Cont.

**Stranger - NR - Bison Ind.**

"According to subsection 61-2a, amendment 26X B, article 5; you are now to be terminated. Thank you for your work at Bison Industries."

Knight; Uses a mix of ethereal abilities he refuses to explain, Illusion magic, and a custom ManaPistol.

An enigma even to the Bison databases, this reclusive wraith has been thought to be anything from the spirit of one of the original shareholders, to the manifestation of divine avarice. Regardless of what truth may or may not reside in these claims, the figure deigns not to tell others his nature. His deadly aim with his trusty revolver and the dessicated husks of his victims are his only calling cards.

**Vanessa Mrk2 - MR - Bison Ind.**

"I owe my life to Bison Industries. They found me when I was just a little girl and made me what I am today. I'll gladly kill for them."

Knight; Equipped with exceptional cybernetics that makes her a walking death machine.

Vanessa is one of those girls that make you do a double take. I mean, it's not every day you see what is essentially a walking tank go by. She has a smaller, more feminine form, but she much prefers being a tank. Detached from the world with a childlike ignorance, she obeys everything that Bison tells her. If they say jump, she'll ask "How high?" and if they ask her to kill, she'll ask "How many civilian casualties are allowed?"

Companions - Cont.

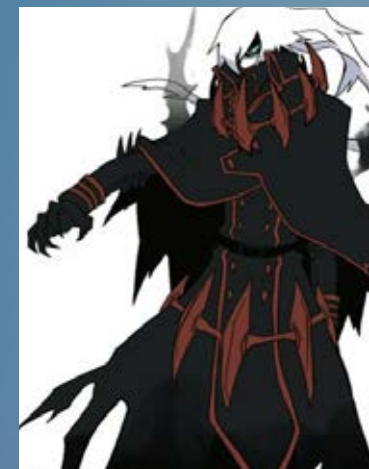
**Viltar Lumek - FR - Bison Ind.**

"Stocks have gone up by 2.8% today, which makes up for the 1.7% drop from yesterday. I would recommend selling before we influence a drop, and then buying before we raise it."

Support; Great head for numbers and trade.

Excellent at brute forcing into any systems too. One of the men on Bison's Board of Directors, and for good reason too. His ability to influence and predict the stock market is a gift that he has

not squandered. Quickly becoming one of the most rich and powerful men in the underworld. He doesn't think of the world in good or bad, instead viewing it in profit and loss. Snide and soft spoke, just how he wants to be. He wouldn't betray allies, but you should watch yourself.

**[UNKNOWN] - NR - Abyssal Eyes**

"You mortals are an intriguing bunch. The again, considering what I am, I suppose I'm the more intriguing one between us."

Knight; Employs Corruption based magics and makes use of his Eldration powers to become incorporeal.

What this thing is and where he came from is a complete mystery, at least for now. Most likely it will stay that way so long as he wants it to. The most he has said is that his is most similar to an Eldration, a ghost-like entity from Nothing's hivemind. He claims to not be connected to the hivemind, for reasons even he does not know. Taking this as a second chance, he roams the worlds and observes, his plots and schemes shrouded.

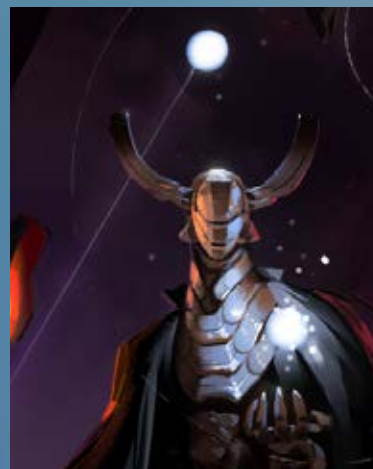
Companions - Cont.

**Amanda - ??? - Abyssal Eyes**

"I haven't had consciousness for long. The first man I met tried to kill me, the second one fed me. They're both dead now. You make the third person I've met."

???; As far as you can tell, she has complete control over Turned abilities in combat.

Amanda, that's the name she gave you anyway. Usually when a Turned is made, they become a thoughtless beast of impulse and violent instinct, but not her. It seems that she developed a new conscious to override the one that was there before, becoming something not quite human, but not quite Turned. New to the world and still figuring out both who and what she is, only time can tell how her journey will end.

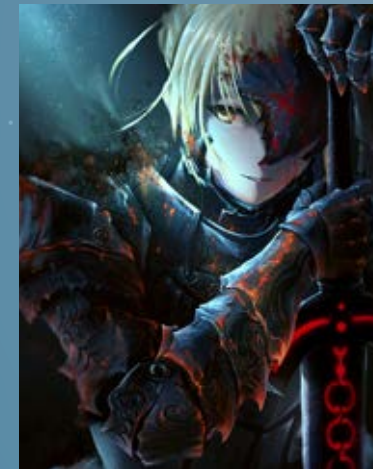
**D'Ior Vect - NR - Abyssal Eyes**

"Have you ever looked at the majesty that is Nothing? A swirling storm of raw power just waiting beyond the precipice of Creation."

Knight; Uses a wide assortment of magic, always coy about just how many different spells he knows.

A shrouded figure that boasts high magical skill and understanding. His origins are just as covered as his face, something he made sure of. He speaks slowly, carefully. As if in deep thought whenever he speaks. Obsessed with Nothing and the powers within it, he claims to seek true understanding of the Cycles. Whether or not he likes the answers he has found so far is yet to be seen.

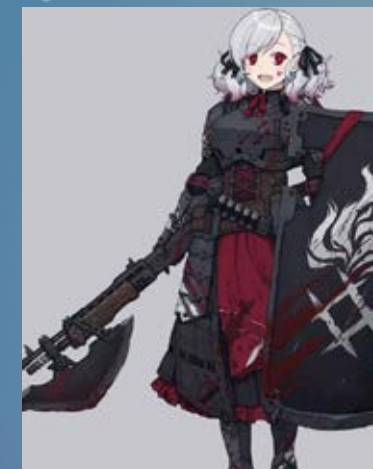
Companions - Cont.

**Elizabeth - MR - Abyssal Eyes**

"There came a time I stopped moving forward and asked if what I was doing was right. I turned around, saw all the corpses, and I recieved my answer. I didn't like it."

Knight; Can employ minor Corruption based magics and is an expert swordsman.

Ideals. The great are defined by them, the feeble renounce them, and yet all are inexplicably bound by them. What occurs when one's ideals are not one's own? That was the question Elizabeth asked herself. Conscripted into the Judicators at a young age, she didn't start asking questions until it was too late. Now? Now she walks another path. It matters not if some will call her mad, or even condemn her a villain, but the cruelty will stop.

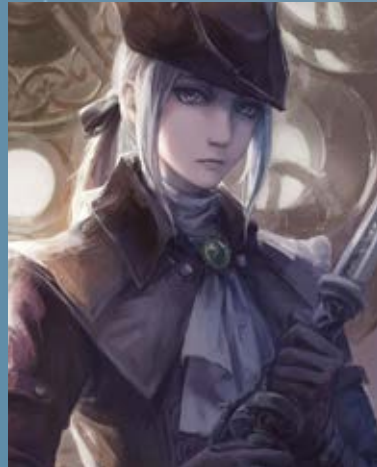
**Fiona Straunbaugh - MR - Abyssal Eyes**

"My parents wanted me to continue the noble bloodline and marry some idiot from a lower house. I killed them all and never looked back!"

Knight; Skilled in both firearms and close combat. Clearly loves to mix them together in bloody fashion.

Some men just want to watch the world burn, some women too. For Felicia it doesn't matter whether it burns, gets dismembered, disemboweled, or shot to bits. So long as someone gets hurt. A sadist to her very core, she views the infliction of pain upon others as her divine right and denies herself nothing. Bloodshed, carnage or another carnal desire. If she wants it, she will take it, by whatever means possible at her disposal.

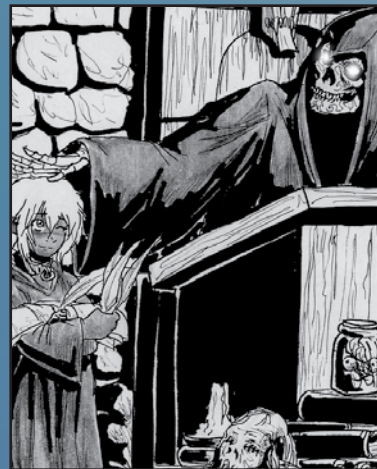
Companions - Cont.

**Moriah Venhurst - MR/FR - Abyssal Eyes**

"A small town once burned down, everyone living there died. I'm not some child survivor, I'm the one that did it, but I can still see the fire when I close my eyes."

Knight; Skilled with both blade and some Channeling magics.

They say that when you gaze into the abyss, the abyss stares back. In these dead, silver eyes it found nothing but quiet resignation. The world is corrupt, cruel, and uncaring. One that must be culled for the sake of whatever may come next. A monstrous task for certain, yet one someone must bear. She will carry the sins of the world alone if she must, for she cannot ask it of anyone else.

**Simon & Lily - NR - Abyssal Eyes**

"Mr. Simon, Mr. Simon! I got those notes on advanced necromancy for you!" "Thank you child, now run along and see if you can find that damn skeleton cat I made you."

Support/Comfort; Simon can provide Necromantic magics and enchanting, while Lily does oddjobs for him.

Death comes to us all, old and young. To the a young elf girl, it came as a friend. To her town, it came a butcher. An inseparable duo, Simon and Lily make for a comedic sight. A long decayed lich dotting over an impressionable young girl like a worried mother. This is made even more laughable by the blasphemous incantations and rituals he is never to far from, the blackest of magics at his disposal.

Companions - Cont.

**Abigail - MR**

"Sir? I cleaned the sheets and hung the clothes out to dry. I also made you this scarf, but don't feel forced to wear it. I even stitched your name on it, see?"

Comfort; Knowledgeable in most wifely duties. Cleaning, cooking, and even making clothes from her silk.

A monster with a maiden's heart. Abigail is nothing but a simple maid, yet often finds herself in the most peculiar scenarios. A kind and gentle soul, her monstrous visage nonetheless keeps her at arm's reach from most, a fact which saddens her to no end. This causes her to cling to her few close companions with barely restrained dedication. Her sewing is her greatest pride- one she seeks to impress upon as many as she can.

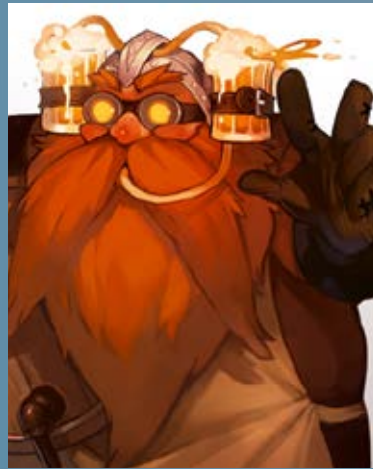
**Ch'naga Galmor - MR**

"Don't let my appearance fool you. I've lived longer than you could even imagine. Now, would you care for a drink?"

Support; Well versed in Abjuration and Illusion magical arts.

Despite her youthful appearance, Ch'naga is an ancient being. Once a mere trickster spirit, a lifetime of debauchery and carnage have transformed her into something else. A powerful spirit with an innocent face, she nonetheless seeks the best for her friends. Trying to spread her gospel of degeneracy and lust to all, hosting lavish orgies and thrill seeking expeditions, viewing them as chances to spread sensation to others.

Companions - Cont.



David the dwarf - FR

"There are only three things I can rely on in this world, and all of them are made by my own hands. Booze, bombs and breastplates!"

Support; Master level skill in crafting explosives, brewing alcohol, and blacksmithing. Usually all at once.

The places people find solace are multitude. For David, they are all linked to chemistry. From his famously debilitating brew, which even demons can not drink more than a pint of, to his high yield explosives, or even chem-fused equipment. To those who find themselves around him, they'll quickly see that David is an absent minded savant. A prodigy crippled only by his own carelessness and madness.



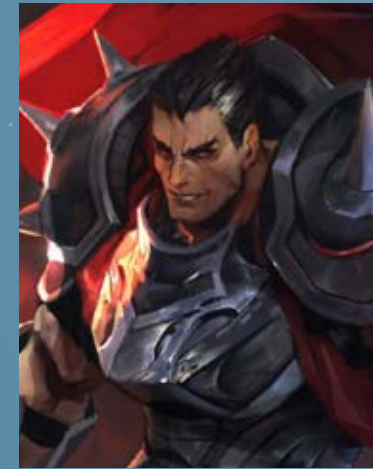
Dreng's Pet Owl - NR

"Hoo. Is that what you expected me to say? Well you've had your fun. Go away before I peck your ass raw."

Support; Has prophetic dreams and has very acute senses, warning you of anything incoming. One of the many mysteries found on Al'catora, this sentient avian claims to be tied to Dreng himself. A preposterous, yet oddly sound claim. Wise and noble, but with a mouth like

a trash compactor. This bird has a terrible temperament and a habit for narcotics of all sorts, claiming they help with his visions. What constitutes prophecy and drug induced raving is sometimes hard to differentiate however.

Companions - Cont.

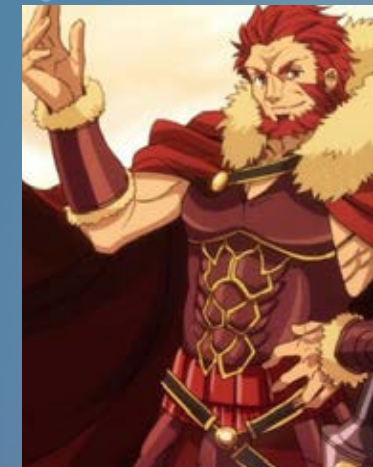


Edison Targe - FR

"You know, I may be in a rut. Nothing I kill really gives me that feeling anymore. Maybe I'll try to find a Marsh Troll tomorrow."

Knight; A seasoned veteran of martial combat. A cynical brute of a man, Edison renounced the easy life his birthright warranted him in favor of his trusty axe "Supplicium", an unwieldy slab of steel which he nonetheless wields with terrifying grace. Blunt and rough both in conflict and social

interaction, Edison has earned a reputation as someone liable to take slights to extremes. Despite this, he is doggedly loyal to those few friends he has.



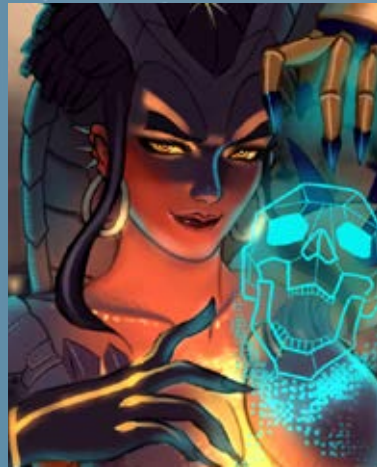
Ferren Lionheart - MR/FR

"The only people I respect are the ones that have the balls to take their fate with their own two hands and wring the shit out of its neck."

Support/Knight; A very powerful man with expert swordplay and inspires all his allies to chase glory.

A man who has made it his mission to live life to its fullest. The imposing titan values honesty and frankness, be it from friend or foe. The giant has a way with people, capable of drawing out the fire in all but the most hopeless of cowards, a glorious symbol of dreams that calls you to find greatness. He is driven by pure wanderlust, the only things he truly desires being that which he cannot acquire.

Companions - Cont.

**Flisa Gron - MR**

"Magic, bah! I can do more with my hard-light than you could ever do with magic. All I need mana for is to power my machines. Shut up, that does not make it magic."

Knight; Uses hard-light constructs, be it blades, chains, or even guns.

The destructive influences of discord and chaos are many, yet one has made it her mission to eliminate them at their core. Seeking to bring the chaotic powers of the Astral to an end, Flisa instead employs advanced Hardlight engineering of her own construction. Sleek marvels of science which she masterfully employs for any purpose. A cold and calculating woman, it could be said she does not understand any of the people around her.

**Gora Fleetfoot - MR**

"If you make one more joke about me being horny, I'll show you 8 different ways to disembowel someone."

Support/Knight; A scholar well versed in the most ancient of both history and swordplay. When the going gets hard, you're going in the right direction. Such is the belief by which Gora lives her life. Tough as the keratin of her horns, and with a temperament that puts a Flesh Ripper

to shame, her small frame hides explosive strength within. When she becomes enraged, which is often, her cruel blade swings with short and sharp blows, each capable of knocking most to the ground.

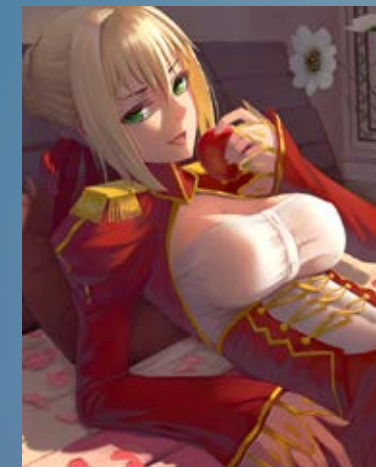
Companions - Cont.

**Natasha - MR/FR**

"Do you want to play a hand of poker? Oh, maybe I can show you how to bypass a Suit's subsystem? I mean, the last one exploded, but I bet I can do it right this time!"

Support/Comfort; Expert Suit mechanic and roboticist. Also makes her own games in her spare time.

If failure is the harshest teacher, then Natasha must have aced the class. A mechanic with the peculiar knack to make machinery just work how she wants, her inventions and upgrades are rivaled by none. A self avowed geek, she enjoys all manner of board games and tabletop rpgs. Despite her absolutely abysmal luck with dice, cards and anything else related. She'll get sad if you beat her too much, so go easy on her.

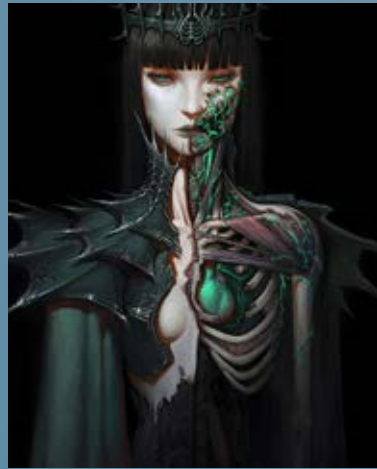
**Nessa Dran - MR**

"Darling, You know that flowers wilt without sunlight. Why don't you open up the window and let some in?"

Support/Comfort; Very adept at gathering information, infiltration, and thievery. Prefers not to fight, but can.

A renowned actress and singer, Nessa is as skilled with a her blades as she is with her innuendo. Claiming that her greatest and most dangerous skills are her charms. Law enforcers, managers, and even assassins have found themselves led along by her sultry looks until she has what she wants. Once she has what she sought, she quickly moves on to the next poor target, smile at the ready.

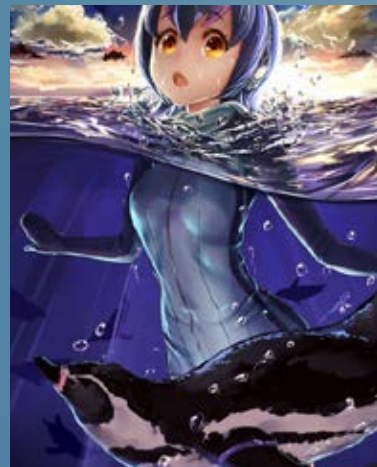
Companions - Cont.

**Ques Bleakhollow - MR**

"I gave up my mortality long ago. Giving up my humanity was rather recent. I don't know how to aid you, but I offer my skills nonetheless."

Support/Knight; Master of Necromantic magics and is well versed in both biology and alchemy. Ques is an eccentric seeker of knowledge above all else, whatever its cost, use, or implications. This path of her's led a once esteemed scholar to unspeakable and esoteric means. In her view,

it was all worth it, for the secrets she has learned could fill the royal library of Qul'thina three times over. Despite her array of forbidden information, she finds herself lost with people. Partially due to the fact she's half skeleton.

**Rachel & Po - NR**

"Hi there! My name is Rachel and this is my partner Po! We just got back from our morning swim. Who might you be? Wait! Let me guess. Are you a Knight?"

Support/Comfort; Extremely knowledgeable in wildlife, monster habits, and has a keen eye for Astral energy.

An unassuming duo, the Telkin and flightless bird act as one unit. Despite their appearance, each half is as intelligent as the other. Loyal to each other to the utmost degree, the pair are usually found by the waterside, both potent swimmers. They are inquisitive and friendly to all they encounter, managing to befriend even the most savage creatures through sheer, enduring charisma and youthful optimism.

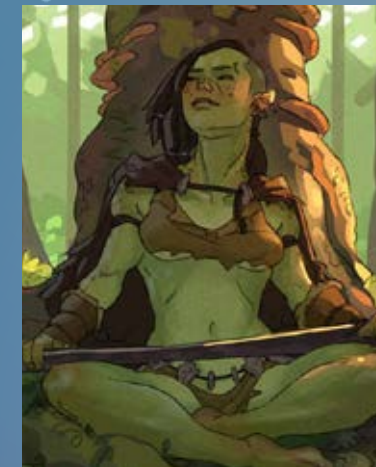
Companions - Cont.

**Ragnar & Cali - NR**

"I'm going to give you until the count of 3 to tell me where the shipment went or else I'll let my husband eat your face." "I really do like faces, so don't feel pressed to answer."

Knight; Both husband and wife are terrifyingly good with martial combat of all types. Don't be fooled, the bear is the less dangerous one. An adventuring duo of veteran experience, the pair have carved their way through all

manner of beast and environment. Often employed as mercenaries, they serve as terrifying muscle for whoever can afford their price. When they aren't fighting foes or each other, they can be found drinking a bar out of business. Cali is the only person to stand the smell of wet Ragnar.

**Serana Trine - FR/MR**

"Unless you can beat me in a fight I'll never follow you. Strip poker? What's that? Ah, fuck it, I never back down from a challenge!"

Support/Knight; Adept tracker and an even better combatant with her blade.

An Orc who respects nothing but strength. Serana views intellectual pursuits and the acquisition of knowledge for the weak and as a waste of time. Instead, Serana spends her life doing what she loves; drinking, fighting, and fucking. Often all at the same time. Highly competitive, she has a need to prove herself better than others through whatever means necessary. Through underhanded tactics if they are the only means left.

Companions - Cont.

**Shiva Lokhart - MR**

"A good person? What wonderful fairytales you tell me."

Comfort; Provides a motherly touch on your journeys, handling the cooking, cleaning, and sewing.

A cold and snide individual, her scathing tongue and aloof demeanor earn her few friends. Not that she seeks them out in the first place. Yet despite this, one cannot help but feel a detached longing in her icy gaze, a frozen mind that seeks out fire. Despite her skill in the astral arts she lacks a warrior's heart, and is prone to worry. Preferring to instead maintain a comforting role in the party.

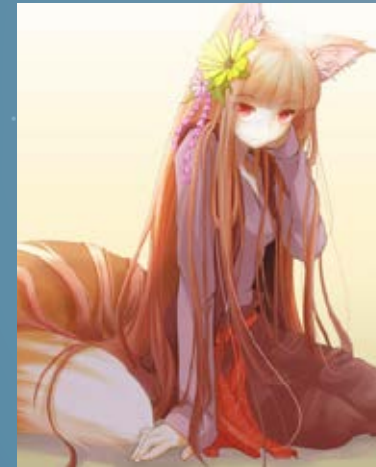
**Sly'var Forn - FR**

"If you'd believe it, I didn't want to be a skeleton. I could have sworn that spell scroll said 'Summon a Lich', not 'Become a Lich'. That's what I get for not translating properly."

Knight; A master in almost all forms of magic. Wandering Al'catora since time immemorial, the results of a magical mishap have left him in his undead state. Not one to be deterred, Sly'var continued with his studies, amassing a wide

array of knowledge on the Astral Arts. Sly'var has become a master of magic, but despite this he still frequently mispronounced words and incantations. His terrible pronunciation beyond repair through mortal and magical means alike. A kindhearted fellow, his fearsome visage and reputation often drops him into situations he doesn't understand.

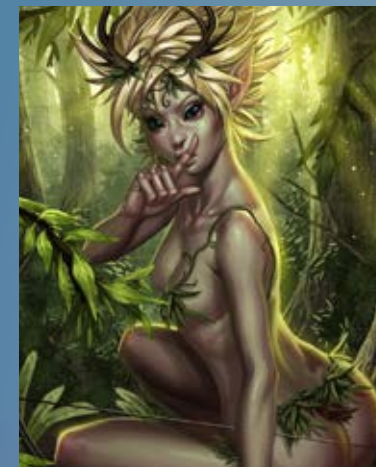
Companions - Cont.

**Sofi Talisa - MR**

"I'm just a traveller trying to find my way home. Could you spare some change? What's that? You know I'm a spirit? Well shit. Uh, hey look over there!"

Support/Comfort; Can use a sort of dream magic to aid rest and can pickpocket items rather easily.

A trickster spirit of a mischievous nature, Sofi is relatively young by the standards of her kind. She's eager to explore the world around her. Playful and coy, her pranks and misdeeds hide an innocent heart untainted by the realities of this world. Despite her occasionally cruel tricks, Sofi does not have the stomach for evil and seeks to reciprocate good when done to her, as well as apologising for any jokes gone too far.

**Steph Fleetfoot - MR**

"Have you seen my sister around? I swear, she's always charging off half-cocked without even the faintest plan."

Support/Comfort; An expert tracker and used to the wilds. Good with a bow, but prefers to cook. The younger, and more level-headed of the Fleetfoot sisters. Steph usually travels with her sister, just to keep an eye on her. A very curious and bright soul. Likes to go for walks as deep

into the woods as she can, usually in the nude as well. She almost always returns with fresh game, with which she can make something tasty for dinner. There are the days when she experiments with her cooking. On those days you should run.

Companions - Cont.

**Ura Telno - MR/FR**

"Hey there handsome. Buy a lady a drink? I've had such a long day and just want to unwind."
 After about 30 drinks; *"And that is why you don't trust the fucking elves! Sneaky fucks!"*
 Support/Knight; Surprisingly skilled at both driving and using her extremely heavy spear. A Knight of loose words and of looser morals. Despite her rambunctious nature, she is surprisingly competent at what she does.

Notoriously bad with money, she often finds herself requiring her spear to pay off her debts. Steadfast to friends and unyielding to foes, she never forgets a debt or a slight, no matter what drunken stupor she finds herself in or with whom her debt may be. Hates sushi for obvious reasons.

**Velna Murak - MR**

"If you don't get out of my forge I will clobber you over the head with an anvil. Fine you can watch, just stay out of my way. Hey, pass me those tongs behind you."
 Support; An exceptionally good blacksmith and enchanter.

Young and a gifted smith, Velna does what she can to honor her late father's legacy and support her remaining family. A bona-fide genius with metal, she can turn the most base of materials into wonders fit for a king. Not that she notices, discarding what others would classify as masterwork craft as subpar junk. Despite her mother pressuring her to find herself a partner, she maintains that she is far too busy to go out looking for one.

Companions - Cont.

**Veronica Hart - MR/FR**

"Music is something that is universal. You don't need to understand lyrics or anything, just need to feel the rhythm and beat in your bones."
 Knight/Comfort; While primarily working as courtesan, she can use exceptional summoning magics.

Music. An art that transcends status, language, and race. A window into the soul itself. For one who has experienced the worst of the world, it provides sanctuary and respite. A wonderfully gifted woman, but under other circumstances she would have been a famous star. Veronica was born into less than desirable circumstances. Yet her talents shine through, her melodies even summoning forth Infernal spirits.

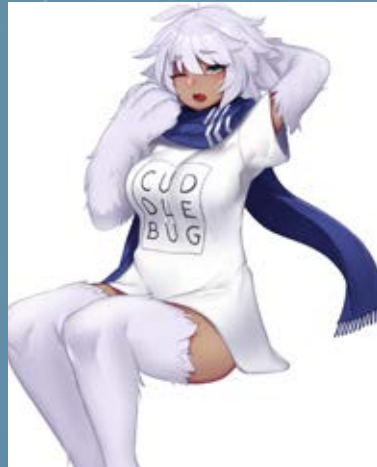
**Xert'a Bylor - NR**

"Come closer stranger, I have many fine wares today. Some of which, I can promise you, shall only ever be found here in this very moment. Maybe some home brew poison?"

Support; A travelling merchant that often has wares you won't find anywhere else. Master alchemist.

A mysterious stranger. A caller in the dark. Whatever it is you need, Xert'a has it. The only question is the price. None truly know the origin of this shrouded figure, or why he even offers his wares. Some do however speak of an ancient pact, of a man who sought an artifact of power from the dawn of man. An infinite power to grant any wish. An all consuming quest which destroyed him in his entirety, leaving nothing but his search.

Companions - Cont.



Yuri Glenfar - MR

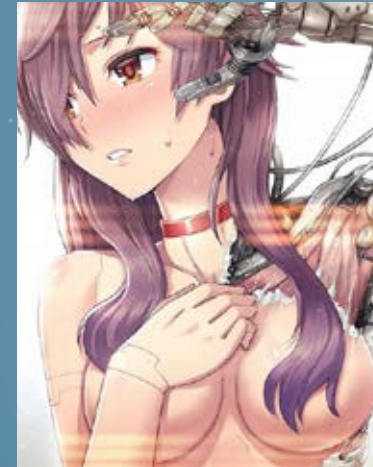
"What time is it? Noon? Alright then, going back to sleep. Why don't you join me? Get your head out of the gutter. Cuddling always makes me have pleasant dreams."

Comfort; A traveling clothes and fashion designer with deep pockets.

There are those who wish to see the wonders of the world for what they are and Yuri is one of them. She would be if she could remain awake

long enough, anyway. An innocent and impressionable soul, she travels to inspire her works. Despite her wealth, she grew up sheltered and alone. Easily scared and deeply trusting of those close to her. She enjoys cuddling and relaxing with friends, preferring to take life slowly.

Companions - Cont.



Android - FR/MR

This is a blank android, created by Appleton Science, that you may upload your AI to. Must be taken with the "Unchained" AI Connection. This body will be their main processor from which they can function. Biologically identical to the kind and gender of your choice, even capable of bearing healthy children.

Their bones are reinforced with Star-Metal(Granting +2 Constitution to their stats) and they come equipped with Simple Wards and Astra Shielding implants. Internal functions allow their biological components to heal at an accelerated rate, and mechanical parts are repaired just as fast. Even if this body were to die, they shall still live in an ascended AI/Consciousness state until a new body can be procured. Their looks are up to you as well.

Select a class and any weapon proficiency for your Android to use. They **do not** gain the 3 bonus stat points you did, or Astra/Training points normally assigned to that class.

Instead they will have 50 Training points and 20 Shard points(or 20 Training points and 50 Shard points) for you to decide their abilities. An Android may take any ability except for magic from the Necromancy school. Don't worry about power or anything like that, they have an Astral Shard Core for a heart that will never run out. After a while the core will start to change the Android, allowing them to develop a soul and becoming more than a mere AI. The first of a new kind perhaps? Best keep these new developments secret. For now at least.



The Nothing's stare was now focused on the Life held within Something. Small and unassuming, the influence of Nothing grew. It slowly corrupted the people already under its influence into beasts and monsters. This corruption is steadily rising throughout the system, and it is now up to the Life of Creation to step up and defend Something.

The men aboard that ship began to change. They screamed out in pain as they contorted inside their suits. Blood began erupting out of their skin as it tore. Some fell to the ground and crumbled into a black dust that revolted the eyes, but the man that sat in the captain's chair turned to the camera. He had become a horrific visage of flesh and bone, corrupted beyond recognition. It screamed and jumped towards the screen just as the connection was cut.

You finished going through the mail from all your friends, companies, and all those restaurant flyers. You stretch and stand up, quickly walking over to your closet. You get dressed and ready for a new day. As you're pulling up your pants you notice something in the pocket. You pull it out and see that it's a small trinket you got a long time ago. What does the trinket stand for? Seems to be a totem of one of the many Great Ones of legend and history. As you look at it you are reminded of the Great One it represents, all the powers and lessons that came with it.

Blessings of the Great Ones

Great beings formed of large quantities of Something's blood, the upper echelon of power within Creation. Some were born mortal, and others have always been. Their appearances shift over the millennia, but they usually have defining characteristics, much like Dreng's horns and Stiarna's large...mirror. These are not all the Great Ones to be found, just the most active ones during these times. Several had many mortal children that traveled with them, seeking greater adventure while Al'catora was still primal and young. Their influences helped stave off many world-ending threats throughout Creation.

Select one to take guidance from, gaining access to both an active power and a passive power. There is a catch. To have continued use of these powers, you must engage in a ceremony of worship once a month unless otherwise stated. Blessings are commonly gained at birth due to star positions or natural phenomena. During the star placement or event that your patron is assigned, you find your powers are twice as efficient/powerful. Some whisper of new abilities being discovered by the devout during those times. Of course you could reject these patrons, but expect no miracles or help during your journeys. Abyssal Eyes must follow Nyarthræl. No exceptions.

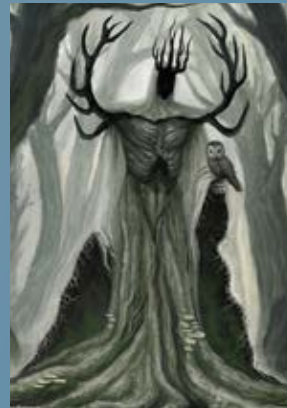
Blessings of the Great Ones – Cont.



Drengr Lündreykr

Highest Warrior of the Primal Fires

**Winter
(Fourth of the year)**

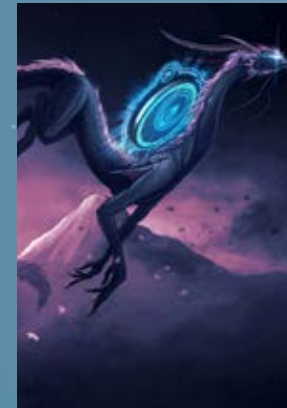


Fire's Herald - You can summon and control a large housefulls worth of smoke each day, but summoned smoke only lasts for roughly 5 minutes. The smoke can become hard as steel, still flow normally, and be moved as fast as a bullet. By "consuming" the smoke you may increase your strength and dexterity by 1, even past the max limit. Using your max reserve of smoke, all at once, would let you use the extra strength/speed for 4 hours.

Centered Stasis - The sensation of extreme heat and cold do not faze you anymore, and any damage they would do is 20% weaker.

Ceremony of Blood and Smoke - An ounce of Dren Herb. A drop of your own blood. Combine both into a pipe made from igneous stone. Breathe deep the smoke and meditate as your mind is drawn into the Fields of Dren. The trance shall last for a night, filled with the dancing and play of spirits. Followers are never to run in fear and must give it their absolute all in every fight.

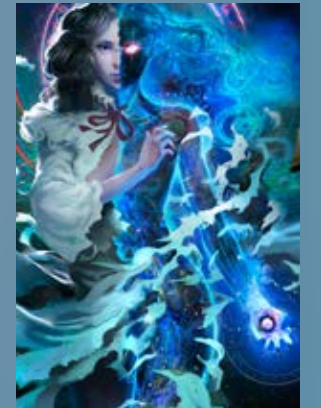
Blessings of the Great Ones – Cont.



Sær Fróðleik

Grand Sorcerer of the Primal Waters

**Spring
(Fourth of the year)**



Inner Focusing - Once a month you may activate an inner seal that raises your Astral Connection and Mana Reserve stats by 1, even past the max level. Spells can be cast almost immediately, and you will fall into a deep sleep for 3 days after use. Inner Focusing lasts until your mana levels are exhausted or for 4 hours, whichever comes first.

Flow - You're able to stay cool and calculating in any situation. You're also more clever, always seeing things that others miss. IQ passively raised by 70 points.

Ceremony of the Inner Eye - Draw a bath of salt heavy water. Float upon its surface and let all sensation leave, revealing the Deep. The Deep echoes with lessons and instruction on the magical arts. Explore your own mind and unlock your inner eyes. Followers are to be level-headed and always go about things having thought it out fully.

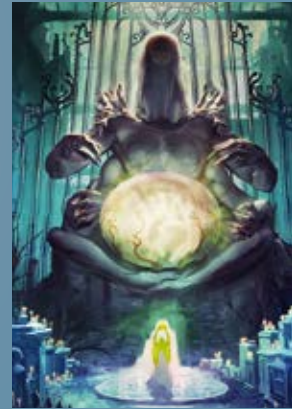
Blessings of the Great Ones - Cont.



Gundar Goði

Saintly King of the Primal Earth

**Summer
(Fourth of the year)**



Great Wall - Once a day, you may instantly erect a wall of unbreakable stone as a shield. Nothing can reach you or anyone else standing behind this barrier. Crumbles away once the fight you summoned it for is done. For 4 hours after raising a wall, your Endurance and Willpower are raised by 1, even past max limits.

King's Rally - Your words seem to inspire and uplift those that hear them. Even the most broken army will lift their weapons and regain their strength if you rally them forth, everyone yelling out in triumph.

Ceremony of Iron Crowns - A throne shall rise up from the earth and present to you a crown. Don it, and take your place on the throne. Before your eyes you shall envision kings of old and contemplate their actions, but not many can take to heart what they are shown by the throne. Crown bearers are to always serve as a rock for their men and followers. Be their example and lead well.

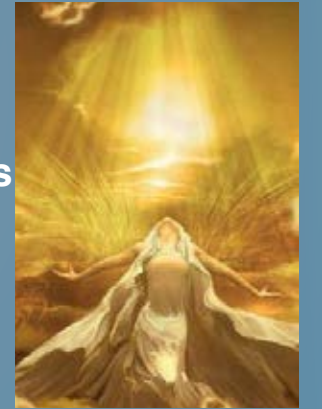
Blessings of the Great Ones - Cont.



Vindál Friðr

Healing Mother of the Primal Winds

**Autumn
(Fourth of the year)**



Healing Aura - You can radiate an aura that covers 50m around you for a hour a day. Allies caught in this will receive the same effect as Mending Touch, but half as fast. After healing others, your Constitution and Intuition are raised by 1 for 4 hours, even past the max level.

Peaceful Aura - Anyone feels at ease around you, completely relaxing and opening up. This aura can break down if you do anything to gain their disdain or hostility.

Ceremony of Gales - Fall into enchanted sleep and hear the brilliant songs. The melodies shall uplift your soul and open your heart to better ways. True joy and wonder shall enwrap you as you sleep, but sometimes you shall hear prophecy instead of song. Be kind and spread joy.

Blessings of the Great Ones – Cont.



Ámælissamr

The Gentleman Thief

**New Moon
(Once a month)**



Ghost Walk - At will, you can walk through most technological security such as trip-lasers and motion sensor defenses. You don't show up in recordings or video, but that doesn't protect you from sensory enhancement equipment like thermal vision. Can only Ghost Walk for a combined 2 hours a day.

Silver Tongue - Charm and speech are natural to you. While you won't be controlling kingdoms, you will find it easier to talk your way out of jail or even pick-up women.

Ceremony of Generosity - The thief has no set rules, but bids you to do one thing. Give a bit of the silver and jewels you collect from your travels. Offer to pay for a stranger's groceries when they don't have enough. Give a little back to those that need it more than you.

Blessings of the Great Ones – Cont.



Frami Veita

The Horned Child

**The Red Star
(Visible once every 100 years)**



Second Chance - Upon death, time will be reversed just enough to allow you the chance to avoid whatever killed you. How much time given is the bare minimum you would require to avoid your fate, taking your abilities into account. No room for error and this only happens once in your entire existence.

Lucky Chance - All the good and bad luck you would ever have is adjusted 70:30 in favor of good luck. Relying on pure luck will rarely work, however.

Ceremony of Summoning - The Child likes to see his followers once in their lifetime. Draw a sign to summon his imp form for a few minutes. Usually it shall do no more than stare at you, but it's rumored to whisper the day of your death if you're lucky.

Blessings of the Great Ones - Cont.



Kvángask

The Lovestruck Fool

Valentine's Dawn
(Every morning after a full moon)



Loving Libido - You can heighten the stimulus felt by a person, as well as their stamina by merely touching them and whispering in their ear. You feel the effects as well when this power is used on someone you care for.

Golden Rule - Your treatment of others shall always be reciprocated. Friends and loved ones will be forever loyal to you so long as you are loyal to them. Any courtesy and respect shown to your enemies will be honored and returned.

Ceremony of Celibacy - For one month of the year, you are to refrain from any one vice of yours. Should it be women or drink, you are not to take part in it within that month.

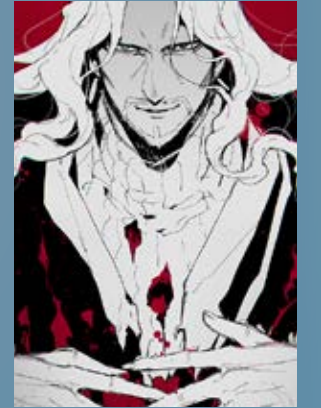
Blessings of the Great Ones - Cont.



Dreyri Drykkr

The Blood-Stained Hand

Blood Moon
(Once every three months)



Bloody Strings - You can produce small, crimson strings from your own blood. These strings are nigh unbreakable and almost invisible to anyone other than you. These strings are also extremely sharp, perfect for ensnaring unarmored prey and ripping them into bloody pieces. Can produce 100m of string per day.

Sweet Scent - Even if it's a small drop, you can smell a person's blood for miles. Everything from their location, blood-type, gender, and even magical strength can be gleaned from the sweet scent of the hunt.

Ceremony of Crimson Nights - Under the Blood Moon, you are to bow your head once in honor of the Red King. Forgetting to do so will incur a swift punishment of blood. It shan't kill you, but it really sucks.

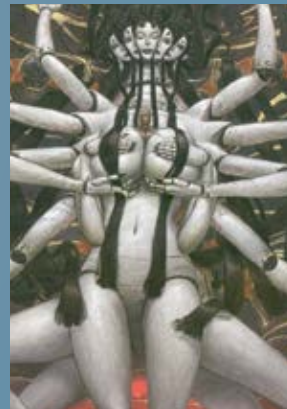
Blessings of the Great Ones - Cont.



Stiarna Soekja

The Mirror of Fate

**Full Moon
(Once a month)**



Door Home - Whenever in a safe area you can summon a door out of thin air. Upon entering that door you will find yourself in the place you consider home. Anyone can follow you through if you hold the door open for them. No more long travels home after your triumphs.

Blink Sight - When you close your eyes you can see 1 second in the future. This can be useful in fights as it allows you to react, but only if you have the skill able to act in such a short time.

Ceremony of Reflection - More of a passive ceremony that happens any time you look in a mirror. Your reflection will begin to talk on its own after being silent for a few seconds. It shall tell you your own thoughts. Not your surface thoughts, mind you, but the deeper ones that you don't want to acknowledge.

Blessings of the Great Ones - Cont.



Jafnaðr Skipa

The Righteous Inquisitor

**Lunar Eclipse
(4 times a year)**



Interrogator's Chains - Once a day you can summon unbreakable chains from the earth under your target, completely binding and immobilizing them for 30 minutes if they are caught. While bound, you can not fatally harm them or you will die, but they must answer every question asked truthfully or else they will be crushed to death by the chains. You must also explain these rules to them or the chains shall break when you attempt to question them.

Judicator's Eyes - You can see a person's aura, able to tell their strength at a glance. Other things you see are when someone is lying to you and how to inflict the most pain on someone.

Ceremony of Repentance - Every Lunar Eclipse you are to lock yourself in a cell. Take up your flail and strike your own back ten times. Chant passages from the Judicator's Codex while gazing at the stone wall before you until the sun rises.

Blessings of the Great Ones – Cont.



Eitr Gríma

Lord of Shadow and Secrets

Solar Eclipse
(Once every 18 months)



Muffle - At will you can silence your personal sounds, such as breathing and footsteps. Once a day for an accumulative hour you can silence sounds you directly and indirectly cause, such as shooting a man in the head with no sound from the gun or falling body.

True Strike - In combat you have a tendency to hit the weak points of the thing you attack. If you rely solely on this, you will never survive. Be creative and use it right. This power can extend to words if you so choose, striking the buried nerve of the most disciplined man.

Ceremony of Silence - Quite simple really. For one day a year, you must not say a single word and remain completely silent. Failure to do so shall result in your voice being stolen from you forcibly for an entire year before it returns to you.

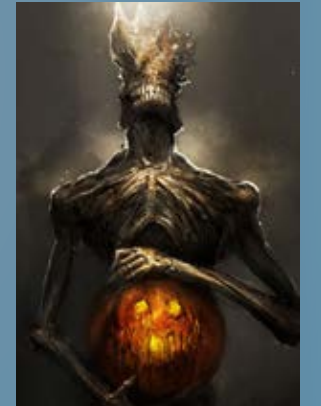
Blessings of the Great Ones – Cont.



Skúta Mórðvíg

The Astral Ferryman

Blue Moon
(Once every 300 years)



Spectral Boat - Similar to how starships use warp to travel between planets. You can summon a spectral boat from the Astral Realm to carry you across a planet at decent speeds. If you can handle the nightmares you see, you can instantly travel anywhere you've been before by entering/exiting the Astral Realm.

Whispers of the Dark - You can go to where people have died and hear their echoes. These echoes tell many secrets of both their life and what you desire most. Don't question this, lest you go mad.

Ceremony of Passage - Any time you kill another Kind, you must dig and fill a small hole with water. Toss two coins made of gold into it and offer a short prayer for the slain. You must complete this ritual within a week of the departed's death.

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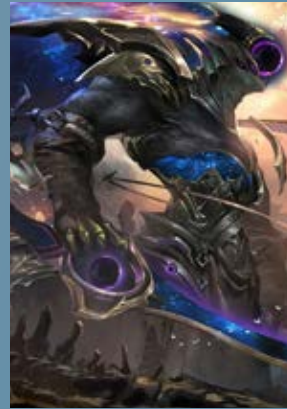
Blessings of the Great Ones - Cont.



Dauðr Draumvefr

The Astral Weaver

Spectral Lights
(Seen before every Blue Moon)



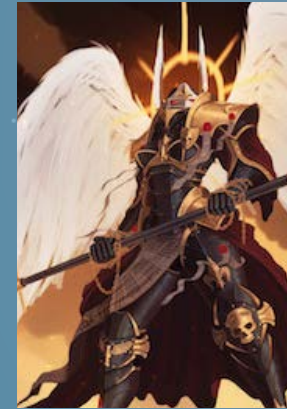
Dream Walker - When you are within 8km of someone that is sleeping, you may enter their dream while you both sleep, to do what you will. Manipulate their dreams to show them horrors or paradise. Talking to them is always a unique experience since they speak freely from their subconscious desires and mannerisms.

Stalker's Sense - If within 50yd of someone, and they don't notice your presence, you can instinctively know where they are and what they are doing. Almost like supernatural echolocation.

Ceremony of Webs - Another passive ceremony. Occasionally instead of dreaming, you shall find yourself in the Weaver's Loom. You shall watch as he slowly weaves your destiny before you, your thread intertwining with other's.

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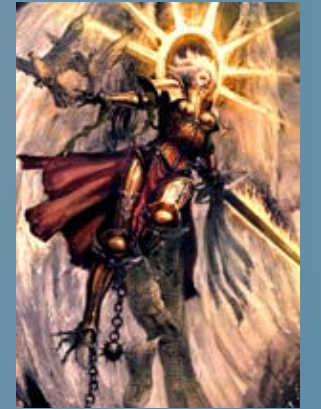
Blessings of the Great Ones - Cont.



Ágæti Dróttning

The Queen of Glory

The Golden Star
(Seen before every major battle)

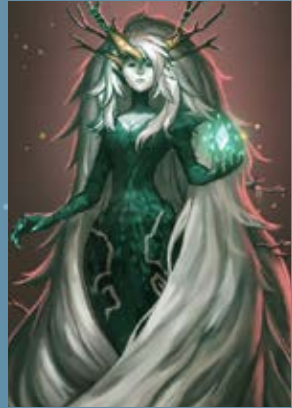


Brilliant Light - Once every day you can exploded with diving brilliance and temporarily blind anyone caught in the blast. The light you exude is even strong enough to burn away traces of Nothing's corruption. Max force is limited to a 10m radius, and slowly weakens up to a range of 50m.

Moment of Clarity - For 4 hours after using Brilliant Light, you are unaffected by all but the most powerful of illusions. Equal to rank 7Wip.

Ceremony of the Sun - At least once a year you must stand before the sun in all it's brilliant glory, stark naked. You are to then put your legs together and stretch up high, your arms raised into the sky at angles. Praise the sun.

Blessings of the Great Ones - Cont.



Haru Lündreykr

Daughter of Nature's Radiance

**Harvest Moon
(Every full moon during autumn)**



Shining Wisp - Summon a spirit of golden fire, as long as your arm and like a serpent. It will encircle and protect you from most any projectiles for as long as it's summoned. Can also be sent to chase your foe, relentlessly trying to ensnare and burn them to ash. Lasts for a combined 2 hours a day, so it can be sent away early and re-summoned.

Nature Sense - When surrounded by nature, in a forest or even a park, all the plants and simple creatures whisper to you. They tell you of who has come, who is coming, and of anything hidden within the underbrush.

Ceremony of Nature - Another simple one. Just respect nature in all her glory. Don't litter and try not to kill/pollute it with malicious intent.

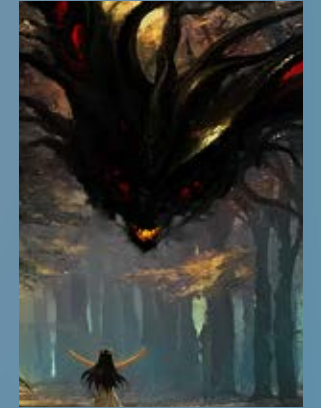
Blessings of the Great Ones - Cont.



Nyarthrael

The Creeping Corruption

(Abyssal Eyes Only)



Nightmare Marble - The Infernal Realm is constantly changing, but it will always be a dark realm of fear and chaos. This power allows you to summon the concept of the Infernal Realm to affect the area surrounding you. For a mile around you, the Infernal Realm will influence the area into becoming twisted and nightmarish. After an hour, everything will return to normal, but the horror that is the Infernal Realm will leave its mark. Anyone caught within this area will be at the mercy of wandering Eldrations and illusions.

Chosen - Nyarthrael has spoken to you, its words like blackened honey. It has opened your eyes to many teachings of Nothing, but most importantly it has changed your mind. No longer are you susceptible to Corruption or Nothing's monsters. You are still you, but you are now apart of Nothing. The hive mind is usually quiet, but you hear them getting closer every night.

Ceremony of Nothing -

*Fall to your knees and worship the great hivemind of Nothing.
The constant shrieks of chaos will echo in your head every night.*

Blessings of the Great Ones - Cont.

None Guide Me

(Every birthday you magically receive a free cake of your preference)

You gain no bonus powers, but you may gain any companion for free regardless of any restrictions due to other choices or alignment. The trinket you hold signifies a true bond with this person that shall last until Eternity returns. You may also have 5 Training Points and 5 Shard Points as an added bonus.



Records of Starry Knights go back as far as 10 thousand years through legend and such, but they were extremely rare. 2 or 3 for every million. The few heroes of prophecy.

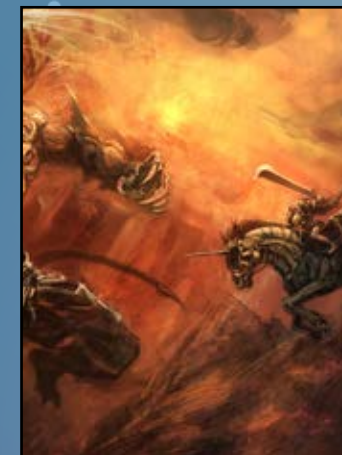
A thousand years before Mass Exodus unknown forces seemed to increase the number of Starry Knights, for now there is 1 for every 5,000 people. This is your tale as one of the many new Starry Knights in these turbulent times.

The year is ME-142X.

You've finished getting ready for the day. You grab your keys off the table next to your front door, slip on your shoes, and confidently step out to face the day.

Quests

One or more of these is your eye's desire. Take as many as you want, so long as you're willing to accept the risk. There is no great reward without great challenge.



Stop Nothing

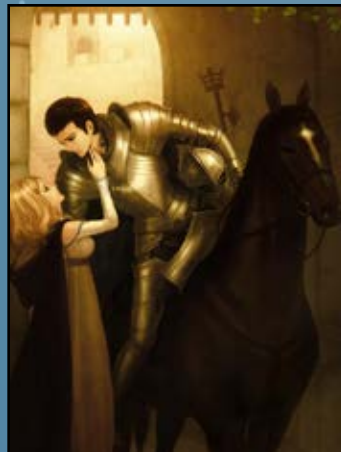
Nothing is a chaotic storm of pure madness that wants for nothing but the destruction of Something. It's never succeeded before, shown by how you exist in the first place, but that may not be the case for much longer. Forces not heard of in previous cycles are at work, attempting to aid Nothing. Do you think you have what it takes to not only stop these people, but one of the most powerful entities of history?

Quests - Cont.



Expand Something

Something may not last forever, but you're sure as hell gonna keep it alive as long as you can. With that being said, you'll need to find more planets to colonize. Get out there and claim whatever land you can in the name of Something and Allkind. Maybe you could even create planets or cause Something to grow even larger, expanding the domain of Creation.



Save Al'catora

Two insane Knights are building a great device to cast Great One tier magic and bring the entirety of Something under their control. If they succeed, they will change the very structure of all creation and warp reality. Travel their leyline network and disrupt its connection to the Astral Plane, before it's too late. Rumor has it that one of the madmen is obsessed with hexagons.



Explore the power of the Shards

The many stars that float through the cold vacuum of space are all connected by one fact. They are crystalline shards of Something's blood, radiating insane amounts of the same power that makes up both Creation and Life. As of now, only the residual power can be harvested, but if you could unlock a star's true power, you would surely experience unlimited power.

Quests - Cont.



Ascendance

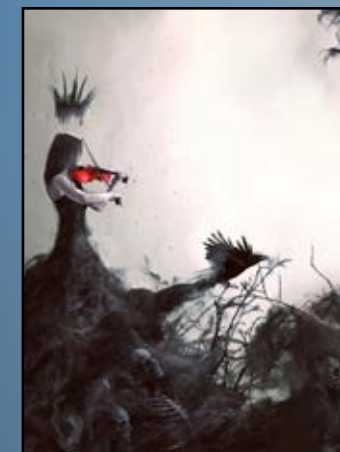
You are not satisfied with your current power. For whatever reason, you want more. Through conquest, training, and searching through long forgotten knowledge you will grow. Stretch your arm into the Astral Realm and unlock the raw power it contains. To reach the Great Ones does not seem so impossible now. Requires "Explore the power of the Shards".



Nothing, Something, and (You)

The two that were there in the beginning. Brothers, one drawn to slumber and the other to madness. Their power the very things that define all that is and isn't. Seek out the Great Ones, those who reached the highest power from Creation. Ask for their help or take it by force, but if you were to gain all of their power, you could reach Something and Nothing's height.

The ultimate power, but the ultimate challenge. Will you still chase the stars? Requires "Ascendance" and "Better to Rule".



True End

Nothing is a mad beast, but many find themselves drawn into its dark beauty. Nothing is set on devouring all of Something, destroying Creation and Life forever. Ironically, this will also kill Nothing since it cannot exist without Something to define it. If it succeeds, every last thing will be erased from causality, leaving nothing but an eternal void where nothing shall ever live again.

Can not take with "Stop the Nothing" or "Expand the Something." Must be taken if a member of the Abyssal Eyes.

Quests - Cont.



Beyond it All

Made entirely of Astral Power, and seemingly separate from both Something and Nothing, the Astral Plane is a mystery. Efforts allow us to momentarily enter it for use in space travel, but entering it completely is seemingly impossible. Can you break the barrier? Requires "Explore the power of the Shards".



Better to Rule

Something is to Nothing as the Astral Plane is to the Infernal Realm. Deep inside the twisting storm that is Nothing, the arm of Something it once devoured remains. Corrupted and twisted by the forces of Nothing, it is a realm of eternal nightmares and torment. This realm is also displays the metamorphosis of Nothing into Corruption. What if one could harness this power? Could they control the powers of Nothing? Dark whispers in the back of your mind say you can. Requires "Beyond it All".

Could they control the powers of Nothing? Dark whispers in the back of your mind say you can. Requires "Beyond it All".



United

Many offshoots and factions of the old ways still exist. Will you be there to answer the call of the council to protect Allkind? You love this empire and would give anything to preserve the order. Can not take with "Return all to Nothing" or "Revolution".

Quests - Cont.



Revolution

The Al'catorian Council has no claim to rule over Allkind. The old ways were best, people united under the strong and just. But do you fight for the people or the chaos of war? Can not take with "United".



No real goal

"Fuck off, I don't wanna quest" option.

Dedications

Scientific and General Advisors;
Atlas and Ruse

World Interaction Advisors;
Lawl and Ruse

Balance Advisors;
Gilkun, Atlas, and Ruse

Companion Advisor;
Gilkun.

Waifu Providers;
All the anons of /cyoag/.
Glad to be apart of the community!

Stolen Artwork;
The Internet.

Free Grammar and Wording Advisors;
The Discord circle-jerk.
Love ya guys.

The Idiot Behind it All;
-StonedCelt

Go chase your light, and may you achieve all you set out to do.