Origins

While the vast majority of “people” in the world are human, there are also many inhuman creatures that hide among them. Those humans who know and deal with the Outsider races are given the title of Insider to distinguish them from the ignorant masses. There are three general types of Insider based on methods by which they changed from citizen to Insider. The Outsiders are also divided into three types, although these types do little to explain their Origin. Each Outsider type really only categorizes them based on physical appearance and capabilities.

# Insiders

The three types of Insiders are called Attuned, Cursed, and Scions. To save you time reading each one, we’ll briefly cover each one here:

Attuned are human citizens who somehow became connected to a metaphysical concept called the System of the World. As such, they have special abilities to exploit and influence human society. Usually Attuned are driven both by principle and ambition and often claim they have been chosen by a higher power. Their greatest strength is their home-turf advantage. Their flaws generally spring from the hubris of their causes.

Cursed are humans that have been irrevocably corrupted by interacting with Outsiders or other Cursed. Legends of vampires, ghouls, and werewolves probably all originate with the Cursed as they often Manifest as warped and monstrous versions of their former selves. Some Cursed used to be ordinary citizens, but just as often they are former Attuned who have lost their special status with the System. The greatest strength of the Cursed is that they already know the harm that Outsider magic can do. The weakness though is two-fold: The Curse itself comes with its own magical limitations, other Insiders are very careful about making Contracts with the Cursed.

Scions are the product of interbreeding between humans and Outsiders. Scions can seem like perfectly normal people, but they have inherited Supernatural Aspects from their Outsider ancestor. These Aspects sometimes skip one or two generations, and Scion descendents can sometimes live out their entire lives never learning of their unique heritage. Scions are unique among Insiders in that they are they inherit a “natural” Manifest form similar to their ancestor’s kind. This innate familiarity is the Scion’s greatest strength, but it also serves as the source of their weakness too. Scions typically share the same vulnerabilities as their Outsider ancestors.

# Outsiders

The three types of Outsiders are Chimera, Ephemera, and Fey. Because Outsiders come from countless realms and species, these types mostly denote the physical form of the Outsider. Here is a brief explanation of each:

Chimera are the sapient but inhuman flora and fauna of the Outside. Many of them can learn to speak languages, but in many realms they are still treated as simple beasts. The most common Chimera are animals that have become magically Exalted. Less common are draconic Behemoths that resemble the giant monsters of legend. A Chimera’s greatest strength is its honed adaptations that make it well equipped to survive in hostile environments. The Chimera common flaw is that unfortunately, human civilization is not one of those environments.

Ephemera make up the variety of spirits and intangible beings that lack physical form. It is believed that Ephemera are often created from memories and feelings that sentient beings cast off when they perish. Such beings usually coalesce in the turbulent Interstice between worlds that remains a mystery even to most Outsiders.