

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	Evolved your class for the first time.	+5 to all stats, 5 000 Essence

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 III	Evolve a skill to tier 6	+20 to all stats, 20,000 Greater Essence (per tier 6 skill)
Limitbreak - Reign of the 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 Realm	+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 (Body Perk), 50 000 Greater Essence

Immortal	Reach the Immortal Realm	+50 to all stats, Aging process halted, 100 000 Greater Essence
Beyond Understanding III	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 the 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
11th Dome	Defeat the Leader of the 11th Dome.	+500 to base intelligence and wisdom, +10% to all stats, Key to Chamber of Treasures (R'lyeh), 10 000 Immortal Essence
Dome Supremacy	First to defeat a Dome Leader.	+1000 to all stats, +15% to all base stats, 20 000 Immortal Essence
Oasis of Insight	First to clear the Oasis of Insight Dungeon	+2% to all stats, 50 000 Greater Essence
Fruit of Jikharuud's Insight	Faced your inner self	+100 to base Intelligence and Wisdom, +500 to Intelligence and Wisdom, 20 000 Greater Essence
Lesser Crucible of the Mind	Go through a mental experience to improve your mind by forging it under unusual conditions based on your mind state.	+200 to Intelligence and Wisdom, +10% to all stats, Lesser Enlightened (Mind Perk), 20 000 Greater Essence
Ascended	Reach the Ascended Realm	+200 to all stats, 400 000 Greater Essence

Glimpse of Oblivion	Glimpse of the core concepts of your Aspect and gain a deeper understanding.	+5% to all stats, (Aspect Improvement) 50 Celestial Essence
Ayin	Your achievement, drive, or effort is recognized.	+100 to base wisdom, Ayin (Grand Perk), 10 Celestial Essence
Superiority - Den of the Ancient One	Defeat the One That Sings Of Stone in The Den of the Ancient One scenario, while not yet at the peak of a focus and with less than 5 people attempting.	+100 to base strength, vitality, wisdom, +10% to all stats, 5,000 Immortal Essence
Smith of Advancement	Craft a unique item in a field created by a chosen.	+100 to all stats, +1% to all base stats, 1 Celestial Essence
Skill Lord	Three skills evolved to tier 6	+For every 3 skills evolved to tier 6 gain: 2% to all stats
Immortal Skill Master	Achieve three tier 7 skills	+50 to all stats, Aging process halted, 100 000 Greater Essence
Combined Understanding I	Combine two of your tier 7 skills.	+50 to all stats, 100 000 Greater Essence, -1 skill slot, (per tier 8 skill)
Grasp of Oblivion	Gain a grasp of the core concepts of your Aspect and gain a deeper understanding.	+7% to all stats, (Aspect Improvement), 50 Celestial Essence
Gate to Oblivion	Your achievement, drive, or effort is recognized.	+100 to wisdom, Gate to Oblivion (Grand Perk), 10 Celestial Essence
Eternal	Reach the Eternal Realm	+100 to all stats, 900 000 Greater Essence

Perks	
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.

<p>Eternal Qi Control Master—Endless Threads (Path Perk)</p>	<p>Your Qi control is perfect, your ability without peer. You are able to finely manipulate your Qi and use as many techniques as you want at the same time. Each technique after the third one has its Qi cost increased by 25%, and the cost increases by 5% with every additional technique. Your Qi speed is increased by 200% and control is dependent on wisdom. Every technique beyond the third one slows down your Qi speed by 5%. Your Qi is so finely manipulated and your conduits and core perfectly aligned that nothing leaks out, making it difficult for other Cultivators to detect your Qi manipulation without an aid. Gain +40% to wisdom. You weave endlessly, holding all until the end.</p>
<p>Indomitable (Title Perk)</p>	<p>You are immune to all mind-altering effects from opponents that are on a lower tier of power than you.</p>
<p>Reaper's Aura (Title Perk)</p>	<p>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.</p>
<p>Great Hunter (Contract Perk)</p>	<p>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.</p>
<p>Oblivion (9) Qi (Aspect Perk)</p>	<p>Your Qi passively enhances your body with the concept of Oblivion. You are immune to any direct tracking or scrying methods. Any attacks against you will lose a portion of their power based on the disparity between you and the source. You are immune to directly influencing movement restriction effects. You have no presence that can be sensed by anything or anyone. +25% to vitality, +50% to wisdom and intelligence.</p>

<p>Oblivion Aura— Oblivion's Persistence (Path Perk)</p>	<p>Manifest your Qi in the form of an aura around you affecting the meaning of Essence that your Qi touches based on your will and understanding. Increase the effectiveness of your Oblivion techniques by 25%. Gain 20% to wisdom. Oblivion endures.</p>
<p>Eternal Hunter: Reaper (Unique Perk)</p>	<p>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 distance. You may sense your other half regardless of distance. You gain the ability to sense death. You gain the Presence of the Eternal Hunter Aura, when active, you gain Death Mark: Anything with a soul killed by you has its soul completely destroyed and returned to oblivion based on your will. Nearby beings based on your intentions have -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. When both you and Scythe have your Aura's active and their fields overlapping, your mental connection gets stronger, allowing you to think as one and utilize each others powers.</p>
<p>Astral Eyes—Sights Unseen (Path Perk)</p>	<p>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.</p>
<p>Send Thought (Contract Perk)</p>	<p>You and your contracted partner are able to send thoughts to one another regardless of distance.</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>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 regard 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)</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 encompass 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, you can consume the unrelated type Essence that you draw in and turn it into Oblivion at a rate of 100 to 1, if it is tier 6 or higher, and exponentially increasing if it is lower. Gain +50% to wisdom. The endless deep of Oblivion is at the heart of you.</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>Territory (Path Perk)</p>	<p>You may craft a Territory separated from real realm that you can physically enter.</p>
<p>Forged In Stars (Bond Perk)</p>	<p>Any item worn by the user gains +50% to their durability.</p>
<p>Key to Chamber of Treasures (Title Perk)</p>	<p>Your Soul is marked with a key that will open a certain door.</p>

<p>Lesser Enlightened (Title Perk)</p>	<p>Your mind is resistant to mind effects and can function at moderate condition in all states, even after it was damaged beyond the point where most would falter.</p>
<p>Adaptive Infinitum Chassis—Twilight of the End (Unique Perk)</p>	<p>Your body is forged for adaptive regeneration. It is made out of Oblivion. You no longer suffer from stat impairment and sickness.</p> <p>You no longer have endurance. Your current endurance stats and bonuses are added to your vitality, you can never gain any more endurance. Endurance based effects don't work for you. As you have no endurance, any force impacting you will damage you.</p> <p>The effects of your vitality on your base regeneration are increased by 5x. Your body constantly regenerates, your passive regeneration drains your stamina, the more damage it needs to regenerate in order to keep your body whole the more it drains. Anything that pierces your body will immediately start the adaptive regeneration process. Oblivion will exert its influence on anything that pierces your body based on your will and understanding, draining your stamina and Qi. Any time you are damaged, your vitality scales and increases based on the amount of damage suffered. The higher the damage you suffer the higher the boost to your vitality, starting at 2x to 150x.</p> <p>Disadvantageous effects of Oblivion no longer apply on you. Your Oblivion effects are 30% more effective outside your body. You are able to halt your momentum instantly and can ignore the effects of gravity on your body.</p> <p>Adaptive Regeneration allows your body to adapt to any harm after regenerating. Suffering the same manner of attack again will have your body adapt and compensate, decreasing the effectiveness of the attack. Experiencing the same manner of damage a second type will have it only deal 80% of its damage to you. Third only 60%, fourth 40%, fifth 20%, on the sixth you are immune to that manner of attack. The effect lasts for three minutes and the timer is reapplied with each instance of attempted damage.</p> <p>You gain +50% to wisdom and +130% to vitality. That which does not kill me, makes me stronger.</p>

<p>Ayin (Grand Perk) (Title Perk)</p>	<p>Tap into the source of pure Oblivion. Erase anything that you are touching from existence with all or any aspects of it as you desire. Willpower can reduce or oppose this effect. Can only be used while the Conclusion Dominance is active. Cooldown depends on the meaning of the erased subject.</p>
<p>Master of Oblivion (Path Perk)</p>	<p>You may exert influence on Oblivion Essence around you. +15% to endurance and +25% to wisdom.</p>
<p>Oblivion's Mirror (Path Perk)</p>	<p>You may manifest the core principles behind your power. Create a field within your area of control which erodes the laws of reality and shuts down use of all sensory powers aside from those related to oblivion. +20% to wisdom.</p>
<p>Ascended State: Oblivion Ascendancy (Path Perk)</p>	<p>Enter your Ascended State, while in this state all damage sources are reduced by 99% and any Essence in your immediate surrounding that is disintegrated by Oblivion converts into increased regeneration of all sources. +20% to intelligence and wisdom.</p>
<p>Mark Essence (Skill Perk)</p>	<p>You may mark any Essence that you can visibly identify, any damage done to that type of Essence is increased by up to 20%. Gain +15% to intelligence.</p>
<p>Marked Target (Skill Perk)</p>	<p>Your Of Targeted Resonance Sense allows you to mark anything, as long as it is inside of your sensory range, you always know where it is. Can only have one article marked. +15% to intelligence.</p>
<p>Ankh of Eternity— Form of True Oblivion, Eternal Hunter, Last Death (Path Perk)</p>	<p>Your Body and Soul are inescapably forged together. You are a singular entity, comprised not out of a body and soul, but raw Essence and Meaning. Appearance and size dependent on will and meaning. Consuming high tier Oblivion Essence or Qi temporarily raises stats up to 150%. Your meaning endures for as long as a single Essence of your body remains, and you can regenerate to full from it. Realm restrictions lifted, able to walk on any plane. Evolved Form perk removed. All Immortality powers removed. Benefits retained: You do not age. You no longer need to breathe or eat food, but will need to consume Oblivion or related type Qi or Essence. Reproduction will only be possible through use of powers. Gain +50% to intelligence, wisdom, vitality. You embody the ideas of several Aspects, ultimately, all had led you to one—Oblivion.</p>

Gate to Oblivion (Grand Perk)	Open a Gate to the Oblivion Plane.
----------------------------------	------------------------------------

Cultivation	Path of the Final End (Et)
Stage	Early Eternal
Aspect	Oblivion (9)
Base Technique	Mantle of Gathering Twilight
Branch Technique	Twilight Cutting Flicker
Fruit Technique	Final End

Cultivation	Path of the Unbreakable Wall
Stage	Peak Heavenly
Base Technique	Twilight Shaping Cast
Branch Technique	Field of Twilight's Calm
Fruit Technique	Avatar of the Twilight Reaper

Passive Skills	Active Skills
Velocity	Perfect Cut: My Foes, Torn Asunder
Of Targeted Resonance Sense	Pouncing Rush
Enhanced Adaptation	Divided Mind
Enduring Trained Body	Mental Fortitude
Greater Restoration	

Strength	7830
Dexterity	7363
Vitality	22074

Endurance	0
Intelligence	13849
Wisdom	19128

Path of the Final End Techniques	
Mantle of Gathering Twilight	Increase any or all of your stats by up to 114% (60%) of their total while technique is active based on amount of Qi provided. You can empower any individual part of your body. You can shift the stats from any stat to any other.
Twilight Cutting Flicker	Send out a beam of concentrated Qi out of your body, dealing Oblivion damage to anything you wish after one second of charging time. Base damage equals 19x (10x) your wisdom.
Final End	Unleash a sphere of Oblivion energy in a wave all around you, the energy deals Oblivion damage to Essences based on your meaning and intent. The wave will deal increasing damage based on the time it had been charged, one second of charging will deal 20.9x(11x) the damage will increase by x1 every half a second of charging time to the max of 49.4x(26x) your wisdom.

Path of the Unbreakable Wall Techniques	
Twilight Shaping Cast	You may create any shape or anchor out of your Qi. The anchors can be fixed in space, and their effectiveness is equal to 15.2x(8x) your wisdom.
Field of Twilight's Calm	<p>Create five anchors in the shape of armor on your body. Fill the area between these anchors with Oblivion Qi that will affect anything it comes in contact with but will use up and deplete your Qi to do so. Effectiveness of your Qi is equal to 19x (10x) your wisdom. Destruction of anchors will result in dissipation of Oblivion Qi.</p> <p>Send out a spherical anchor of Oblivion Qi that shapes a wall around you, the effectiveness of the wall is equal to 19x(10x) your wisdom, or send out a wave of Oblivion Qi that will affect everything it touches. Max effect is equal to 19x(10x) your wisdom.</p>
Avatar of the Twilight Reaper	Partition your mind and split a minor part of yourself to create a Qi copy that will have limited initiative and intelligence but will obey the main part's will. It requires 5.5%(10%) of your total Qi

	<p>to create, and will be able to use your techniques by drawing on your core at the rate of $1.1x(2x)$ of the techniques costs. The techniques will be only $57\%(30\%)$ as effective. The Avatar's body is made out of Oblivion with the effectiveness equal to $3.8x(2x)$ your wisdom.</p>
--	--