

APPENDIX I: Jason Asano Character Sheet

Jason Asano

- Nature: Prime Avatar of an Astral Nexus
- Current rank: Gold
- Progression to diamond rank: 38%

Attributes

- [Power] (Blood): [Gold 3]
- [Speed] (Dark): [Gold 4]
- [Spirit] (Doom): [Gold 3]
- [Recovery] (Sin): [Gold 3]

Inherent Gifts

- [Prime Avatar]
- [Numen]
- [System Administrator]
- [Sacred Phoenix]
- [Relics of the King]
- [Palanquin]

Essences (4/4)

Dark [Speed] (5/5)

- [Midnight Eyes] (special ability): [Gold 5] 19%
- [Cloak of Night] (special ability): [Gold 5] 28%
- [Path of Shadows] (special ability): [Gold 4] 88%

- [Hand of the Reaper] (special ability): [Gold 4] 86%
- [Shadow of the Hegemon] (familiar): [Gold 4] 88%

Blood [Power] (5/5)

- [Blood Harvest] (spell): [Gold 3] 17%
- [Leech Bite] (special attack): [Gold 4] 76%
- [Feast of Blood] (spell): [Gold 4] 09%
- [Sanguine Horror] (familiar): [Gold 4] 67%
- [Haemorrhage] (spell): [Gold 4] 63%

Sin [Recovery] (5/5)

- [Punish] (special attack): [Gold 4] 59%
- [Feast of Absolution] (spell): [Gold 3] 58%
- [Sin Eater] (special ability): [Gold 3] 56%
- [Hegemony] (aura): [Gold 5] 16%
- [Castigate] (spell): [Gold 4] 40%

Doom [Spirit] (5/5)

- [Inexorable Doom] (spell): [Gold 4] 66%
- [Punition] (spell): [Gold 4] 04%
- [Blade of Doom] (spell): [Gold 3] 99%
- [Verdict] (spell): [Gold 4] 12%
- [Avatar of Doom] (familiar): [Gold 4] 72%

APPENDIX II: Astral Nexus Inherent Gifts

[Prime Avatar]: A prime avatar is a physical and spiritual gestalt that serves as a mortal anchor for transcendent power. It does not have a soul of its own, serving as a vessel through which your soul can be expressed, fully embodying your consciousness and mortal power. The power of your avatar is limited to your mortal power and serves as a means to grow that power. As the anchor for your transcendent power, the prime vessel is required to exert certain aspects of that power upon physical reality.

[Numen]: Your transcendent power has aspects of divinity that are imbued into the avatar that is the mortal embodiment of your will and power. Your avatar can express that power in ways that reflect your hegemonic and defiant nature. Traits and abilities your avatar inherits include: establishing spiritual domains; Akashic Speech; stripping and transforming remnant magic from magic entities you have killed or destroyed; being immune to rank suppression as well as detection, tracking and assessment magic; negating aura-related abilities by fully suppressing the aura of the ability's user.

[System Administrator]: Gain access to all aspects of the system, along with additional interface features such as maps, voice and image chat, party and raid group functionality, and the ability to assess creatures and objects. You can grant these additional features to others in a party or raid group. You can access the system interface of others if you have their permission or have suppressed their aura.

[Relics of the King]: Access the astral throne, astral gate and soul forge to limited degrees. Reinforce the stability of dimensional spaces through your presence and transgress sealed or unstable dimensional apertures. Exceed the normal limitations of portal abilities at the cost of additional mana, potentially suffering backlash for extreme expenditure. Use your aura to suppress spiritual manipulation and suppress or enhance soul attacks.

[Sacred Phoenix]: Soul-based abilities learned prior to astral nexus transfiguration have been refined for use by your prime avatar. Afflictions can also add [Ghost Fire]. On suffering damage that would be lethal, transform into a ghost fire phoenix. After ghost phoenix transformation is triggered, it cannot be used again for one year. That time is reduced by absorbing life force, and further reduced by

life force containing fundamental reality material.

[Palanquin]: Your dark-essence familiar can transform its bodies into one or more forms of transportation. These forms can offer luxury and utility but are relatively fragile for their rank. Your blood familiar can reinforce any single form, enhancing its durability, allowing it to repair itself rapidly and heal anyone inside with moderate efficacy. Your doom familiar can add offensive and defensive capabilities to any single form.

APPENDIX III: Jason's Essence Abilities

The following is a list of Jason's essence abilities as of gold rank. The list is written for brevity (believe it or not) rather than accuracy or comprehensiveness.

Dark Essence

Midnight Eyes (special ability, perception)

Iron: See through darkness.

Bronze: Sense magic.

Silver: Read auras.

Gold: Diminish light sources within field of view.

Hand of the Reaper (conjunction)

Iron: Conjure a shadow arm that inflicts **[Creeping Death]**.

Bronze: Also inflicts **[Rigor Mortis]**. A second arm can be conjured.

Silver: Also inflicts **[Weakness of the Flesh]**. Numerous additional arms can be conjured, including at range from shadows.

Gold: More arms, further way. Can be armed with your conjured weapons.

[Creeping Death] (affliction, disease): Ongoing necrotic damage. Stacking.

[Rigor Mortis] (affliction, unholy): Penalty to [Speed] and [Recovery]. Stacking. Adding to the stack inflicts necrotic damage.

[Weakness of the Flesh] (affliction, magic): Negates immunities to disease and necrotic damage. Cannot be cleansed while the target suffers any disease.

Cloak of Night (conjunction)

Iron: Conjures a cloak that manipulates light and weight.

Bronze: Cloak intercepts projectiles.

Silver: Cloak allows flight and minor space distortion.

Gold: Cloak becomes a void portal for extreme ongoing mana cost.

Path of Shadows (special ability)

Iron: Teleport through a shadow to another visible shadow.

Bronze: Create portals across regional distances.

Silver: Create portals across continental distances.

Gold: Create portals across global distances.

Shadow of the Hegemon (familiar, summon, ritual)

Iron: Summon shadow familiar with three bodies.

Bronze: Body count increased to seven. Shades can exert minor physical force and store items in a dimensional space.

Silver: Body count increased to thirty-one. Summoner can share non-combat powers.

Gold: Body count increased to two hundred and eleven. Bodies can serve as beacons for the summoner's aura.

Blood Essence

Blood Harvest (spell)

Iron: Drain health, stamina and mana from an enemy corpse. Only affects targets with blood.

Bronze: Affects all enemy corpses in a wide area.

Silver: Gain **[Blood Frenzy]** for each corpse drained, up to a maximum threshold then gain **[Blood of the Immortal]** instead.

Gold: Gain **[Strength of My Enemies]** for each corpse drained, up to a maximum threshold then gain **[Endless Power]** instead.

[Blood Frenzy] (boon, unholy): Bonus to Speed and Recovery base attributes. Stacking up to a maximum threshold.

[Blood of the Immortal] (boon, unholy, healing): On suffering damage, an instance is consumed to grant a brief but powerful ongoing healing effect.

[Strength of My Enemies] (boon, unholy): Bonus to Power and Spirit base attributes. Stacking up to a maximum threshold.

[Endless Power] (boon, unholy, healing): On reaching low thresholds of stamina or mana, an instance is consumed to grant a brief but powerful recovery effect.

Leech Bite (special attack, melee)

Iron: Inflicts **[Bleeding]**. Drains life from bleeding targets.

Bronze: Inflicts **[Leech Toxin]**.

Silver: Inflicts **[Tainted Meridians]**.

Gold: Inflicts **[Thief of Life]**.

[Bleeding] (affliction, wounding): Ongoing bleed damage and absorbs healing. Cannot be cleansed but is removed after absorbing enough healing.

[Leech Toxin] (affliction, poison stacking): Reapplies **[Bleeding]** when negated.

[Tainted Meridians] (affliction, poison): Stamina and mana cost of magical abilities is increased. Bleed effects cause mana loss along with blood loss. Drain attacks are more effective against target.

[Thief of Life] (affliction, curse, drain): Ongoing health drain effect.

Haemorrhage (spell)

Iron: Inflicts **[Bleeding]** and **[Sacrificial Victim]**.

Bronze: Inflicts **[Necrotoxin]**.

Silver: Inflicts **[Blood From a Stone]**.

Gold: Inflicts **[Exsanguination]**.

[Sacrificial Victim] (affliction, unholy): Suffer greater effects from drain attacks and blood afflictions.

[Necrotoxin] (affliction, poison): Ongoing necrotic damage. Stacking.

[Blood From a Stone] (affliction, magic): Negates immunity to blood and poison effects. Cannot be cleansed while the target suffers any blood or poison affliction.

[Exsanguination] (affliction, wounding): **[Bleeding]** can stack.

Feast of Blood (spell)

Iron: Drain life from bleeding targets.

Bronze: Drains additional life for each poison on the target.

Silver: Gains a variant with additional targets and a longer cooldown.

Gold: Gain an instance of **[Blood Glutton]** for each victim.

[Blood Glutton] (boon, unholy, stacking): Your drain effects are more powerful. Additional instances have a cumulative effect.

Sanguine Horror (familiar, summon, ritual)

Iron: Summon a sanguine horror familiar.

Bronze: Gains a worm-that-walks form.

Silver: Can conjure robes for the summoner that enhances drain attacks and regeneration. Can expend own biomass to rapidly heal summoner.

Gold: Can temporarily exceed normal mass limits through life drain.

Sin Essence

Punish (special attack, melee)

Iron: Deals necrotic damage and inflicts **[Sin]**.

Bronze: Inflicts **[Price of Absolution]**.

Silver: Inflicts **[Wages of Sin]** on those with **[Sin]**. Does not inflict **[Sin]**, **[Wages of Sin]** or deal necrotic damage on those with **[Penance]**. Instead deals transcendent damage inflicts additional **[Penance]**.

Gold: Inflicts **[Thief of Spirit]**.

[Sin] (affliction, curse): Necrotic damage taken is increased. Stacking.

[Price of Absolution] (affliction, holy): Suffer transcendent damage for each **[Sin]** removed.

[Wages of Sin] (affliction, unholy): Deals ongoing necrotic damage. Stacking.

[Penance] (affliction, holy): Ongoing transcendent damage. Stacking. Stacks drop off over time.

[Thief of Spirit] (affliction, curse, drain): Ongoing mana drain effect.

Castigate (spell)

Iron: Burns a painful brand into the target, inflicts **[Sin]** and **[Mark of Sin]**.

Bronze: Inflicts the **[Weight of Sin]** and bestows **[Marshal of Judgement]** on the caster.

Silver: Inflicts **[Mortality]**.

Gold: **[Mark of Sin]** imparts resistance to cleanse effects.

[Mark of Sin] (affliction, holy): Turns target's aura into an easily tracked beacon. Cannot be cleansed while the target has **[Sin]** or **[Legacy of Sin]**. At gold rank, imparts resistance to cleanse effects.

[Weight of Sin] (affliction, holy): Suffer transcendent damage when subjected to a holy boon, recovery or cleanse effect.

[Marshal of Judgement] (boon, tracking, holy): Track anyone with **[Mark of Sin]**.

[Mortality] (affliction, holy): Negates immunity to curses and reduces resistance to magic afflictions. Cannot be cleansed while any curse is in effect.

Feast of Absolution (spell)

Iron: Remove curses, diseases, poisons and unholy afflictions. Cannot target self.

Bronze: Inflicts **[Penance]** and **[Legacy of Sin]** to enemies for each affliction removed.

Silver: Wide area variant.

Gold: Affected allies gain an instance of **[Resistant]** and an instance of **[Integrity]** for each condition cleansed from them.

[Legacy of Sin] (affliction, holy): Execute abilities have a greater effect on the target. Stacking.

Sin Eater (special ability)

Iron: Increased resistance to afflictions. Gain **[Resistant]** for each affliction resisted or removed.

Bronze: Gain **[Integrity]** for each affliction resisted or removed.

Silver: Life force, stamina and mana can exceed baseline maximums.

Gold: Consume curses, diseases, poisons and unholy afflictions on allies within your aura over time, triggering all normal effects.

[Resistant] (boon, holy): Resistances are increased. Stacking.

[Integrity] (boon): Ongoing life force and mana recovery. Stacking.

Hegemony (aura)

Iron: Increase ally resistances, reduce enemy resistances.

Bronze: Inflicts **[Sin]** on enemies attacking allies within the aura.

Silver: Maintain aura strength over a wider area. Incoming transcendent damage is downgraded.

Gold: Aura strength does not have to be split when suppressing multiple auras.

Doom Essence

Inexorable Doom (spell)

Iron: Periodically applies more of existing instances. Cannot be cleansed while other afflictions are in effect.

Bronze: Inflicts/refreshes **[Inescapable]**.

Silver: Inflicts/refreshes **[Persecution]**.

Gold: Rate at which additional afflictions are applied is significantly accelerated.

[Inescapable] (affliction, magic): Blocks teleportation.

[Persecution] (affliction): Target gains resistance to cleansing, and positive or ongoing healing boons.

Doom Blade (conjunction)

Iron: Conjures dagger that inflicts **[Vulnerable]** makes wounding effects require more healing to negate.

Bronze: Dagger inflicts **[Ruin of the Spirit]**, **[Ruin of the Blood]** and **[Ruin of the Flesh]**.

Silver: Conjures a sword that inflicts **[Price in Blood]** on both wielder and target.

Gold: Sword inflicts additional damage for each instance of **[Legacy of Sin]**.

[Vulnerable] (affliction, unholy): Resistances are reduced. Stacking.

[Ruin of the Spirit] (affliction, curse): Ongoing necrotic damage. Stacking.

[Ruin of the Blood] (affliction, poison): Ongoing necrotic damage. Stacking.

[Ruination of the Flesh] (affliction, disease): Ongoing necrotic damage. Stacking.

[Price in Blood] (affliction, holy): Deal additional damage to others with this affliction.

Punition (spell)

Iron: Deal necrotic damage for each affliction on the target.

Bronze: Inflicts **[Penitence]**.

Silver: Damage per affliction can be increased by increasing the mana cost to high, very high, or extreme. This reduces the cooldown to 20 seconds, 10 seconds or none. Consecutive, extreme-cost incantations have truncated incantations.

Gold: Gain area of effect variant with increased mana cost and cooldown. Cooldown cannot be reduced through mana expenditure.

[Penitence] (affliction, holy): Targets inflicted with **[Penance]** when afflictions are cleansed from them.

Verdict (spell, execute)

Iron: Deals transcendent damage. Scales with injury level of target.

Bronze: Deals additional instances of **[Penance]**.

Silver: Inflicts/refreshes **[Sanction]**.

Gold: Can be used as a wide area ongoing effect with less immediate damage.

[Sanction] (affliction, holy): Healing on target is reduced. Cannot be cleansed while suffering **[Penance]**.

Avatar of Doom (familiar, summon, ritual, {execute}, {holy})

Iron: Summon an Avatar of Doom familiar.

Bronze: Avatar's orbs can be detonated in pairs but take time to replenish.

Silver: Orbs can be consumed to inflict **[Harbinger of Doom]**.

Gold: Butterflies create seeking affliction clouds when destroyed. Butterflies can be absorbed to enhance other familiar powers.

[Harbinger of Doom] (affliction, unholy): Target conjures butterflies that spread all afflictions on the target to other enemies.

APPENDIX IV: Boons & Afflictions List

The following is an alphabetised list of all boons and afflictions produced by Jason's essence abilities. This includes indirectly, such as through conjured items or familiars.

[Bleeding] (affliction, wounding): Ongoing bleed damage and absorbs healing. Cannot be cleansed but is removed after absorbing enough healing.

[Blood Frenzy] (boon, unholy): Bonus to Speed and Recovery base attributes. Stacking up to a maximum threshold.

[Blood From a Stone] (affliction, magic): Negates immunity to blood and poison effects. Cannot be cleansed while the target suffers any blood or poison affliction.

[Blood Glutton] (boon, unholy, stacking): Drain effects are more powerful. Additional instances have a cumulative effect.

[Blood of the Immortal] (boon, unholy, healing): On suffering damage, an instance is consumed to grant a brief, powerful ongoing healing effect. Stacking but does not grow stronger with more stacks.

[Creeping Death] (affliction, disease): Ongoing necrotic damage. Stacking.

[Strength of My Enemies] (boon, unholy): Bonus to Power and Spirit base attributes. Stacking up to a maximum threshold.

[Endless Power] (boon, unholy, healing): On reaching low thresholds of stamina or mana, an instance is consumed to grant a brief but powerful recovery effect.

[Exsanguination] (affliction, wounding): **[Bleeding]** can stack.

[Harbinger of Doom] (affliction, unholy): Target conjures butterflies that spread all afflictions on the target to other enemies.

[Inescapable] (affliction, magic): Blocks teleportation.

[Integrity] (boon): Ongoing life force and mana recovery. Stacking.

[Leech Toxin] (affliction, poison stacking): When **[Bleeding]** is negated, reapplies **[Bleeding]**. Stacking.

[Legacy of Sin] (affliction, holy): Execute abilities have a greater effect on the target. Stacking.

[Mark of Sin] (affliction, holy): Turns target's aura into an easily tracked beacon. Cannot be cleansed while the target has **[Sin]** or **[Legacy of Sin]**. At gold rank, imparts resistance to cleanse

effects.

[Marshal of Judgement] (boon, tracking, holy): Track anyone with **[Mark of Sin]**.

[Mortality] (affliction, holy): Negates immunity to curses and reduces resistance to magic afflictions. Cannot be cleansed while any curse is in effect.

[Necrotoxin] (affliction, poison): Ongoing necrotic damage. Stacking.

[Penance] (affliction, holy): Ongoing transcendent damage. Stacking. Stacks drop off over time.

[Penitence] (affliction, holy): Targets inflicted with **[Penance]** when afflictions are cleansed from them.

[Persecution] (affliction): Target gains resistance to cleansing, and positive or ongoing healing boons.

[Price in Blood] (affliction, holy): Deal additional damage to those with **[Price in Blood]**.

[Price of Absolution] (affliction, holy): Suffer transcendent damage for each [Sin] removed.

[Resistant] (boon, holy): Resistances are increased. Stacking.

[Rigor Mortis] (affliction, unholy): Penalty to [Speed] and [Recovery]. Stacking. Adding to the stack inflicts necrotic damage.

[Ruination of the Blood] (affliction, poison): Ongoing necrotic damage. Stacking.

[Ruination of the Spirit] (affliction, curse): Ongoing necrotic damage. Stacking.

[Ruination of the Flesh] (affliction, disease): Ongoing necrotic damage. Stacking.

[Sacrificial Victim] (affliction, unholy): Suffer greater effects from drain attacks and blood afflictions.

[Sanction] (affliction, holy): Healing on target is reduced. Cannot be cleansed while suffering **[Penance]**.

[Sin] (affliction, curse): Necrotic damage taken is increased. Stacking.

[Strength of My Enemies] (boon, unholy): Bonus to Power and Spirit base attributes. Stacking up to a maximum threshold.

[Tainted Meridians] (affliction, poison): Cost of abilities is increased. Bleeding adds mana loss to blood loss. Drain attacks are more effective against target.

[Thief of Life] (affliction, curse, drain): Ongoing health drain effect.

[Thief of Spirit] (affliction, curse, drain): Ongoing mana drain effect.

[Wages of Sin] (affliction, unholy): Deals ongoing necrotic damage. Stacking.

[Weight of Sin] (affliction, holy): Suffer transcendent damage when subjected to a holy boon,

recovery or cleanse effect.

[Vulnerable] (affliction, unholy): Resistances are reduced. Stacking.

[Weakness of the Flesh] (affliction, magic): Negates immunities to disease and necrotic damage.

Cannot be cleansed while the target suffers any disease.