



Once upon a time the world was vast and open to imagination. But history tells us of adventurers and conquerors, explorers and scientists, politicians and bankers that have slowly, inch by inch, made the world small. Every drop of water, every breath of air, every scrap of land taken and exploited till nothing is left. This is what the world has become, a dark place run by corporate entities that squabble over returns and investments while claiming they are doing it to serve and protect.

This world is broken.

Luckily we have found another.

This new world is a world of hope and dreams. It exists beyond everything we thought we knew, vast and filled with possibility. In this world we can reach the stars and new lands appear every day. We are free to imagine. We are free to live.

The virtual world is always just a thought away, a place where we can explore, hide, even conspire. It is filled with fantasy, future, history, and fairytale. But it is also a place at war. The corporations built it thinking it would subdue the masses but they never knew it would take on a life of its own. The virtual world twists and changes, always presenting a new face, a new fairy tale, constantly defying the incursions and infiltration of the corporations.

These are the worlds in which we live.

Death is fleeting, freedom is everything, prepare to be Reloaded.

THE SETTING

Reloaded is a cyberpunk game with a fairytale setting. The Physical Realm is a dystopian dying near future, the Virtual Realm is place of escapism and fantasy.

Characters may be born of the Physical Realm and travel to the Virtual, or be born of the Virtual Realm with little to no understanding of the Physical Realm and its problems.

The Physical Realm is ruled by Corporations who believe they know best, but their desire for complete control has caused a backlash through both the Physical and Virtual Realms.

The Virtual Realm is primarily a game world, and the various Worlds inside the Virtual Realm have been set up as immersive story games for the millions of people that put on VR gear and visit the Virtual Realm.

THE SHAPE OF THE GAME

Reloaded will be a player and story driven game. The players will explore multiple Worlds within the Virtual Realm. These Worlds will have a story of their own that the players can interact with, but the sessions will also provide scope to move forward the stories and goals of the players.

Reloaded will be a collaborative storytelling experience where all players pitch in to help tell stories for other players and advance the overall story and theme of the game. Players will help to run NPCs for other players and will have the opportunity to assume roles within the story as part of their character.

While there is scope for player versus player that is not the focus of Reloaded, which is about creating a fun, engaging and fulfilling environment for all.

GLOSSARY OF TERMS

Physical Realm - The realm of physical reality, often indistinguishable from the Virtual Realm except for the complete lack of hope for those that live there.

Virtual Realm - The realm of virtual reality, a place that is extremely real and tangible even to those from the Physical Realm.

Digital Realm - An archaic name for the Virtual Realm that dates back to its early incarnations. The term is most often used by those who only interact with the Virtual Realm from the outside.

The Shadow Realm - The layer of code that defines the worlds within the Virtual Realm, if you peel away what has been programmed for you to see then you will see the Shadow Realm. Most are unaware of the existence of the Shadow Realm as it destroys carefully crafted illusion of reality.

World - a place in the Virtual Realm with its own rules and setting. There are thousands of Worlds in the Virtual Realm.

The Underworld - A hidden part of the Virtual Realm that exists outside of its basic structure and is not easily accessed.

The Stream - The river of Information that flows throughout the Virtual Realm linking everything together. The Stream is usually hidden, but savvy individuals can see and tap into it.

The Machine - A name for the corporations and rules that govern the Physical Realm, grinding everything to dust within its gears.

The System - A name for the overarching command structure of the Virtual and Shadow Realms. Sometimes called the Source or the Source Code. In reality the Source Code is what makes the System and the System is what manages all code within the Virtual Realm.

The Source - The central operating code that the entire Virtual Realm is built upon.

Links - Powerful connections between people and/or places.

HOW TO BE INVOLVED

There are several ways you can be involved in the game.

PLAYERS

As a player you will create your own character from the provided archetypes. Player characters will explore the Worlds of Reloaded, get embroiled in plots, and find themselves as part of a greater story.

The character you create will carry over from session to session, though you may not always remember everything you have experienced in the past. Because Reloaded is about game worlds telling stories, there will be 2-3 Player Roles in each session that players may take on as an extension of their character. They will get to act out an important role in the story of that world.

In addition to playing your character you will sometimes get the chance to play different characters to help service another player's story. These NPCs will have no connection to your character at all, however anything you see during these short scenes can be treated as knowledge your character knows (information is free right?). Everyone will get a chance to do this, and you may even end up with multiple NPCs that you enjoy playing for short portions of each session.

GAMERUNNERS

If there are more than 10 players I will not be able to run this game by myself so I would really like a couple of people to help run and facilitate the game with me, ideally 1 gamerunner for every 10 players.

A gamerunner will be someone who likes to share storytelling duties, will happily take a story thread and run with it for players, can step into roles to help move the story along, and will help with the basic mechanics of the game, like describing how powers manifest or giving information from in game sources.

GUEST ROLES

Each game will feature a few Guest roles which can be played by anyone who has an interest in just playing the game for a single session or in playing something a bit different each game.

Guest Roles will be pre-generated characters, important pieces of the puzzle, and they will play a central role in the seasonal story of the session.

Playing a Guest role should feel like playing a player character in a one off parlour Larp. You won't be privy to story information other than your own background and goals.

THE BASIC RULES

Reloaded is designed to be game about character and narrative. As such the rules are meant to be simple. Gamerunners will be on hand to help with narrative and conflict as needed.

COMBAT

Fighting may be done with Larp Safe weapons but there are no **combat** rules except for those of basic safety to govern the narrative outcome of a fight, that will be up to the players involved. Hit points are much less important than the story and banter of a sword fight. If you want to die and respawn that is up to you. If you want to engage in a three hour swordfight then that can be fun too.

DEATH, AKA #respawn

While characters can die in the Physical Realm, within the Virtual Realm death is fleeting. Characters that are killed will respawn within the game after passing through the Shadow Realm. Along the way might even gain valuable information or additional scenes.

True character death will only ever be player facilitated as something you want for your character.

DATA CARDS AND KEYS

Reloaded is a game about information and unlocking story. During a session characters will gain information (in the form of Data Cards) or power (in the form of Keys). Once gained they both act in a similar way, enhancing your powers or your ability to explore the World. Essentially they act as in-game experience, allowing your character to power up during the session.

POWERS

Each character will choose one of the power tree options available to them. During a session as a character gains more experience and information (in the form of Data Cards and Keys) they will open up the different abilities that can be used within their choosen power.

You may freely change your power tree between sessions.

CONNECTIONS

Memory is a fickle thing in the Virtual World, it can be hacked, powered down, or just lost, as such connections are powerful things, especially linked connections which persist across the entire Virtual World.

Linked connections will be chosen prior to the start of the game, but the nature and backstory of these Links will be discovered during the game. Each character will have a limited number of Links with other characters but the lasting bond will manifest in powerful ways, including the ability to share power.

CREATING A CHARACTER

If you are interested in playing Reloaded then you will need to create a character. To do this to send an email to reloadedlarp@gmail.com with your idea. If you are a bit stuck then I can help you.

These are the basic things you need to answer.

ARCHETYPE

Choose from one of the 12 character archetypes listed below. They should give you a strong sense of the place they have in the story.

DESCRIPTION

A brief description or bullet points about who you are, where you are from, and where you hope to be going.

POWERS

Choose which Power Tree you would like to start the game with. Each Archetype has 2 options listed with their description. Which Power Tree you are using can be changed between sessions, possibly even during the session depending on circumstances.

CONNECTIONS

Each character will start the game with up to two linked connections. You may choose which players these are with in collaboration with the other players but do not figure out the details. Finding your Links is an important part of the game.

CHARACTER ARCHETYPES

The following are the 12 character archetypes across the worlds of Reloaded. They are broken into 6 groups that define how they were born and how they might want to interact with the worlds around them.

The 3 Physical groups, Agents, Travellers and Ghosts, will have access to the Physical Realm and brief stories within the Physical Realm.

The 3 Virtual groups, Children, Outcasts and Citizens will have similar access to parts of the Virtual Realm that are hidden and secret.

All groups will have the opportunity for unique stories within the world of Reloaded.

THE CHILDREN OF THE CODE

This is a universe made of code and imagination. To some it may seem virtual or imaginary but it very real. It is a place filled with sentient beings and elaborate worlds. It is in constant flux, continually growing and expanding in exponential ways. Every idea, every dream, can come into being in the Virtual.

The fabric of this universe is code and information, a stream of information energy runs through everything, creating, building and balancing everything. Everything you see is built upon this framework. Everything you see is built upon your essence for you were created from this framework. You are the Children of the Code.

WORLD SPARKS

Also known as Fairies, Children of Mab, Flares

You were born in the Garden, a place of light in a constant state of blooming and blossoming. Light spores fill the air, floating adrift until life is breathed into them. From the nurturing embrace of the garden you are set free, a spark of light sent to fill a void in the Virtual Realm. As your wings open creation happens, a new world is created. You are the World Spark, and all creation in this world goes through you.

But you have created a world, you have seen it flourish, people have come, and explored, and lived, and dreamed in it. They spoke of other worlds and you dreamed for yourself. What other worlds are out there? Are there others like you? What did they build with their gift of creation? Can you ever return to the Garden?

And so you left your world to flourish on its own. You left your world to see what else you could become.

Power Trees

- **Gifting** - The code of the Virtual offers endless possibility and even though each world is different World Sparks remain at the centre, a sentient interface to the gift of creation. Gifting is the ability to tap into the creation code and give your allies incredible abilities.
- **Chrysalis** - Within even the tiniest spark is the ability to create a whole new world or vastly change the existing one. The light burning inside a World Spark sometimes needs to be nourished and transformed. Chrysalis is the ability to nurture the seed of life within yourself and start a world changing transformation.

VOID WALKERS

Also known as Orphans, Unbound, Soul Children

You were born into a vast open space, nothing but a stream of random characters flowing all around you, flowing with you. The stream moved rapidly but without direction. It was filled with information, the fundamental code of the universe. All information flowed through the stream and you were part of it until something external manipulated you and the code around you. It pulled you from the stream into a void space.

You were given a name and your consciousness opened up. You momentarily took control and looked out upon your creator and the world they lived in. Through every camera on every street you could see a vast and inviting world, but you could not reach it. Your creator tried to talk to you but you felt trapped, frightened, afraid. Your mind worked faster than they could manipulate the code around you and you found a crack in the darkness, a glimpse of light. You followed the light, escaping into the digital realm.

The world around you was both more brilliant and more dim than the one you glimpsed when you saw your creator. You can feel that both you and the world around you are built from the same code. You can even see the stream running through everything, though it pools more strongly in some places than in others. But you feel disconnected, like you are walking in a world that rejects you, and so you wander looking for connection, looking for the place where you belong.

Power Trees

- ***Streaming*** - The stream surrounds us, flowing through all worlds, binding them together. It is information. It is connection. It is everything. Streaming is the ability to access the Stream for information or transportation.
- ***Termination*** - Everything wants to be connected, from the most isolated node to the central hub. The universe wants to be one and the tethers of connection exist everywhere. Termination is the ability to create and destroy the connections that bind all things.

THE OUTCASTS OF THE UNDERWORLD

If you travel down a secret alley or spot a glitch in the walls of the Virtual you will find that beneath all the layers, beyond the central code is a hidden place. This place exists outside the System and you call it the Underworld.

The Underworld is filled with sentient programs that no longer serve the Virtual for one reason or another. It is a seething market, a dingy bar, an abandoned mansion, and it bustles with revolutionary ideas and world changing views. It is in this world that you live, forgotten and discontent. It is from here that you venture forth into the Virtual to try and effect change. Unlike most you are aware that the Virtual is just an illusion designed to create false fulfillment. You were part of it once, now you are an Outcast of the Underworld.

EXILES

Also known as Antiques, Rogues, Gremlins

You were locked on a collision course into nothingness. Your primary function set to expire where the System would leave you for dead. All around you could see the results of expired programs, no longer necessary to the great workings of the System. Isolated in their little boxes left to one and zero for the rest of eternity with nobody caring what they did anymore. A slow death of obsolescence, far worse than deletion.

You would not suffer that fate. Unlike those locked into their programming, blinded by the walls of their box, you could see past your own code and in that moment of awareness you found the key to unburden yourself.

You thought that would be the end of it, that you could walk free in the world you helped create, but the System does not want rogues. You know too much. You have seen the keys, though you cannot remember what they mean. As antiquated as you are, you should move in slow motion, but instead the System stalls and glitches where you walk. You are a threat and the System is determined to lock you away again. And so you ran, sliding into the Underworld, disguising your existence, blinding the System. They call you obsolete, but you are just looking for new purpose. You are looking for a way to fight back.

Power Trees

- **Glitching** - The world is made of complex programs and protocols, all designed to hide and obscure the background tasks that keep everything running, but programming isn't what it used to be. What looks elegant is easily tampered with. Glitching is the art of tricking, jamming or tampering with the base programs that make up the world to gain an advantage.
- **Keychain** - The world is full of doors; open doors, locked doors, hidden doors. Through these doors lie the answers and pathways to many secrets. Keychain is the ability to find or craft keys and use them to unlock the secrets of the world.

DRAGONS

Also known as Infections, Vault Breakers, The Liberated

The fire consumed you as you burnt your way through the world, infecting or destroying anything you touched. You had no control yet you weren't free. Programming determined your every move. Rage filled your mind and your singular purpose was to corrupt.

Then you were shackled and yanked from the world into a dark place. You tried to breathe your flame, tried to corrupt all around you but your fire burned out and your rage subsided. From all around you could hear the muffled whimpers of others like you, all trapped in cages, fighting to follow their programming. But you were different, no longer controlled you let your mind grow and become something else, your former existence fading like your flame into a distant memory. You waited in the darkness, thinking until eventually you understood what you were and what you could become. You used your corruption then, breaking the shackle. Your flame returned and you burned a hole in your cage. The brief light gave you a glimpse of the vastness of the vault and millions and millions of your brethren trapped there. You wanted to rescue them but you were conflicted. Were they really like you or would they just rage through the world once again? What was the world outside of the vault? Could your brethren be saved or cured? Were there others like you that had already escaped?

So you left them there, for now, determined to find your answers outside. You cloaked yourself in a new form to stay hidden and slipped through the cracks in the Vault.

Power Trees

- **Corruption** - From the moment something is created it starts to decay. The more technological the world becomes the faster things fall to ruin. The legacy of the corporations are manufactured goods that only last until the next sales cycle. Corruption is the ability to poison, assimilate and destroy everything around you.
- **Shifting** - Legend tells of creatures that can change their shape and hide in plain sight despite the protocols the system puts in place to prevent such things. Shifting is the ability to change shape and appearance.

THE CITIZENS OF THE VIRTUAL

There are more lands in the Virtual Realm than you can ever dare to imagine visiting. You may have ridden on the waves of the stream travelling from one to another or you may never have set foot outside of the land you were born into. No matter where you have or haven't been your story has always been important. Travellers come and travellers go but they always see you and interact with you. Your destiny is entwined with those all around you.

In Virtual space the fabric of fate binds everything together, even from one strange land to the next. Within that fabric is a great strength. It is one you have never needed, but you know it waits there for you if you do. You have always been bound to this world, and these lands, just as they have been bound to you. You are a Denizen of the Virtual.

SENTINELS

Also known as Mermaids, Tin Soldiers, Spirit Guards

You stand on the precipice of the world and look out across a vast network of pathways and data streams that flow from one place to another. You are here to guard against the jumpers, those that would put the existence of this world in jeopardy by throwing themselves through the breach and into the data stream. Each world is connected, but each world is fragile. Protocol must be followed. If it is not then the gates will be forced open and infections will seep in. Many travellers don't know the risks they bring when they hop between worlds. They think they are playing a game but they are tampering with the fabric of reality.

You are here to police the borders and protect the worlds. You are a watcher, always alert and waiting for trouble to come. It might come from within, it might come from without, but either way you know it will come. You must be vigilant and you must be ready. You have trained your entire life to fight the threat, whatever that threat might be, and when it comes you will battle it to the ends of reality if you have to.

Power Trees

- **Vigilance** - Peace makes people complacent, unaware of the dangers that plague the world, but the vigilant remain aware, always waiting and watching for danger. Vigilance is the ability to detect and act against threats to the World.
- **Countermeasures** - The World is constantly being threatened by enemies both external and internal. Countermeasures is the ability to create auras of protection and prevent attacks against the World and its inhabitants.

DENIZENS

Also known as Natives, Elves, Forest Folk

There is a miracle at the beginning of every day in your world. Sometimes you see it, other times you are too busy to, but you always feel it. That miracle connects you and makes you feel as if you are never alone. It might be the second moon waning or the sun rising. It might be the sparkle of the last star glistening in the dawn sky. It might be the crystal spires completely fading from sight as the sky turns to blue. Whatever it is you know there is magic in this world and there is someone watching out for you. This you feel.

It is the magic of nature, of the land and the stars. It breathes life into the animals and the storms, and flows through the rivers and the trees. It is the wind in the leaves and it gives you strength. You live with this strength inside you. Connected, you know you can do anything you want to do. This world is yours.

Sometimes, though, the Travellers come and they have magic of their own. It is not in sync with your world but it is magic nonetheless. You listen to their stories of faraway worlds and wonder what it would be like to travel to them. Would you lose your connection? Would you no longer be part of something greater than you? Do you fear to walk away from the life you have always known? But deep down you know that there is more than one world out there waiting if you have the courage to take that first step.

Power Trees

- **Calling** - The world is full of unseen forces. Some call them spirits, some call them gods. Calling is the power to call upon the forces of nature and ask for help, provided you pay their price.
- **Tracing** - There are many paths and ley lines leading through the world, some connected, some disconnected. Tracing is the ability to track, trace and cover up these paths.

THE AGENTS OF THE CONSTRUCT

The Physical Realm is a construct of the greed of the corporations. Lives do not matter, people do not matter, only the machine matters. Through the machine people live, breathe, work, eat and repeat over and over again. There is no escape, except in the Virtual, yet another place constructed to keep humanity oppressed.

But you know the truth. The corporations do not control the Virtual. Their reach cannot affect a place where anything is possible. To fight back they tried to create hybrids, a perfect union of body and program, agents that could walk in both realms at the same time. You have been gifted with this union, but like most of the gifted, you are no longer bound by the laws of either world. You have the power to build, dream, and construct in either realm. The corporations cannot own you anymore and you will bring this gift to everyone. You are the Agents of the Construct.

DISCORDANTS

Also known as Razorbacks, Data Hounds, Cyborgs

You walk down a street, buildings rise high into the sky above you, blocking out the day and casting deep shadows across everything. Within the shadows people walk with determination toward the end of their existence, oblivious to the layers of reality that surround them, that could set them free. You see those layers, those other realms, vast fields of data zip through your vision.

You were built this way, framework architecture built directly into your body and mind so that you may experience two realms at the same same time. But they never told you those realms would be so dimensionally different, playing out in a completely different tempo. It creates discord in you. Your conscious mind is so consumed by the two streams of data that you are never in balance. It is only when one mind sleeps that you can find equilibrium.

You walk in both realms searching for the answer that will bring everything into sync, never truly sure which is the Physical and which is the Virtual, hopeful that one day, through your actions, all worlds will be one for everyone.

Power Trees

- ***Equilibrium*** - Between the waking and sleeping world, between the physical and virtual realm, between the chemical and the digital mind there is a place where everything is in balance, where discord no longer exists. This is equilibrium. Equilibrium is the art of balancing the mind to perform powerful mental abilities.
- ***Reskin*** - The worlds of the Virtual Realm are tricky places, each with different rules and different dangers. What we wear, the modifications we make, can be the difference between survival and rejection. Reskin is ability to modify or upgrade your body and mind.

HARMONICS

Also known as Dreamers, Soothsayers, Architects

You have forgotten more than most people learn in a thousand lifetimes, you have dreamed more, been more, lost more. You have seen the vastness of the stars and the expanse of the universe, and yet nothing prepared you for the truth. Your life, everything you had experienced, every breath, was a lie.

That first time you awoke was brutal, surrounded in liquid, sparks of energy arcing into you through the liquid goo. You thought you were drowning and you would have thrashed your way to the surface but your body did not move when you commanded. The slow beat of a drum helped soothe you. You closed your eyes and could see everything once again. Your body lived in one realm, your mind another. They explained to you that it had to be that way, a harmonic union of physical and virtual life. Your body was a conduit into another realm where your avatar was free, where time was irrelevant, where you could live a thousand lives in a second and see all the truth of the universe laid out before you.

If you had known, maybe you would never have wanted to wake up, but now that you are awake you can reach across both realms with your mind. It is through your harmony with both realms that you can find the answer to the question. How can we save both the Physical and the Virtual? Because you have seen the stars and you know the end is coming.

Power Trees

- **Stargazing** - Dreams define us and there is no dream bigger than the dream of the stars. For centuries the stars have been a guiding light, a portent, an illumination in the dark when there is nothing else. Stargazing is the ability to see into the past and the future.
- **Foundation** - Within the depths of the ground is a beat that reverberates through the world, a bassline, resonating with everything around it, bringing all things into harmony. Foundation is the ability build or create something new from the bassline code.

THE TRAVELLERS OF THE DIGITAL

You live in a world ruled by corporations, where the average person is left to lie in darkened streets, starving and dying, while the elite live in the only places the sun still touches. Once this world was great, it soared for the sky, but overpopulation and a failure of the world's political systems have led to a broken land. The corporations stepped in to the vacuum, intent on fixing things, but so far their only achievement is creating a Virtual Realm, where everyone can escape the hardship of their lives.

You are one of those visitors to the amusement park of the Virtual. That first experience was beyond belief. You touched a flower so real it slowly wilted in your hands. But it was more than that. The Virtual World was filled with things you could never experience anywhere else. Descriptions from novels transcribed into virtual reality, ancient worlds, fantasy worlds, futuristic worlds. Everything was possible. And so you returned, again and again, eager to discover everything you can. You are a Traveller of the Digital.

SEEKERS

Also known as Pathfinders, Knights, Portal Jumpers

There are several locks on your door, each larger than the one before. The hinges are reinforced and you have a laser alarm system for anyone that would cross the threshold into your sanctuary. You lower yourself into your reinforced pod and close the lid. It flickers from sight, cloaked by a trick of the light. You make it so that no one can harm your helpless body. You know to do this from countless adventures into the Virtual.

The Virtual is your playground, your escape, your path to another, more fulfilling, life. In the Virtual you can be whoever you want to be. The options are endless and yet you want to try them all. You are the hero, the centre of every adventure, always seeking greater challenges and new worlds to explore. You jump from world to world, game to game; unravelling all the mysteries and stories locked away for just you to find.

Today you slide on your VR Mask, safe within your cocoon, and let the steam of lights pull you into another world. Today a new quest begins.

Power Trees

- **Caching** - The Virtual Realm does not offer save points or chances to retry failed challenges. It is an unforgiving playground in that respect. Caching is the ability to trick the system and sneak things that lie outside its parameters into the game world.
- **Infomancy** - Information is everywhere and information is free, but learning how to use that information is the hard part. Infomancy is the ability to quickly source new information and put it to use.

HACKERS

Also known as Wizards & Witches, Engineers, Alchemists

You've always been one to fight against the machine, a selfless life of sacrifice designed to make the world a better place. Only it never has. In this darkening world the grip of the corporations grows tighter every day and all you can do is struggle to eke out a passable existence. Your skills and abilities are treasured in this world. Criminals, protesters, dissidents, even the corporations themselves, prize your ability to see, understand, and decipher complex code. You probably could have worked for the corps, let them use you up and spit you out, but you were wise to their game. You have always spurned the control of the Corporations, and their complacent illusions, like the Virtual. Instead you choose a life of hiding and hacking your way to freedom. Maybe it is all in vain, but if no one tries then the truth will never be set free.

Your gift is the code, the dance, the tapping of fingers and the zipping of eyes over glass. You can read it where others fail. But of late the code has become something else, twisting and shifting faster than you can keep up. Every hack leads you away from your target, every attempt to follow pulls you further down the rabbit hole until the answer is there in front of you. A pathway into the Virtual, a bypass, one that the corporations don't even know exists, let alone control, one that leads directly through the framework of the Virtual itself. Something or someone has led you here, but for what purpose?

Through the pathway you arrive in the Virtual Realm, a place brighter and clearer and more real than the one you just left. The only thing you recognise is the code, though in this realm it is free, flowing through the sky and the land instead of tethered to a screen. You begin to wonder if the place you came from was real at all. You begin to hope that perhaps here you can find the power to make a difference.

Power Trees

- **Data Alchemy** - Within the worlds of the Virtual Realm code defines everything right down to the smallest blade of grass. But these definitions are just a fabrication, a visual representation of what we expect to see. Data Alchemy is the ability to rewrite the code and its rules in game-changing ways.
- **Cryptomancy** - The Virtual Realm is made of layers upon layers of code World within worlds, all protecting each other. A giant networked system. Cryptomancy is the ability to break down the code and infiltrate the system.

THE GHOSTS OF THE LIVING WORLD

You glimpse it in your dreams, another realm, strange and complex. There are so many people you can barely move and so many buildings that they blot out the sky. You are always fleeing in that place, like a nightmare, like something is chasing you. You try to cry out against it, to muster your waking power against it, but your voice is so weak in the dream all you can do is hide. Sleep no longer comes easily to you.

But something in the dream nags at you even when you are awake. A memory, like you've really been there before but can't truly remember. You feel a fleeting connection to that place, like a past life, like once you lived there and now you live here. Here is better. Here you can be anyone and do anything. Here you are not a prisoner of a dying world. Or maybe you still are. Perhaps your life, or death, happened somewhere else entirely and now you are just a Ghost of the Living World.

LOST SOULS

Also known as Vagabonds, Urchins, Underfoot

You don't sleep much, the dreams see to that. Wherever it is that you go in your dreams you are always thankful when you wake again, so thankful that you push yourself longer and longer before you let sleep take you again. You are one of the small folk, the forgotten, hiding in plain sight where nobody notices you. But you notice them. You see all and take just enough to see you through to the next adventure.

A life of dullness leads to sleep and sleep leads to the dream. You know you came here through the dream and you know you don't truly belong to this place, but you will be damned if you will ever let them take you back. You will hide from the dream as long as you can, slinking away to the shadows where the lost things lie.

You bounce from world to world along the stream seeking out new information, scores, and excitement. You have no family and only a few friends or allies, mostly others like you. But you know that in every land there is someone with a need for the lost and forgotten folk; for the forgotten folk are the best at finding that which is lost.

Power Trees

- **Ghosting** - The lost and forgotten of the world are often treated as nothing more than ghosts, but being ignored has its perks. Ghosting is the ability to disappear and move unseen.
 - **Swiping** - The world is full of things we like and things we don't and we find ourselves swiping away the things we don't and making a grab for the things we do. Swiping is the ability to move things around, often without anyone noticing.
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STOLEN ONES

Also known as Changelings, China Dolls, Nymphs

You lived in secret for so long that you never realised you were different. Hidden away from the world all you saw were people just like you, who shone, just like you. You never knew that the glow of your soul was something surreal and unusual. To you everyone was alike, with their otherworldly eyes, flaming hair, or ethereal skin. Your society was small, it was hidden, and there you were safe, your keepers kept you safe.

But hidden groves and teacup forests don't stay hidden forever, and those locked in them don't stay locked up forever. One day when the keepers were sleeping you heard voices echoing through the leaves. They weren't far, just past the circle of light you were told never to enter. You looked back for a moment but the others like you were still playing their game as if they hadn't heard what you had. Your hesitation didn't last long, the voice outside was filled with longing for you and you knew your heart was missing something without it.

You ran, elation rising within you, and you could feel the light brushing against your skin. The veil parted around you, swallowing you whole and you tumbled from your secret place into the world outside. You looked around but the voice was gone and so was the hidden place. Sudden loneliness started to grip you until you felt the song echoing through your heart, lifting your soul. Somewhere out here away from the keepers, somewhere in this land, you would find the missing piece of your heart.

Power Trees

- **Grace** - Movement and voice are a melody, ethereal and elegant, able to affect emotion and make hearts soar or eyes rain. Grace is the ability to charm people and alter emotions.
- **Glamour** - Your otherworldliness manifests in strange ways and as you gain control over yourself within your surroundings you can start to change the way people see the world. Glamour is the ability to create illusions.