

Élan Theft Mechanics

1. Stealing Élans

A sage can steal another's élan by using their own élan energy to knock it out of them. This wraps the thief's élan around the victims and it exits the victim's body as a sphere of unstable energy. This sphere of energy resembles a glowing orb of light with the birthmark of the victim visible inside at its center.



Energy Sphere

The next step in the process is to capture the sphere and break it onto an élan map so that the élans merge and become a more powerful, fused élan. The victim or the thief could capture the orb and whoever gets it first will gain the power of both.

The power gained from the merged élans will vary based on the properties of each individual élan and how well their energies work together. In other words, some élan mergers are more beneficial than others. Thieves usually seek to steal élans from individuals whose élan will give them the greatest benefit.

Aside from additional power, the thief steals a percentage of the victim's natural lifespan and it is added to their own. The percentage can range from 1%-49% depending on how well the élans merge. A higher quality merger means a greater percentage of the user's lifespan is stolen.

However, there is one catch. Because the sphere of energy is unstable, its structure and form can dramatically change with every slight disturbance. Therefore, when an élan sphere is knocked out of a person, should it touch the ground or bounce off of a hard object, it will change the sphere and the élans properties along with it.

There are four widely known sphere changes that can take place: *The Steel Sphere*, *the Rubber Sphere*, *the Spin Sphere*, and the *Glass Sphere*.

1.1 Steel Sphere

The Steel Sphere condenses the élans and if a sage catches and breaks it in this state, **it will double the strength of the élan**. This sphere is large and heavy; it requires great strength to hold and break



Steel Sphere

1.2 Rubber Sphere

The Rubber Sphere expands and contracts easily and if a sage can break it in this state, **they will gain incredible defensive abilities for their élan and additional lifespan from the victim, which will range from 20%-80% depending on the quality of the élan merger.** This sphere bounces incredibly far and high. It is very difficult to catch and moderately difficult to break.



Rubber Sphere

1.3 Spin Sphere

The Spin Sphere increases the vibratory rate of the élans and if broken **will give a sage incredible speed and navigation abilities.** This sphere travels at insane lateral speeds and has erratic movements. It is one of the easier spheres to break.



Spin Sphere

1.4 Glass Sphere

Finally there is the Glass Sphere, the rarest of them all, but the most coveted and feared. The glass sphere perfectly fuses the élan together and should a sage catch and break it, they **will double the speed, power, and life energy of the élan**. However, should an élan sphere hit an object in this state, **it will be destroyed and both élan will be lost for good**. The glass sphere is the easiest to break.



Glass Sphere

So, while stealing élan can increase a person's power, they risk losing their élan every time they attempt to steal from someone else.

- Note that a sphere can change between these four states in addition to returning to its regular energy state. Sometimes sages will risk letting the regular energy sphere hit the ground in order to gain the enhanced benefits of the other sphere states.

2. Élan Maps

An élan map is a technology that allows any person who has an élan to capture, store, and, in some cases, modify élan birthmarks.

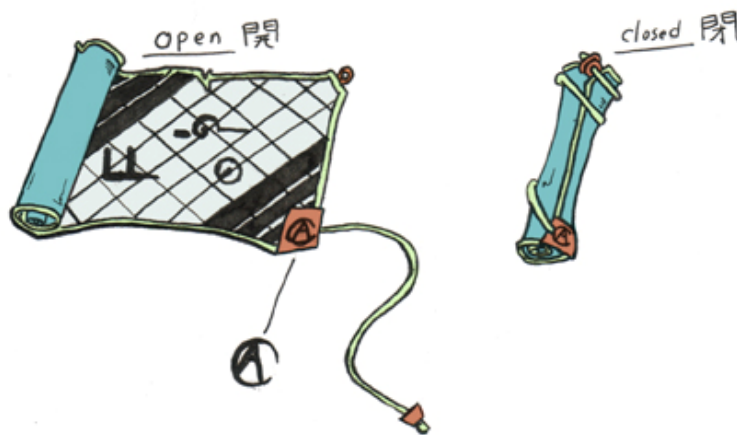
Using a standard élan map is fairly straightforward. Once the user has captured an élan sphere they simply need to break it onto the surface of an élan map. This will instantaneously merge the two élan together and create a modified birthmark on the user. The next time the person uses their élan, it will have changed, gaining the properties and abilities of the birthmark it merged with.

There are several different map types that have been invented to give sages a variety of ways to modify how élan birthmarks are stored and merged. The five widely known map types are: *Alpha Maps*, *Omega Maps*, *Collection Maps*, *Sign Maps*, and *Alchemedia Maps*.

2.1 Alpha Maps

These are the standard merge maps that are the most prevalent, illegal maps in the world. These maps can hold up to three (stolen) birthmarks, but can only be activated for a merger once. Also, when they are activated, they will merge all the birthmarks on the map with the user's own, based on the order in which the birthmarks were added to the map. This means that the strengths and weaknesses of each birthmark will not be maximized. The user may not get the greatest benefit from this sort of merger and could end up with weaknesses that they did not anticipate.

As mentioned, once these maps are used for a merger they are destroyed and the user has to find another one in order to collect more élan.

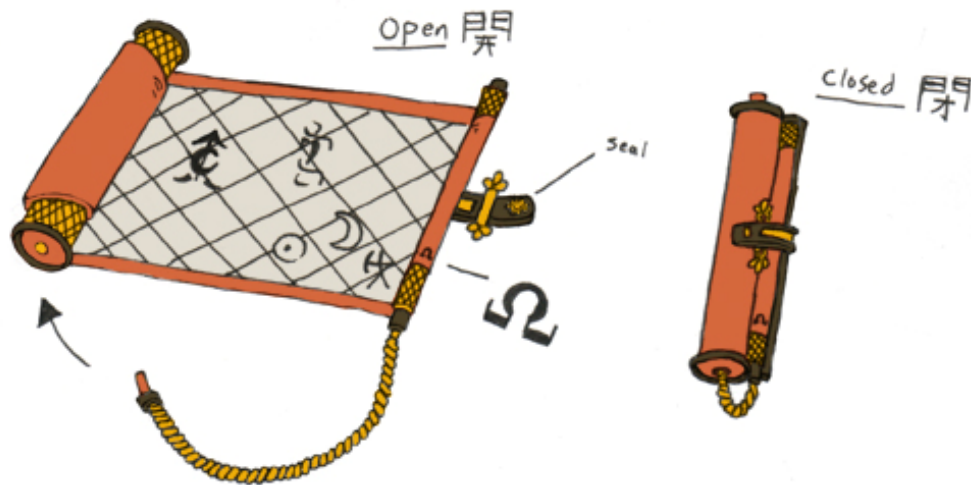


Alpha Map

2.2 Omega Maps

These maps can hold up to five (stolen) birthmarks and, like Alphas maps, can only be activated for a merger one time. However, when Omega Maps are activated, they will auto-arrange all the birthmarks on the map to the best sequence possible based on the user's birthmark. This insures that the merger of the birthmarks is maximized.

These maps are illegal, expensive, and hard to find.



Omega Map

2.3 Collection Maps

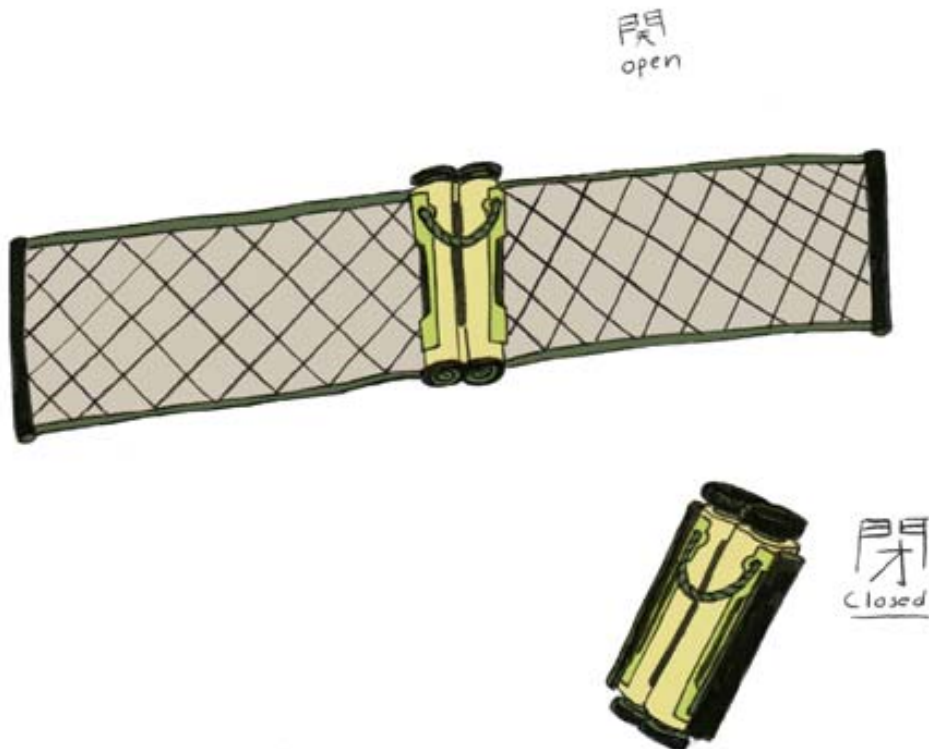
These maps can hold over 100 birthmarks, however the birthmarks held on the map cannot all be merged together; they can only be taken from the map one birthmark at a time. The user who owns the map must pick and choose which birthmark they would like to merge their élan with.

The useful thing about this map is that the user is free to choose from the many different élan on the collection map and can change which birthmark they would like to merge their élan with at any time. This is possible because the collection map “owns” the birthmarks and so when the user wants to exchange a birthmark or change a merger they have already performed, the map will take back the birthmark it gave the user before and let them choose a different one to merge with.

If the user has more than one élan, then they can use each élan on the map once. As long as it is not with the same élan, the collection map allows users to take as

many birthmarks from the map as they want. (Hence the rise of élan merchants who do nothing but collect birthmarks and sell them on the black market).

Collection Maps are rare and are mainly owned by powerful guilds or wealthy thieves. They are not illegal when used with a license and for purposes other than theft and birthmark racketeering.



Collection Map

2.4 Sign Maps

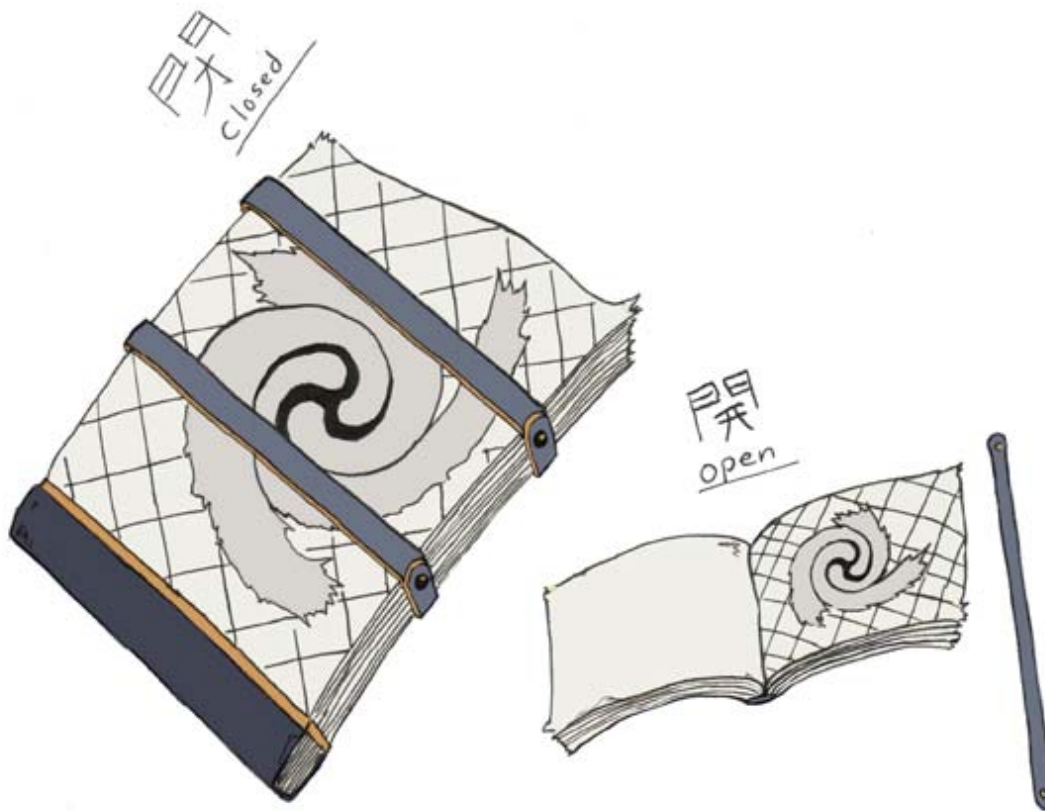
Birthmarks are not limited to being merged with other birthmarks or élan. Using sign maps, Sages can assign birthmarks to inanimate objects, giving the object ownership over the élan. This process is known as *Élan Signing* and the resulting object is known as an *Élan Signature*.

There are certain benefits and drawbacks from signing an élan. On the plus side, any sage can freely use an élan signature without having to merge it with their own élan. Sages can also control multiple Élan Signatures at once without needing much Focus or Force. This is a quick and easy way sages can gain access to many different élan abilities.

One of the drawbacks however is that the sage does not own the élan and it can be taken away from them and controlled by someone else without consequence.

In addition, Élan signatures do not enhance or augment the user's FFS in anyway; they can only be used as they are and their abilities and FFS can never change or grow. The only way a signed élan can be augmented or changed is to *Unsign* it from the object that owns it, by using another sign map, and merge it with an élan so that its properties will change. From there the sage can re-sign it to the object again with its new properties.

Sign maps are plentiful yet expensive. They are also one of the only map types that are not outlawed, as they have proven crucial in all sorts of scientific and technological advancements. However, using them for any illegal purpose—such as to hold stolen birthmarks—is outlawed.



Sign Map

2.5 Alchemedia Body Maps

The rarest of all élan maps in the world, once activated the Alchemedia Map allows users to become one with their élan, which gives them 100 % control over its energy.

Normally élan energy is separate from its user and exists around them as an aura of energy. Their birthmark is what links them to that aura, allowing them to manifest their élan's energy in the real world. The Alchemedia Map takes control over their élan aura and infuses it directly into every cell of their body. This

means that the user will directly gain all the strengths and weaknesses of their élan and will be able to control its energy however they wish.

This can be very dangerous or very beneficial depending on the situation. However, using an Alchemedia Map is far more difficult than using a normal map.



Bonded Alchemedia Map

Alchemedia Map Activation and Decoding

Firstly, the user's élan sphere has to have the Alchemedia Map bound to it (wrapped around it). This gives the map 100% ownership over the élan and its aura. From there, the user activates the map by breaking the sphere onto their body. This makes their very skin the medium for future birthmark merging.

At this stage, the user can summon the élan and wield it, but does not technically own it and has less control over it than they normally would; the Alchemedia Map owns it.

In order to fuse with their élan, the user must use the Alchemedia Body Map to collect and merge a series of powerful élan birthmarks in a very specific sequence that is based on the élan they have. This process is known as *Decoding*. One important aspect of decoding is that in order to keep the map activated, the user has to find the next birthmark in the sequence within 312 hours (13 days) or the map will automatically reject the élan, expelling it from the user's body and causing them to lose their élan forever.

In rare cases where the user has decoded most of the map—meaning that the élan is already over 50% fused with them— and they fail to keep it activated, the élan rejection process can be fatal.

If the user is successful in decoding the Alchemedia Map, they will finally become one with their élan and the map will be broken from it. The map can then be activated again by feeding it a new élan.

A user with an Alchemedia Map can steal and merge birthmarks with their bare hands. The merger takes place on their body and it can even physically change their appearance over time as they get closer to being 100% fused with their élan.

This map is not illegal to use for anything other than stealing élan birthmarks.



Activated Alchemedia Body Map

- *There is a technical side to the way Alchemedia Maps work (really, don't read this part unless you want to know every bloody detail)*
- *Alchemedia Maps are maps that have been sealed with an élan, a process known as [Élan Signing](#). This allows it to capture and control any élan energy that is bound to it.*
- *The process of Decoding comes down to the [7 Vibrations of Nature](#), known as [Elemental Technos](#) or [ET](#), and their respective vibrations. Everything in existence is created from various combinations of these 7 Vibrations, including élan's. Élan's are simply a special orchestration of the vibrations and each one is defined by the sequence of vibrations that make it up. That sequence is known as its [Élan Melody](#).*
- *By capturing powerful energies that follow an élan's melody, the élan becomes malleable energy and the Alchemic Map can begin manipulating that energy and fusing it with the user.*
- *Élan masters across the world are familiar with this technique, but it has rarely ever been accomplished. The powerful energies that a user can collect are not limited to other élan's. It could also be powerful manifestations of any of the vibrations (i.e. there are Archmages who have decoded an Alchemic Map using only Elemental Technos).*
- *If a user has complete control over their élan energy, they can even separate it completely from their body.*

3. Collecting vs. Merging Élans

Depending on how users wish to merge their birthmarks (all at once or one at a time), the method they use to break an élan sphere will vary. For instance, if the user wants to merge their birthmark with another birthmark they've just stolen, then they can break the élan sphere directly onto a map and they will fuse. However, if they want to save up multiple birthmarks and then merge all of those birthmarks at the same time, they have to go about things a little differently.

Mainly, instead of breaking the élan sphere directly onto the map, users will break the élan sphere with their own hands and simply remove the birthmark from the center of it and place it on the map. Breaking the sphere in advance causes the user's élan to return to their birthmark, leaving the stolen birthmark behind as a small, crystallized statue. Users can break that statue on to the map and it will simply be stored by it.

One reason this works is that a map cannot activate and merge birthmarks without coming into contact with a user's élan energy, so it will simply take the birthmark and hold it until it comes into contact with someone's élan energy.

4. Birthmark Morphing

When sages merge birthmarks with their own, their birthmark is modified and morphs into a slightly altered shape. However, regardless of if the user has merged their élan hundreds of times over, it is fairly easy to tell what their original birth mark is and the order in which they collected every additional birthmark thereafter. This is because a birthmark morphs in a predictable way.

There are really only three different parts that need to be noted on an altered birthmark: *The Primary Sign*, *the Secondary Sign*, and *the Tertiary Sign(s)*.

4.1 Primary Sign

The Primary Sign is the largest symbol that stands out on an altered birthmark and can always be found to the left of the Secondary Sign and above, below, or directly to the right of a Tertiary Sign. The Primary Sign is the symbol that represents the person's original birthmark and also denotes the dominant energy their élan uses. The Primary Sign only connects with the Secondary Sign and not with any of the Tertiary Signs

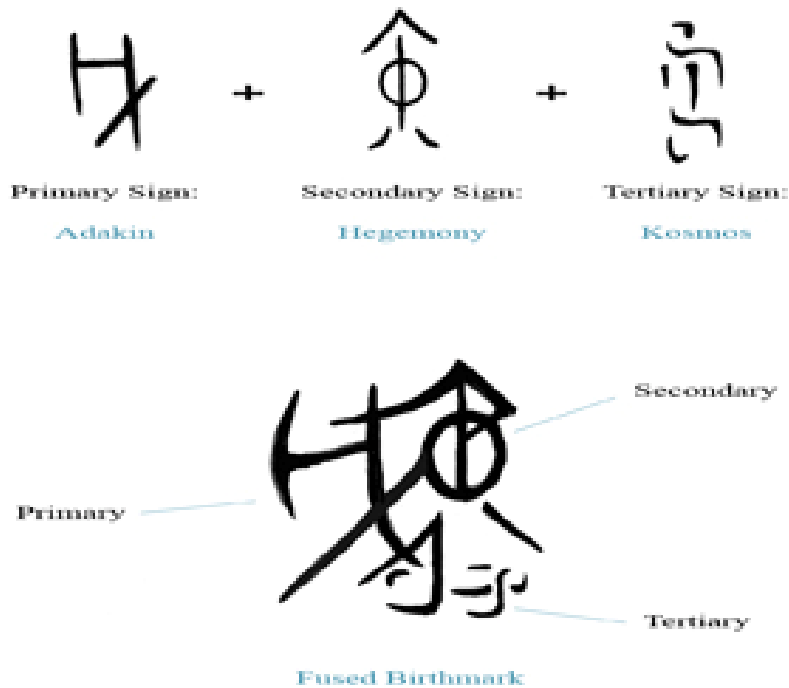
4.2 Secondary Sign

The Secondary Sign is the second largest symbol on the birthmark and is always connected to both the Primary Sign and any surrounding Tertiary Signs. The Secondary Sign represents the second birthmark the sage collected and also denotes the second strongest energy their élan uses.

4.3 Tertiary Sign

The Tertiary Sign(s) exist around the primary and secondary signs at $\frac{1}{4}$ the size and at an angle that is either perpendicular or diagonal to the primary and secondary signs. Tertiary signs connect to one another in order starting from the bottom right (directly below the secondary sign) and circle around the main signs in a spiral that continues to grow out for as many birthmarks as the user has merged. Tertiary signs do not connect to the primary sign, but do connect to the secondary sign (if they surround it), and to all tertiary signs directly in-front, behind, and to the right of them (to their right, based on their orientation). Tertiary signs represent the weaker energies the sage's élan uses.

An example of how birthmarks can look when merged follows.



Birthmark Merger Example

5. Theft with Multiple Élans

Users with multiple élan can fight back ad forth, stealing and re-capturing each other’s élan. The way this works is that if one person has two élan and gets one knocked from them, they can use their other élan to help them recover it. If an élan sphere is broken in its energy, steel, rubber, or spin form by another élan, the birthmarks of the thief and the victim will automatically return to them and the theft will be considered unsuccessful. Note that even if an élan breaks a sphere in its glass form, it will destroy both élan.

It is possible to knock multiple élan from a victim using multiple élan at once, but is it very risky, because then the user has more than one sphere to recover and the possibility of one breaking doubles.

The winner of an élan theft battle is usually determined by whoever maps the élan sphere first. However, in battles where users have multiple élan, even if one of their élan is successfully stolen, there’s nothing preventing them from re-stealing the opponent’s new élan, which has absorbed the properties of their own. Its strengths, weaknesses, and abilities would be changed to reflect the merger.

The respective strengths and weaknesses of élan affect what types of élan are better or worse at capturing others. This is based on their Primary Energy Strengths, Focus levels, and Elemental Techno Chart positions. It essentially works the same as élan combat.

6. Evos and Evo Theft

Evos are rogue élan that exist in the physical world and who do not have a host. For instance, if a Sage were to physically manifest their élan and then somehow died without it under their control (i.e. if it was currently owned by a map or signed to another object) the élan would be left on its own and most likely form into an Evo. Evos are self-reliant and conscious. Many assume the guise of statues, landmasses, and structures such as caves, and do nothing aside from collect stray energy. Some Evos use the energy they collect to reconstruct their physical forms and develop into more sophisticated, energy absorbing entities.



In recent times the number of Evos that can be found in the world has jumped significantly due to things like élan theft. When a sage loses their élan via a glass sphere, for instance, the élan become disassociated with their owners and most of the time they form into Evos or, if there is already an Evo present in the world that is from the same élan archetype, they are absorbed to make it stronger.

This has led to the creation of a whole different kind of thieving—*Evo Theft*. It is possible to knock an élan sphere out of an Evo, however, unlike a sage's élan sphere, an Evo's Élan Sphere will only provide the thief with additional élan energy, not the birthmark, attributes, and abilities of all the élan's it has collected. The élan energy that an Evo gives can make the user's Focus, Force, and Scope stronger and, potentially gain them new abilities with the élan(s) they already have.

However, Evos are on an entirely different energy level than sages and facing a powerful Evo usually requires a small team of highly skilled sages to overcome (i.e. an Evo's élan sphere has so much energy that it might be difficult to knock out without a very high Focus, Force, and Scope. This may require multiple sages to pool their resources together to create the level of energy necessary to capture the sphere).

7. Evos Sphere Types

The greatest difference between stealing from an Evo and stealing from a sage is that the types of élan sphere changes that take place with an Evo are widely varied and can be extremely dangerous to face. Examples of a few Evo Sphere Types that have been known to take place follow:

7.1 Multi-Sphere (Blue)

Perhaps the most dreaded Evo Sphere Type, this sphere exits the Evo as a hundred or more independent spheres of élan energy that all look exactly the same. Every single élan energy the Evo ever collected is wrapped by another élan

energy and prevents the sage from recognizing which sphere has their own élan wrapped around it. Since it is impossible to tell just by looking, the sage has to manually capture and break as many spheres as possible until they find the right one.

However, the caveat is that when each sphere bounces or hits the ground, it changes to one of the four élan sphere types (Steel, Rubber, Spin, or Glass) and operates with the same properties as those spheres do. This means they could easily lose their élan by having it turned into a glass sphere and then shattered. It also means that they have to keep track of the trickier sphere types that will move far and fast.

Luckily, as a sage breaks the energy spheres of the Evo, the energy from the ‘fake’ spheres will combine with the remaining spheres and make them larger. One of the remaining, larger spheres is more likely to hold the sage’s élan and so they can quickly get a clue about which Evo Spheres they should attack first.

Another good thing for the sage is that the more élan spheres that break which are not their own, the larger the remaining élan spheres becomes. If they break a large sphere and it has their élan, they will gain all of the energy that the sphere collected. So in some sense, it can actually be beneficial to let other élan spheres break if you are certain you have captured the correct one.

7.2 Pseudo-Sphere (Red)

Some Evos’ élan spheres are actually visible and in plain site on their body. This is especially true for very large Evos that appear as entire land masses. An élan sphere that is visible from the outside of an Evo is known as an *Evo Heart*. If sages simply break this sphere, they can gain the élan energy from the Evo.

Yet, Evos are a lot smarter than they are normally given credit for. Often, what appears to be an Evo’s Heart may in fact be a trap set for Evo hunters that would try to steal its energy. These are known as Pseudo-Spheres. **Pseudo-Spheres can steal any élan that tries to break it and within a minute or two completely devour and absorb the élan energy into itself.**

After a sage strikes a Pseudo-Sphere and it captures their élan, the sphere will race through the Evo’s body and should the sphere reach the Evo’s true heart without being destroyed by an outside force, the sage’s élan will be no more.

Furthermore, if another élan tries attack the sphere in motion, that élan will be absorbed as well. The only way a Pseudo-sphere can be destroyed is to be broken by an élan which is owned by an inanimate object—such as an élan assigned to an Alchemic Body Map or an Élan Signature.

Fortunately, it is fairly easy to test whether or not an exposed élan sphere is a Pseudo-Sphere by breaking it with an élan signature or disassociated élan. However, if the sphere is indeed the Evo's heart, then its élan energy will simply be set free, as there is no way for an élan signature or disassociated élan to be empowered by Evo energy like a regular élan can. Thus breaking these Pseudo-Spheres can be quite a gamble.

7.3 Time Sphere (Grey)

The time sphere is one of the trickiest Evo Spheres to catch. When it exits the Evo, every time it bounces, it has the ability to either dramatically slow down or insanely increase the speed of the sage who owns the élan wrapped around it. This often causes the sage to harm themselves and others around them and prevents anyone from getting close enough to the sphere to capture it.

Normally, a sage who comes up against a time sphere is mortally wounded by slamming into the environment around them and the Evo energy breaks free from their élan, returning to the Evo's body.

7.4 Bell Sphere (Gold)

The Bell Sphere is the most dangerous Evo sphere known to Élan Masters. When the Bell Sphere exits the Evo, it travels in slow motion and there is no way to break its solid gold-colored plating. However, after its first bounce, it rings with the sound of a Bell underwater, causing a bubble of swarming, compacted, vibrations to expand around it. Anything caught in this bubble, which appears as a sphere of ripples in the air, will be stuck into it, unable to move.

After the second bounce, the second bell sound rings and the bubble expands exponentially, breaking up the earth around and beneath it and capturing everything in its slow moving path like a black hole. The vibrations of the ring ricochet and accelerate within the bubble, increasing the amount of energy it has trapped under pressure.

Finally at the third ring, the bubble expands and charges once again, but then releases all the energy at once, causing an enormous explosion that eradicates everything within a 5 mile radius, including the Evo itself.

Curiously, after this explosion, the élan sphere of the Evo is completely defenseless, losing its gold-colored plating from the explosion and remaining dormant and unbroken, allowing anyone who comes across it to simply break it and obtain its power.

Nonetheless, very few have confronted and survived a Bell Sphere.

8. Élan Signing and Casting for Evos

One thing to note about Evo Spheres is that they do not need to be mapped, they only need to be broken. The élan that is wrapped around the Evo's energy when the sphere is broken is the one that receives the energy. If there are multiple sages who all seek to benefit from taking down a single Evo, there is another method that must be implemented: Élan Signing and Casting.

Élan Signing is the process by which an élan is merged with an inanimate object via a special Élan Map (known as a *Sign Map*) and given ownership of the élan. From there, the object can be given to anyone and that person will be able to use the full powers and abilities of the élan. The final object is known as an *Élan Signature*.

Élan Casting is the process by which an élan signature is melted and forged to many different élans. This links the cast élans together and should one obtain additional élan energy, all will benefit from it due to their link.

If there are multiple sages who want to reap the benefits from a single sphere, they must all have their Élan's cast by the same Élan Signature. When they confront an Evo and its sphere is broken by one of the cast élans, the energy from it will divide and be assigned to each of the sage's élans.