

NEX AND PHYSICAL INTERACTIONS

Because the Nex is a separate dimension from reality, interactions between items and beings that reside in different corporeal states get a little tricky. For a quick reference of how physical gear, X-Gear and X-Powers affect different types of targets and users, see the **Interactions Table**. For more detailed explanations, see below.

NON-GHOSTED PHYSICAL ITEMS AND CREATURES

Fully Corporeal: Physical gear, animals and other non-ghosted physical items are fully corporeal and have no presence in the Nex dimension.

- **PHYSICAL GEAR:** Physical weapons and items are fully effective and interactive with all physical targets/users.
- **X-GEAR/X-POWERS:** Have no effect at all, and dissipate quickly when coming into contact with these purely physical targets/users.

GHOSTED BEINGS (CARRAPACED)

Fully Corporeal: Carapaced X-ghosts are fully corporeal in the physical world because they are bound within the physical body, but the X-ghost within them is also present in the Nex dimension. They exist in both states at once.

- **PHYSICAL GEAR:** Physical gear and weapons are fully effective against (and interactive with) all Carapaced beings.

- **X-GEAR/X-POWERS:** X-Weapons affect these targets normally without penalty thanks to the X-ghost within them, but some X-Gear and X-Powers are ineffective against (or useless to) Carapaced individuals because they can only target or interact with an Uncarapaced X-ghost (e.g. X-hoverboards, the *flying* and *intangibility* powers, etc.).

GHOSTED BEINGS (UNCARRAPACED)

- **SEMI-CORPOREAL:** Uncarapaced X-ghosts exist halfway in reality and halfway in the Nex dimension. They are “slippery” in somewhat of a “quantum state”.
- **PHYSICAL GEAR:** Physical weapons suffer a -4 penalty to hit and damage Uncarapaced X-ghosts. Interacting with purely physical objects incurs situational penalties depending on the difficulty of the task.
- **X-GEAR/X-POWERS:** X-weapons affect Uncarapaced X-Ghosts without penalty. X-Gear and X-Powers may be used, interacted with, and targeted against them without restriction.

X-GEAR / X-POWERS:

- **NON-CORPOREAL:** Almost all X-Gear and X-Powers fully exist in the Nex dimension and have no interactivity with purely physical targets/users. X-Interfaces are an exception, they are semi-corporeal.
- **PHYSICAL GEAR:** Physical weapons (and armor) have no effect on (or protection against) draxel gear.
- **X-GEAR/X-POWERS:** Most X-Gear and X-Powers are fully interactive with other X-Gear, but have no interaction with physical items.

INTERACTIONS TABLE

MANIFESTATION	STATE	PHYSICAL GEAR	X-GEAR/X-POWERS
Non-ghosted physical items, animals, etc.	Fully Corporeal	Fully interactive	No Interaction
Carapaced Beings	Fully-Corporeal, but X-Ghost is bound within physical body.	Fully interactive	Partially Interactive: X-Weapons are fully effective, but some types of X-Gear and X-Powers only work on Uncarapaced Beings
Uncarapaced Beings	Semi-Corporeal	Situational penalties to interact with, and -4 to hit and damage by physical weapons	Fully Interactive
X-Gear/X-Powers	Non-Corporeal*	No interaction.*	Fully interactive

* **Note:** X-Interfaces are semi-corporeal.