**Introduction**

Aura is what some humans call the innate elemental powers they find themselves with on Nn’s planet. Humans are usually somewhat able to use Aura from just a few years old, but require near constant training to cultivate them to be battle-worthy. It can manifest in the Elemental forms of Fire, Earth, and Wind. Water is rare, and Nature is only developed in New Ordor after centuries of study.

**History**

After the crash of the Mothership, a few generations of humans subsisted off of plant matter cultivated from the planet itself in the colony pods. Like with the Neran and Neranoids, as new generations are born and eat of the earth, Nn’s energy seeps into them. It is deeply connected to emotion, and at first will only be called on in moments of extremely high adrenaline. Humans call it Aura, magic, or energy.

After the pods shut down and humanity begins exploring, Elemental attacks begin taking many lives. Those that are able to call on their powers defend the others as villages are built. Most people have the propensity to reach a decent level of skill with Aura, but the guards that fought off Elementals all day saw much faster and much greater growth in their skills with it.

**Imbuing**

This manifestation of Aura is more universal than combat techniques. Requiring only frequent use of an object, a person’s Aura will naturally reinforce that object. This commonly happens with craftsmen, their tools growing stronger the more they use them. They can still break, but a stone hammer could be harder than steel after a lifetime of use. This can have extreme forms as well, with some fighters imbuing their weapons with unnatural hardiness or strange abilities tuned to their fighting style.

**Light and Dark**

From a human perspective, there is a difference between Elemental and human Aura. This is true to some extent. Human Aura performs many more functions than Elemental energy. It can heal and disinfect wounds, reinforce the body, and even function as an emergency backup of the mind. This last note is essential. A partition of Aura is dedicated to storing memories as information. In the event of death, this Aura resists flowing to the ether and tries to hold a recreated mind of the individual together. It is incredibly difficult to find another host for this Aura, as almost any disturbance could result in it vaporizing. Humans call this memory backup Light Aura. The amount of Light Aura an individual has can vary massively. Some individuals have up to 50% of their naturally present Aura dedicated to it, while others can go below 1%.

If an Elemental consumes a human, their Light Aura is absorbed along with their other latent Aura. If an Elemental consumes enough Light Aura, it can manifest in a consciousness. Unless the human has an unusually high amount of Light Aura, this will take multiple kills. The resulting consciousness is usually essentially new, but in rare cases memories can be retained.

Ziuth’s energy, in the 3rd Age, is almost as prevalent as Nn’s. This Aura infects Elementals, driving them mad and causing them to attack anything in sight. A certain amount of Ziuth’s Aura is present naturally in humans as well. It is usually harmless, but in large amounts it can be difficult to control, as it rages for a return to its master. This Aura is called Dark Aura by humans, and is seen as an opposite of Light Aura.

The two Auras interact violently, as Ziuth’s Aura attempts to consume and destroy the Light Aura, which is built to retain and protect memories. An individual with high amounts of Light and Dark Aura will usually be very volatile and struggle to keep their mental state intact. Most of the time Dark Aura will infect and overcome the more passive Light Aura, leading to a declining mental state until madness and death.

**Limitations**

The first limitation of using Aura is the difficulty in initially learning how to use the elements. Most humans need to spend their entire adolescence in daily combat routines to use them moderately well. More growth is seen in those that fight in near-death situations, but obviously this isn’t done purposely too often.

Another limitation is overuse of powers. As a human uses Aura, their link to Nn is reduced. The rate varies wildly, similarly to how much Aura is dedicated to preserving memories. This prevents most normal, well-trained humans from pulling endless amounts of energy from Nn. A way to overcome this is to pull Aura from defeated enemies, but this process is difficult and time-consuming. Being physically fit and able is essential to utilizing Aura effectively, as well. Blood flow enables Aura to move about the body faster, and the action of muscles helps to expel Aura from the body to use in attaching to matter.