Cores

A core is only possessed by beings above Level 7 intelligence (Wip) which is the level at which a being can imagine and possesses independent thought. It is a vessel for the storage of mental energy which is an energy generated by all of the previously mentioned beings. Mental energy can be grown through learning about your core theme in depth be it in a scientific or metaphorical sense, it can be recharged through rest once depleted.

There are 3 types of core forms:

* Mutant: On core activation the body shows physical changes/ complete transformations.
* Conjurers: On core activation items can be created and controlled. e.g.: generating and controlling fire, anomalous item generation etc.
* Innates: On core activation enhancements to the body/mind are made (often with little to no changes made to the physical appearance). e.g.: enhanced strength, enhanced speed, psychic abilities etc.

But there is also a rare group of exceptions called “the unique” (working title) there are 3 unique core forms:

* Deal makers: Upon core activation they can activate their abilities only when specific conditions are met.
* Rule breakers: Upon core activation they can negate certain laws of the universe. E.g. antigravity, friction negation etc.
* Domain lords: Upon core activation they can access and control a singular pocket dimension.

There are multiple core stages which dictate how powerful an entity is. At every stage of growth, the entity unlocks new abilities based on the direction of learning about their core theme. It also greatly improves the physical ability, cognitive ability and lifespan of the entity.

They are:

* Cell stage: This is how every core starts off and it is the weakest core stage yet it possesses the most potential. In this stage the core within an entity’s body is the size of a singular cell hence the name, it moves through the body using the circulatory system.
* Tissue stage: At this stage the core fuses with a patch of tissue in an organ of the entity’s choosing. This increases how much energy the entity can use due to the increase in the size of the core and also further adapts the entity’s body to using the abilities of their core theme.
* Organ stage: At this stage the core completely fuses with the organ associated with the tissue that was fused. At this stage the entity has to actively use their core to fuse more organs, with every new organ fused their power grows exponentially and the entity has the ability to enhance certain aspects of their body, it is advised to fuse organs relating to a particular body system because they will complement each other and allow the entity to use their power more efficiently. The fused organ becomes an extra core while still retaining its original functions in a highly enhanced state, The main core is still present in the circulatory system of the entity.
* System stage: When 3 organs have been fused the circulatory system can start to be fused at which point fusing more organs can begin, it is advised to complete the system relating to the organs that were fused for efficiency’s sake. At this stage the entity gains the ability to project their raw core energy to temporarily assimilate the space around them to project their intent.
* Body stage: At this stage the entire body of the entity has been fused and the entity has reached the peak of their power as a mortal except when it comes to technique and can only wait for the first death in order to undergo apotheosis.

After the body stage the body of the entity undergoes a painful process called an apotheosis which perfects their body for the use of their powers eliminating the drawbacks while at the same time testing if the entity’s mind meets the condition for ascension which is a completely solidified ego (or an independent mind capable of acting and thinking without being swayed by external pressure or public opinion).

if the conditions are met the entity ascends and becomes an ascended, an extremely powerful being that is immortal and can only die if killed.

if the conditions are not met the being becomes a fallen, an extremely powerful and mindless being that follows the public perception of the entity in the most destructive manner while slowly dissipating and causing as much havoc as it can. It is impossible to return from this state the only mercy that can be given is by killing the entity as soon as possible.... Good luck with that.

Mementos: an object created by an entity that serves as a conduit for core energy they are crafted by imbuing an object of personal/cultural value with massive amounts of core energy thereby allowing it to gain an anomalous effect related to how it was used before it became a memento. Note: they can only be bound to one user at a time and can be broken but they can be resummoned after a cooldown period.

Artifact: This is an object which has absorbed massive amounts of raw mental energy which causes it to gain abilities relating to the mental energy absorbed they are extremely rare and nigh impossible to create artificially. E.g Malice (the first murder weapon)