

## ZACH

Zach sat in his room, it's been a while since he had fought with the spirit and he had the chance to train with his new form a bit. The time though, was about to run out. They had been notified that the Empire's team was about to arrive, they would meet with them, talk for a bit learn about what each of them could do and then in a few day they would all leave for their mission. There was no time for them to really train together, which worried Zach a bit.

But there was nothing that he could do about it, so it was not worth spending time on. Naha was out in the training room, getting in some last minute practice, which left Zach alone. There was something that he had been waiting on doing, and now he prepared. He went to his Class screen and started putting in Essence. Then he started to level all the way to level 419, just a level away from the next evolution. And just like that, he gained a new perk. He had waited for the last perk in this evolution since he reached the Immortal Class. He wanted to do more things, hoping that his choice would be better. Before he looked at his perk choice he glanced at his Class to see if he could reach the next Evolution. As he expected there was nothing, he wasn't able to level, he hadn't earned any evolution. That was fine, he had always known that that would take time. He pulled out his screens and looked them over.

Titles		
First Kill	Kill the first monster in the Framework-run World	+5000 Essence
First to Ten	First person in the world to reach level Ten	+10% to all stats, 10 000 Essence
Adventurer	Hunted more than 100 monsters	+5 to all stats, 5000 Essence

Hero of Promise	Save more than 10 people with a single action	+5 to all stats, 5000 Essence
Chief	Create an outpost	+3 to all stats, 1000 Essence
Leader	Upgraded outpost to a town	+3 to all stats, 2000 Essence
One Against Many	Fight against more than 10 opponents and win	+5 to all stats, 5000 Essence
First to Sixty	First to evolve their Class in the world	+10% to all stats, 100,000 Essence
Class Evolution VI	Evolved your class for the sixth time.	+150 to all stats, 50 Greater Essence
True Understanding II	Evolve a skill to tier 6	+20 to all stats, 20,000 Greater Essence (per tier 6 skill)
Apprentice Bounty Hunter: Wardens	Complete 10 faction tasks for people no more than two tiers of power below you.	+5 to all stats, 1000 Greater Essence
Crucible of the Mind	Go through a harrowing experience to improve your mind by forging it in the harshest conditions possible based on your mind state.	+500 to intelligence and wisdom, +2% to all stats, Enlightened (Mind Perk ), 50 000 Greater Essence
Beyond Understanding II	Focus and specialize your understanding of a tier 6 skill.	+250 to all stats, 100 000 Greater Essence (per focused skill)
True Link - Nahamassa Plainrunner	Attain a true link with a type of being	+100 to all stats, 100 000 Greater Essence

World Feat: Closer of Rifts	Closed a rift spanning most of the known world.	+200 to all stats, +2% to all stats, (Perk Improvement) 1000 Celestial Essence
Journeywoman Bounty Hunter: Wardens	Complete 25 faction tasks that are no more than two tiers of power below you in difficulty.	+25 to all stats,5000 Greater Essence
Elite Bounty Hunter: Wardens	Complete 100 faction tasks that are no more than two tiers of power below you in difficulty.	+50 to all stats,10 000 Greater Essence
Master Bounty Hunter: Warden	Complete 200 faction tasks that are no more than two tiers of power below you in difficulty.	+100 to all stats,100 000 Greater Essence

<b>Perks</b>	
Riposte (Class Perk)	Once per combat, gain the ability to execute a lightning fast attack after being damaged. Speed of returning strike equals double dexterity stat.
Wind's Child (Class Perk)	During combat, every strike with your weapon sends a short gust of wind. Strength of effect depends on dexterity stat.
Wind Lord (Class Perk)	In combat, wind swirls around you, always blowing gently in your back. Strength of effect depends on dexterity stat.
Consequence (Class Perk)	Every kinetic attack you block, stores a part of its energy. Once per combat unleash all the stored kinetic energy. Amount stored depends strength stat.
Second Chance (Class Perk)	Once taking damage that would kill you, heal it instead. Once per combat.

	Healing speed depends on vitality stat.
Lightning Body (Path Perk)	Your body's reflexes are enhanced, able to utilize max dexterity at a moment's notice. Strength of effect dependent on dexterity stat.
Lightning Qi (Aspect Perk)	When using techniques, your Qi passively enhances you. Gain plus +30% to dexterity while any technique is active.
Quickened Mind (Path Perk)	Your mind is quickened, able to think faster than an ordinary human. Strength of effect depends on intelligence stat.
Last Heir of Terra (Class Perk)	Once per week, you may call upon the <b>Spirit of Terra</b> , which grants you the combined knowledge, talent, and expertise of all the sword masters that had ever lived on your Earth. The <b>Spirit of Terra</b> imbues you with heightened senses, doubling your total stats for the duration and lowers the stamina requirements and cooldowns of your abilities by 20%. All sword based skills level five times faster. Upon <b>Spirit of Terra's</b> ending you will be unable to use abilities for one hour. Duration and cooldown depend on your highest stat.
Formless Core (Path Perk)	Your Qi core loses its shape, instead of containing your Qi it now lets it move freely through your body. You can now use your techniques at 50% faster rate. You gain +10% to wisdom and your Qi passively enhances your body based on your lightning aspect, giving you +10% to dexterity. You are

	no longer able to enforce your core or upgrade this perk.
Old Heritage (Class Perk)	Once per combat you may activate this perk to borrow the power of all of your ancestors, increasing all of your total stats by 100% for five seconds. Duration of effect depends on your highest stat.
Ethereal Sword (Class Perk)	Summon an Ethereal sword in any shape you desire. It lasts as long as you want, but drains you mentally while it is active. The sword deals 20% of its damage as soul damage and 80% physical damage. As it is Ethereal it can endure only 50% of the force that would break an ordinary blade. The quality of the blade depends on your wisdom stat.
Dazzling Strike (Class Perk)	Twice per combat execute a strike that will blind the target for 1 sec if your weapon connects with anything in direct contact with their body.
Double Planar Strike (Class Perk)	Once per combat execute a strike that will copy itself. The copy depends on the the last plane you traveled from. Real will copy a physical strike. Ethereal an Ethereal strike, Essence an Essence strike of a corresponding most dominant essence. The strike follows behind the first one on a 0.5 sec delay and deals 40% of the original attacks power.
Planar Fissure (Class Perk)	Once per fifteen days cut through space with any weapon and open a rift that will allow you to fully step into another plane. The fissure will remain open for one day unless closed.
Phantom Avatar (Class Perk)	Transform into the Phantom. You gain +50% resistance to physical and special damage, and your total stats

	are doubled. If used in the Ethereal Realm, gain an additional 20% to all stats. Lasts until your mental stamina is drained completely or canceled.
Enlightened (Unique Perk)	Your mind is highly resistant to mind effects and can function at peak condition in all states, even after it was damaged beyond the point where most would falter.
Shade Reaver (Unique Perk)	<p>You have gained the <b>Shade Reaver</b>, a soul weapon. It grows stronger with you and allows you to take power from the shades and spirits you kill. Your soul weapon can have at most nine forms, each with its own unique power. Forms are made from the most dominant aspect of the shades or spirits you take it from. The stronger the target the stronger the power and form.</p> <p>You can use <b>Source Drain</b> to drain the power from shades and spirits. Doing so on living spirits and shades will grant you 10% of all the Essence they had ever used in life for advancement along with all of their unassigned Essence in the case of shades, and in the case of spirits 10% of the Essence that comprises the spirits power.</p>
Planar Mantle (Class Perk)	<p>Gain a passive bonus depending on the last plane you traveled from. Real plane, gain +10% bonus to total stats. Ethereal plane, gain +20% reduction to physical and special damage. Essence plane, gain +20% bonus to essence damage of corresponding most dominant essence type. even when the Phantom Avatar isn't active.</p>

Resistant Soul (Class Perk)	Reduces any Ethereal damage you receive by 25% and increases your soul's natural regeneration by 25%.
Planar Blink (Class Perk)	Eight times per combat, and unlimited outside of combat, teleport to any place in a twenty meter radius around you, or step through a weak rift in the plane you are currently in to blink to another plane.
Essence Sense (Class Perk)	Once per day, you may activate this perk to gain the sense corresponding to the last Essence plane you had visited. Lasts ten minutes.
Essence Elemental (Class Perk)	Once per week, you may transform yourself into an Essence Elemental for five minutes or until canceled. To activate, you need to visit a part of the Essence plane that is of at least fifth tier. Your stats and power will depend on the tier and type of Essence you take. Any wounds you have suffered will be healed. You will only be able to use planar related abilities and perks for the duration. The transformation will store everything you are wearing in a special storage place inside your soul.
Forceful Rift (Class Perk)	Once per day, you may forcefully tear a weak spot in the plane you are, releasing a blast of corresponding Essence damage.
Rift Seal (Class Perk)	Once per day, seal a plane rift.
Rift Shout (Class Perk)	Once per combat, unleash a devastating shout that sends a blast of planar power in a cone in front of you. The blast will deal Essence damage corresponding to the last plane you've visited, and it will weaken the area in front of you creating new rifts leading to the closest Essence planes.

<p>True Link— Nahamassa Planerunner (Class Perk)</p>	<p>Allows you to make a link with Nahamassa Plainrunner, and enter a Linked State. While in the Linked State you gain awareness of Nahamassa Plainrunner and you gain a bonus of 5% her stats added to your own. Allows for the activation of True Link perks. Picking this perk will make it impossible for any other mind linking perks with other living beings or contract perks to be learned. Depth of awareness depends on your bond with Nahamassa Plainrunner.</p>
<p>Warrior's Stamina</p>	<p>Your stamina regeneration rate is increased by 50%.</p>
<p>True Link—Our Power</p>	<p>Allows your partner to designate one perk and share it with you. You will be able to use an active perk once per week, or a passive one for half a week. Once the perk is used or a week has passed, a new perk can be designated. Both sides will be able to use the perk independent of one another. Cooldown depends on your bond with Nahamassa Plainrunner.</p>
<p>Time Strikes (Skill Perk)</p>	<p>Your My Strikes, Rend Time influence your attacks. Any anticipation and precognition powers of equal or lower tier that could detect and anticipate your attack will not work. +10% to dexterity and +10% to intelligence.</p>
<p>Pillars of the Aspects: Immortality (Class Perk)</p>	<p>You seek to understand the aspects, placing the basis of your being in their pillars. Allows you to place three pillars anywhere, in any plane, in the Infinite Realm. Upon death, your soul will be sent to the Ethereal Realm and you will retain the power of three perks (Gate Fissure, Last Lord of</p>



	Terra, Rift Shout). You need to make your way to one of the pillars in order to be reborn. Every future Class evolution will give you two more pillars to place and one more perk to be retained. If all pillars are destroyed your soul will move on to the afterlife.
Unleash Arsenal (Class Perk)	Once per day unleash a powerful attack in front of you, dealing 8x your intelligence damage which is based on one of the aspects in your arsenal. Once you use up one aspect you cant use it again until you use the other available first.
Lord of Grace and Woe (Class Perk)	Using this perk grants you a 50% buff to overall speed, +25% effectiveness to the powers utilizing the aspects in your arsenal enemies using the aspects in your arsenal have their related powers effectiveness reduced by 25%. You also gain +100% stamina regeneration while your mental stamina is drained at a rate of 5% per second. The effects lasts until turned off or until your mental stamina is drained.
Temporal Fighting	Activating this perk makes your movements happen 0.1 second after they were executed. Drains mental stamina at a rate of 8% per second.

Class	Lord of the Aspects ( Re )
Level	419
Combat Ability	Aspect Whirling Wings

Movement Ability	Aspect Wings
Support Ability	Aspect Binding Chains
Additional Ability	Aspect True Sight
Additional Ability	Aspect Shutdown

EVOLUTION ATTUNEMENT BONUS:	
Ethereal	All Ethereal based powers are 10% more effective. All special attacks deal 0.5% of the total damage dealt as soul damage. Gain +10% to strength and wisdom.
Phantom Hunter	Gain +20% to stamina and -20% to ability cooldowns when fighting spirits or shades. Gain +10% to strength and +10% dexterity.
Planar	All planar powers gain +20% to their effectiveness. Change your abilities and relevant perks to Planar type abilities and perks. Gain +10% to strength and +10% to dexterity.
Riftborn	Passing through a rift gives you a 20% bonus to total stats and -50% to all ability cooldowns for twenty seconds. Gain +10% to strength and +10% to dexterity.
Aspectborn	You may choose three aspects that you have used before as part of your arsenal (Soul, Wind, Time). All powers using these aspects are 50% more effective (Future perk choices will largely be influenced by aspects chosen). Perk and ability evolution. Gain +15% to strength and intelligence.

Cultivation	Path of the Lightning Blade ( R )
Stage	Peak Foundation
Aspect	Lighting
Base Technique	Calm before the Storm
Branch Technique	Charged Focus
Fruit Technique	Lightning Strike

Passive Skills	Active Skills
Weakness Sense >> Enhanced Weakness Sense >> Vulnerability Sense >> Greater Vulnerability Sense >> <b>Flaw Perception</b>	<b>Technique Set: Temporal Tempest, Three Fold Strikes</b>
Night Eyes >> Greater Night Eyes >> Night Vision >> Greater Night Vision >> <b>Darkness Sight</b>	<b>Perfect Spatial Evade</b>
Mind Resistance >> Greater Mind Resistance >> Clear Mind >> Enhanced Clear Mind >> <b>Focused Mind</b>	Sealing Slash >> Enhanced Sealing Slash >> Sealing Crescent Slash >> Greater Sealing Crescent Slash
Trained Body >> Enhanced Trained Body	Meditation >> Greater Meditation >> Phantom Training >> Enhanced Phantom Training
— —	Parry >> Greater Parry

Strength	4289
Dexterity	4075

Vitality	1904
Endurance	1911
Intelligence	2406
Wisdom	2267

He had used all of the potions that had been granted to him. Increased his base stats by a significant amount. But he hadn't been given just potions that increased stats. He had been given a few stronger and rarer ones as well. Three of them were potions that increased his mental stamina regeneration permanently. Stats already did improve that, but these potions improved it further, making his previous regeneration around 10% greater. Not a large increase overall, but Zach knew that every little thing mattered. He had also been granted one Classer-specific potion which decreased his ability cooldowns by 2%. It was a rare potion which he was sure cost a lot to make. Decreasing ability cooldowns even if by 2% was an incredible boon.

With everything else that they had given him, he was a lot stronger. He had a large supply of potions that could push him even higher, some stat boosting, but a few that were... rarer and far more powerful. Everyone else was on their team was probably the same. But there was something more that Zach could do.

Finally, he turned his head to his perk choices.

True Link — Borrowed Power	Once per day, allows you to borrow power from your partner. Activating this perk will drain half of her total stats and add them to yours (half of her base stats will be added to yours), her ability cooldowns will be increased by 50% and yours lowered by the same amount, all of her regenerative effects will be lowered by 50% and yours increased by the same amount, any of her aspects that you share will have their effectiveness lowered by 50% and yours increased by the same
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	amount. The effect lasts for 1 hour or until canceled.
Arsenal Infusion	<p>Activating this will infuse your being with a chosen aspect from your arsenal. While this aspect is infused it cannot be used by any other power, and it grants you benefits based on the type of aspect. After the effect is ended, the aspect used will not be usable again until the rest of the aspects from your arsenal had been used.</p> <p><b>Soul</b>—Your attacks will deal 50% of their damage as soul damage, and your soul defenses and soul regeneration are increased by 250%. You can sense nearby souls. Costs 10% of mental and physical stamina per second, every attack consumes an additional 1%, every soul injury received consumes an additional 1%.</p> <p><b>Wind</b>—Your attacks will deal 50% of their damage as wind damage, your overall speed is increased by 250%. You can control wind around you freely. Costs 10% of mental and physical stamina per second, every attack consumes an additional 1%, every injury received consumes an additional 1%.</p> <p><b>Time</b>—Your attacks will deal 50% of their damage as time damage, any damage you receive is delayed by 5 seconds. Effects of time related powers on you are 250% reduced. Costs 10% of mental and physical stamina per second, every attack consumes an additional 1%, every injury received consumes an additional 1%.</p>
Spirit Bane	Efficiency of all powers are increased by 100% when facing spirits.

Three perks, each... powerful in its own way. One of them was a True Link perk, one related to his Class, and one probably came from his actions. The True Link one was incredible, the stronger Naha was,

the stronger he could become. And it didn't improve just his stats, but everything across the board. True, they didn't share any aspects, but that could change in the future if Zach ever gained more. It was a tempting perk, one that could make him powerful for a long time. With all of his boosts he would gain even more destructive power, able to reach higher. But... it would leave Naha weakened. Perhaps it would work for some people, if they fought separately, one in safety and one in danger. Naha and he were not like that. They were always together, Naha was in some ways his shadow. He couldn't pick that, not when he would only rarely have the chance to use it. He couldn't remember a fight that they had ever fought separately. He dismissed the choice.

The second perk, the **Arsenal Infusion** was very strong as well. With his arsenal it had a bigger utility, on the surface at least. It did have a drawback though. Losing access to powers while the aspect was infused wasn't great. And it did have a big cost. Though with his regeneration that wasn't that bad, he would be able to get a few dozen seconds in that form, though... every attack would drain him more. It wasn't something that should be active all the time, a few moments perhaps, in certain situations only. And it was versatile, could be useful in different situations. The effects were incredible though, worth the cost and the drawback.

The last one was actually a lot more powerful than it seemed on the surface. It only worked on spirits, but it basically made him twice as strong against them, and it was a passive effect. It was limited, useful only in that situation, but... His Shade Reaver was one of his greatest strengths, and collecting powers from spirits would only make it stronger.

The more he read through the list, the more he wanted to pick the last one. It would be an investment in the future, a perk that could allow him to gain a lot more power.

After a few minutes of indecision, he sighed. There was no way that he could pick it, not now. It wouldn't add anything to him for this mission, the beings they would encounter were not spirits. He couldn't in any good conscience pick it, not when they might die on this mission.

It was his duty to pick anything that could help them in the coming battle.

He picked **Arsenal Infusion**, then stood up and walked out of his room heading to find Naha in the training areas. He needed to test his new perk out.

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## **RYUN**

Ryun sat in his room with his legs cross on the floor. In his hand was an orb, one filled with the Essence of Stillness. He had spent a long time of doing nothing but drawing in Essence and cycling. He hadn't done anything else, not slept, and didn't even eat, only consumed Void crystals when absolutely necessary to sustain himself. **The Orb of Stillness** had no end to the amount of Essence that it contained, and it seemingly had no cap on the amount that Ryun could draw from it, or at least he hasn't reached one. He had bent his will on the item, drawing in amounts that he hadn't reached before, pushing himself to the limit of his ability and will, and beyond. He had cycled every moment of the last... he didn't even know how long it had been. He had been granted a time chamber by the Empire, a small one, a lot smaller than the ones that the others had used to train. He had been denied them because he couldn't use them to train, not with his powers. But now... he wasn't training, he was only cycling.

And the size of this room meant that the dilation was greater. He had gained months, and he had taken advantage of it. He didn't know how long it had taken him, he had lost any sense of time, but he had reached Mid Evolved a while ago. His days were consumed by cycling **Stillness**, and he had even managed to cycle more than the bare minimum, taking advantage of his core's uniqueness—at least a bit. To reach Peak Evolved, he had planned to do as much as he could, he had passed the minimum point recently, or what he thought was recent at least—time was... hard to count when he was fully focused on one thing.

He would cycle the **Stillness**, then do a bit with the **Void**. He did half and half, and full different aspects. He didn't know if it at all mattered. He was experimenting, doing something that other Cultivators don't, or at least not those who were known and shared what they knew. He didn't have a lot of the **Void**, but thankfully he had enough from what he himself had managed to gather and what the Empire had provided him with to do this.

The **Stillness** was a strange Essence to cycle, it... almost didn't want to move, to not be still. The first few days had not been as efficient as they were now. Even the feeling of the Essence was strange, and Ryun was certain that his ability to stay in the same place, same position, for such a long period of time was because he was cycling that Essence. It made him want to be still too.

He knew that he didn't have much time, Selia had spoken to him through their bond, telling him that they would be meeting with the Empire's people who would be on their team soon. But with the dilation he had a bit more time. Not much though.

He finished his last cycle and then stopped. He glanced down at the orb in his hand, the **Stillness** was Essence with the color of deep blue, to his eyes at least. He relaxed and then put the orb in his **Void Storage**. He did not trust any other spatial storage to it. He lost limbs regularly it seemed, and with them he could lose rings with them too.

He didn't waste any time, he pulled out his perk choice for the Mid Evolved Realm, finally ready to make his choice before he advanced to the final stage. The familiar two perks popped up. He had already read through them, and had an idea what he was going to pick, but he did want to take another look.

Domain	You may craft an inner Realm in which you may transport your soul for a time.
Territory	You may craft a Territory separated from real realm that you can physically enter.



He was missing one option, which had surprised him. He had asked Selia if she knew something, and though it had taken a few days for her response, he had gotten one. The last choice was barred from him since he didn't meet the requirements, and it was **Realm**. If he had chosen a true body or forging of body and aspect that turned him into a spirit-like entity he would've been able to pick that one, would've been able to craft a spirit realm for himself, but he would've lost access to other choices depending on his nature.

He had consulted Selia on what each choice meant and how it would develop. A **Domain** would let him craft an inner realm, and it could be whatever he wanted. He would be able to enter that place on with his soul, and eventually he would be able to manifest that world into reality around him. For some Evolved Cultivators, their domain was their greatest strength.

His awakened item, **Bright Star**, was a Domain type item. Ryun could enter its scape, the great forge among the stars and walk through it.

A **Territory** would be the opposite. It, like Domain would be tied to him and his soul, but he could enter it physically. Eventually he would be able to let other enter it as well. A territory wasn't a scape crafter by inner soul and mind. It was crafted by reality. Ryun would need to carve pieces of real realm to craft his territory.

Ryun had an idea about what he might be able to do, and though this was something that would only be payed off far in the future, he didn't mind. It was not like his choice here would impact much about the mission they were about to go on. This was something that would take years to develop.

He made his choice, taking **Territory**.

Then, he finally advanced again, now to Peak Evolved. There was no choice this time, he was granted a perk that all Cultivator's gain.

Master of Void (Path Perk)	You may exert influence on Void Essence around you. +15% to endurance and +15% to wisdom.
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A perk to give words to something he could already do. That all Cultivators could. An assist from the Framework, and perhaps a hint for all Cultivators to wonder about, to point them in the direction. Perhaps this was how most Cultivators tried to control other Essence, how they realized what they could do. It didn't matter. With this perk, Ryun had... a deeper understanding as to how to move Void. He was certain that he could do more with unbound Void now than he could've accomplished before. He would need time and experiments to figure out how to apply that on other Essence, but he had no doubt that he would be able to do that too, eventually.

With that done, he took a look at his full screens.

Titles		
First Kill	Kill the first monster in the Framework-run World	+5000 Essence
Adventurer	Hunted more than 100 monsters	+5 to all stats, 5000 Essence
Hero of Promise	Save more than 10 people with a single action	+5 to all stats, 5000 Essence
Transcended	First Cultivator in the world to reach the Foundation Stage	+10% to all stats, 100,000 Essence
First Body of Iron	First Cultivator in the world to forge their body	+20 endurance, 10,000 Essence
Beaten but not Broken	Survive torture for more than thirty days	+10 to all stats, 50 Greater Essence
First Quickened Mind	First Cultivator in the world to forge their mind	+20 intelligence, 10,000 Essence
Cannibal	Kill more than 5000 people of your own race for their Essence	+10 to all stats, 50,000 Essence

One Against Many	Fight against more than 10 opponents and win	+5 to all stats, 5000 Essence
First Lake of Qi	First Cultivator in the world to forge their Qi	+20 wisdom, 10,000 Essence
First Lord	First Cultivator in the world to Reach the Lord Stage	+10% to all stats, 100,000 Essence
First Qi Manipulator	First Cultivator in the world to gain Qi manipulation	+5 to all stats, 10,000 Essence
Class Evolution I	Evolve your Class for the First time.	+5 to all stats
One Against Horde	Fight against more than 100 opponents and win	+10 to all stats, 10,000 Essence
First True Body	First Cultivator in the world to obtain True Body	+5 to all stats, 100,000 Essence
Hated Foe	Be hated and hunted by more than half of a world's population	+50 to all stats, 100,000 Essence
One Man Army	Fight against more than 1000 opponents and win	+40 to all stats, Indomitable, 500,000 Essence
Butcher of Humanity	Kill more than 500,000 people of a race by yourself	+200 to all stats, Reaper's Aura, 5,000,000 Essence
True Understanding II	Evolve a skill to tier 6	+20 to all stats, 20,000 Greater Essence (per Tier 6 skill)
Limit Break: Reign of Three Territories	Defeat the three Rulers in the Reign of Three Territories scenario, while on a lower Realm and lower level.	+40 to strength, endurance, vitality +5% to all stats, 10,000 Greater Essence
Monarch	Reach the Monarch Stage	+10 to all stats, 1,000 Greater Essence

Ruler	Become the sole ruler of a territory.	+5 to all stats, 5000 Greater Essence, Small Mansion unlocked (Town Upgrade)
Alchemical Tester	Use more than 10 alchemical concoctions to improve yourself	+2 to intelligence, 500 Essence
Heartstone Core	First to clear the Heartstone Core Dungeon	+2% to all stats, 50 000 Greater Essence
Heavenly	Reach Heavenly Realm	+30 to all stats, 50 000 Greater Essence
Monster Hunter	Kill 5000 different monster types	+50 to all stats, 50 000 Greater Essence
Crucible of the Body	Go through a harrowing experience to improve your body by forging it in the harshest conditions possible based on your body type.	+500 to endurance and vitality, +2% to all stats, Unyielding (Unique Perk), 50 000 Greater Essence
Immortal	Reach Immortal Realm	+50 to all stats, 100 000 Greater Essence
Beyond Understanding II	Focus and specialize your understanding of a tier 6 skill.	+250 to all stats, 100 000 Greater Essence (per focused skill)
Glaxon Town	First to Clear the Glaxon Town Wild Dungeon	+2% to all stats, 50 000 Greater Essence
The Witness of Journey's End (Unique)	Reach at least a combined power level of nine tiers. And embody an ideal.	+400 to all stats, +5% to all stats, Conclusion Dominance, 100

		000 Greater Essence
Evolved	Reach Evolved Realm	+100 to all stats, 200 000 Greater Essence
Aspect Mastery	Master your Aspect and improve it to tier 9	+150 to all stats, 500 000 Greater Essence

Perks	
Feast (Class Perk)	Killing enemies heals you. Strength of effect depends on vitality stat.
Tinker's Mind (Path Perk)	Your mind is quickened, able to think faster than ordinary humans. Able to alter perception of time for the user. +15% to intelligence. Strength of effect equal to 2x your intelligence.
Vampire (Class Perk)	Killing enemies adds one tenth of their highest stat to your own temporarily. Strength of effect depends on level.
Regenerator (Class Perk)	Heal rapidly when in combat. Strength of effect depends on vitality stat.
Silent Hunter (Class Perk)	Your movements don't disrupt the air around you, making you nearly silent. Strength of effect depends on dexterity stat.
Qi Controller—Thousand Threads of Destruction (Path Perk)	Your Qi control is nearly perfect, able to finely manipulate your Qi and use up to 3 techniques at the same time. +20% to wisdom. Control depends on wisdom stat. You weave a thousand threads of Qi, each thread filled with power. As you weave, you ensnare all those who would stand in your way.
Indomitable (Title Perk)	You are immune to all mind-altering effects from opponents that are on a lower tier of power than you.
Reaper's Aura (Title Perk)	You can no longer be scanned by any abilities, techniques, or skills from people who are on the same or lower tier

	of power than you. You may manifest the Reaper's Aura, filling all within your presence with dread.
Great Hunter (Contract Perk)	Any person whose blood you have drawn is marked by your power. The mark allows you to track them no matter the distance between you.
Void(9) Qi (Aspect Perk)	Your Qi passively enhances your body with the Essence of the Void. Making any foreign essence in your body disintegrate, the speed of the effect depends on the power of the foreign essence. While Void Qi is moving through your body, you are less susceptible to movement restricting effects, the power of effect depends on the strength of attack. Gain +20% to strength and wisdom.
Void Aura— Oblivion's Persistence (Path Perk)	Manifest your Qi in the form of an aura around you. Dealing Void damage equal to 1.7x (0.2x) your wisdom per second. Anything marked by the Void Qi takes additional half of total damage dealt over the next four seconds. Gain 15% to wisdom. Oblivion endures.
Eternal Hunter: Reaper (Unique Perk)	You hold the essence of Twin Aspects of True Death. You are one part of two, and are inescapably linked with your other half. Your mind is linked with that of your other half, allowing you to speak to one another regardless of the distance. You may sense your other half regardless of distance. You gain Death Mark: Anything with a soul killed by you has its soul completely destroyed and returned to oblivion. You gain the ability to sense death. You gain the Presence of the Eternal Hunter Aura, when active, nearby enemies suffer -25% to all regenerative effects and -25% to total

	stats, half of the drained stats are granted to you, the other half to the Scythe.
Rapid Regrowth (Class Perk)	Once per week regrow a lost body part. Speed of regrowth depends on your vitality stat.
Physical Appearance: Inner Refinement— Void Chassis (Path Perk)	Your body and features are refined. Your inner parts are a step closer to embodying the void: stat impairment and sickness have 50% less effect on you. Enhances your current capabilities. +25% to wisdom, +25% to dexterity, +25% to vitality. You are built of Void.
Astral Eyes— Sights Unseen (Path Perk)	You have achieved a great power, your eyes reflect your achievement. Their appearance reflects your inner spirit, you are no longer able to see the real world, instead you see a world in between the Ethereal and the Real. Allows you to see Class, Cultivation, and Skill, power currents. Increases the clarity of your sight. You gain +15% to vitality, +15% to intelligence, +15% to wisdom. You thrive in the darkness. And now, your blind eyes see what others cannot.
Send Thought (Contract Perk)	You and your contracted partner are able to send thoughts to one another regardless of distance.
Endless Source of Stamina (Path Perk)	Your stamina is strengthened, effects of your endurance on your stamina are doubled. +10% to endurance.
Forging of Body and Aspect: Mu—Primordial Void (Path Perk)	Your body is forged by your aspect and your path. You are able to mitigate and ignore the effects of gravity according to your will. Physical force influences against you can be absorbed by your body up to 90% of their power according to your will. Allows you to spend Void Qi to absorb special attacks impacting your

	<p>body up to 90% of their power according to your will and Qi spent. Void effects on your body, Qi Conduits, and Core, are lessened by 90%. Sufficient damage to your body will turn it into a insubstantial Void mist form, expending Void Qi can allow you to reconstitute your form. All Void powers are 25% more effective. You gain +20% to wisdom +70% to endurance. The only one who influences here, is me.</p>
<p>Unyielding (Unique Perk)</p>	<p>Your body is highly resistant to physical damage and can function at peak condition in all states, even after it was damaged beyond the point where most would falter.</p>
<p>From Nothing— To the End of All (Path Perk)</p>	<p>Your soul transforms into a pure piece of oblivion. Your physical body is transformed into a void-energy based matter. It will retain human-like appearance and sensations, retaining all the gifts of Mu, but it will no longer function as one. You will no longer need to breathe or eat food, but will need to consume Void Qi or Essence. Reproduction will only be possible through use of powers. Upon destruction of your vessel or upon suffering critical soul damage, your soul will be transported to the closest Void or related type Essence Plane for recovery. Time to full recovery depends on vitality and wisdom stats. Current: 8 years. Upon recovery you will be able to reconstruct your body and leave the Essence Plane. Your soul can survive without access to the Void or related Essence for only a short time, if your soul is deprived of that type of Essence or prevented from entering an Essence</p>



	<p>Plane, you will die a True Death and return to nothingness. Gain +15% to wisdom and +15% to endurance. Without a beginning and without an end. You are an agent of oblivion.</p>
<p>Field of a Thousand Cuts (Skill Perk)</p>	<p>Your My Foes, Torn Asunder allows for great devastation. Once per day you may create a field of a thousand cuts all around you, creating spatial tears in a twenty meter radius around you that will cut any foe that gets near them and deal damage equal to 20% your current strength. One spatial tear can only deal damage once before disappearing. Undetectable except by special perceptions. Gain +10% to strength.</p>
<p>Adept's Conduits (Path Perk)</p>	<p>Your Qi conduits are made for greater control. Allows for extreme command of Qi through conduits. +10% to wisdom.</p>
<p>Total Knowledge (Skill Perk)</p>	<p>Your My Sphere, Total Clarity allows you to sense even the smallest changes in a sphere around you. Once per week, you may activate Total Knowledge and gain complete understanding of the position of everything in regards to you, the effect will last for 10 seconds. Size of the sphere depends on will. Gain +10% to intelligence.</p>
<p>Conclusion Dominance (Title Perk)</p>	<p>Once per three months, for three minutes you may see the strings of future probability of all reality in the three hundred meter radius around yourself. By expending your will you can bring/cause a False End to any and all things by cutting the string, no matter the plane of reality. The amount of will necessary and the difficulty of cutting the string increases with: length of the probable future, power disparity, opposing will, size of target.</p>

	<p>Upon the duration's end, if possible, the cut strings will be reconnected and returned to the previous path and state. The changes may be irreversible, as everything including reality itself, ends someplace and sometime.</p>
<p>Wolf Claws (Contract Perk) (Contract Perk)</p>	<p>You can draw upon your contracted partner's power. Once per day you may summon crystallized blood-claws on your hands. The claws durability depends on your contracted partner's power.</p>
<p>Mark of the Endless Core— Oblivion Well (Unique Perk)</p>	<p>Your core is endless. It can encompasses the whole of oblivion. Its physical size is set and will never change. The inside of your core can be deepened endlessly. Current core size equal to 150% of the original core size, your Qi regeneration is equal to 80% of the original core's regeneration. Drawing in Essence past the point of it being full will deepen the core size. Cycling has greater benefits, each cycle increases the core size by an extra 5%. You can convert drawn-in Essence to Qi and replenish your core, as long as the Essence is of the same Aspect as your Qi and it is tier 6 or higher. Gain +50% to wisdom.</p>
<p>Greater Swift Mind (Path Perk)</p>	<p>Your mind is swift. Your thoughts travel at increased speeds, gain +500% to thought speed. Increases the ability to alter the perception of time by 200%. Gain +15% to intelligence.</p>
<p>Evolved Form: Wolf of the End—True Death of All (Path Perk)</p>	<p>Assume your Evolved form, that of the Wolf of the End. Your body turns into a giant wolf made out of your Qi aspects, your form gaining the properties of the Qi used (Current-Void—N/A: everything you touch will start to disintegrate Gain</p>

	+20% to wisdom). Gain +100% to all stats and your ability to sense death increases by 200%. All techniques cost 60% less and you gain +50% to technique speed. +20% to endurance and +20% to strength. You will see the end of all.
Territory (Path Perk)	You may craft a Territory separated from real realm that you can enter physically.
Master of Void (Path Perk)	You may exert influence on Void Essence around you. +15% to endurance and +15% to wisdom.

Class	Harbringer ( E )
Level	89
Combat Ability	Bringer of Sorrow
Movement Ability	Inevitable Step
Support Ability	Reave

Cultivation	Path of the Final End
Stage	Peak Evolved
Aspect	Void(9)
Base Technique	Empowering Null Mantle
Branch Technique	Void Beam
Fruit Technique	Staggered End

Cultivation	Path of the Unbreakable Wall
Stage	Early Heavenly
Base Technique	Void Shaping
Branch Technique	Void Armor
Fruit Technique	Avatar of the Reaper

Passive Skills	Active Skills
Celerity	Perfect Cut: My Foes, Torn Asunder
Perfect Resonance Sense: My Sphere, Total Clarity	Pounce >> Enhanced Pounce >> Rush >> Greater Rush >> Pouncing Rush
Enhanced Balance >> Coordination >> Greater Coordination >> Adaptation >> Enhanced Adaptation	Aim >> Greater Aim >> Eye Focus >> Greater Eye Focus >> Target Mark
Monster's Trained Body >> Enhanced Monster's Trained Body >> Persevering Trained Body >> Greater Persevering Trained Body >> Enduring Trained Body	Meditation >> Greater Meditation >> Split Focus >> Greater Split Focus >> Divided Mind
Enhanced Regeneration >> Quick Recovery >> Greater Quick Recovery >> Restoration >> Greater Restoration	Mind Shield >> Greater Mind Shield >> Mental Fortitude

Strength	3711
Dexterity	3412
Vitality	4460
Endurance	4150
Intelligence	3699
Wisdom	5457

He had gained a lot of power over the years. Now, he took a look at his secondary Path. He could advance it, improve his perks. He had the Essence, but he didn't reach for it. His perks would improve, his

techniques... probably not. He had tinkered with them, made them more efficient, but he hadn't yet changed them fully, not how he intended to do at least. And any increase that he would gain to his perks would be... significant in stats certainly, but his perks wouldn't change that much, he didn't think so at least. He felt like he could do more, force himself in situations that would make his improved perks a lot better than they would be now.

This mission would certainly be such an opportunity. Perhaps having more power now would be smarter, but Ryun... he didn't want to do it. He had already sacrificed enough of his future power. If he died, he died. The mission might be dire, their enemies powerful, but Ryun was who he was. A small amount of power more would not make a difference in what he could do.

He turned his eyes from his screens and pulled out the last of his Void Essence, then started to fill his core. He had just about enough to fill it completely. He needed that Essence, to allow him to turn it into Qi and replenish his core in an instant if needed. With that he was finally finished.

He glanced at his Path, and saw that he had no option to advance. There was one last thing that he wanted to try, an idea... an inspiration. He remembered his battles, and then slowly looked down at his body. He would need to be very careful, he couldn't let the Void touch the walls of the room, it would damage the chamber. But he didn't think that there was much risk.

He had lost half of his body in the last battle, so he didn't bother with that part of it. He focused on the other. He had lost parts of it before, but he didn't remember exactly how many, how much. He disrobed, then looked at his right arm. He pulled out a small knife from his storage and then in one quick gesture he cut it off at the shoulder. His arm fell to the ground and dissipated, eating the air around it and disappearing. He regenerated his arm by focusing on his core, pulling out the tier 9 Void Qi and reforming his body. He waited for the air to fill the void, and then moved the knife again, cutting his shoulder out.

He repeated the process, cutting himself, chunk by chunk, his entire right side, piece by piece until everything that had remained in his last battle was gone and replaced again. The pain was there, but he was focused, he kept his mind on the task. Now came the trickiest part, his neck and head. He knew intellectually that he didn't have a brain, he was only Void inside, but he still went slowly. Cutting everything, piece by piece, small enough chunks that he was certain he wouldn't somehow kill himself. Cut, then heal.

Then finally, he reached the top of his head. Quick and precise movements cut a part on top, his mind went fuzzy for a moment, but he could still think. It was just an echo, a memory of a time when he relied on flesh. He restored that part, and then cut another. Until no part of him remained that was old, no part that hadn't ever been lost. All of him now was crafted from the Qi that came from his core, pure tier nine **Void**.

He pulled his screens up and looked at his path.

After a moment he burst into laughter.

The screen had changed, his full core could push him to the next Realm. He laughed for a full minute, laughed because he was right, and because it was so simple. Still, he didn't do anything. He didn't have enough Essence to cycle multiple times, nor did he have the time for it. And he was not willing to skip an entire stage with no cycling. The next Realm wouldn't give him anything that would change his capability on the mission anyway. Gaining a new aspect would only weaken him, he wouldn't have the time to adjust and integrate it.

And so, he stood up, and headed out of the time chamber. He had done as much as he could, all that was left now was to trust in himself and those on his team.