

NEX GLOSSARY

The following is a handy quick reference to some of the language that has developed in known space thanks to the effects of the Nex.

Carapaced: The state of an X-Ghost when it is integrated with its physical body. This is the default and most common state of a Ghosted Being. Ever since the Nex Revelation, all X-Ghosts have developed dim blue auras, easily seen when close up.

Coder Gear: One of two forms of draxel gear (see below), Coder Gear is powerful code (represented by X-Powers) loaded onto draxels by a Nex-Coder.

Crystum: A very rare and unusual substance found on certain planets and asteroids (including Earth, the belt of Sol, Venin and Shok) that acts as fuel for the crystum hyperdrive engine. The crystum drive was invented by Karl Han, and allows for faster than light travel in space.

Draxel: A small crystum-infused AI chip designed specifically to piggy-back off a Ghosted Being's inherent connection to the Nex and provide an interface between Nex Space and physical space. Draxels may be loaded with draxel gear (special code that manifests as devices, tools, armor, and weapons in the Nex). Draxels are also used as conduits for instant interstellar communication through unique space stations called draxel relays (see below).

Draxel Gear: Draxel gear is code loaded onto draxels that manifests as tools, weapons and armor in Nex space. Draxel gear uses the inherent connection a Ghosted Being has to the Nex to function and must be loaded onto a draxel keyed directly to a specific X-Ghost. While X-Ghosts are semi-corporeal, only partially existing in the Nex, Draxel gear exists *entirely* in the Nex, and is therefore unaffected by physical forces or objects. Draxel gear is comprised of two different types: X-Gear and Coder Gear.

Draxel Relay: Massive orbital devices that facilitate instant interstellar communications between draxels. There are only two draxel relays in the known universe. One is in orbit around Neptune, and the other orbits the dead planet Nebakazor in the Han Cluster. Due to their strategic importance, both are heavily guarded by each system's militaries.

Ghosted Being: Any being, whether human or an intelligent machine that has an X-Ghost. Every Ghosted Being can detach their X-Ghost from their Physical Body, leaving behind a Sleeper. Doing this takes a limited action, and their Ghost appears adjacent to their body, which then immediately falls into a deep coma until their Ghost returns to it.

Ghosted Machine: A machine or artificial lifeform (with its own body) that has become self-aware, sapient, and has manifested its own X-Ghost. Ghosted Machines, like humans themselves, are another form of Ghosted Being.

Hope Expedition: A mass migration to the Han Cluster from Earth. It was the most difficult and expensive endeavor in human history. It resulted in the settling of Edenic and the first humans in the Han Cluster, but two of the massive colony ships disappeared during the journey and never arrived at their destination.

Hope's Break: An event in which the planet Edenic's government declared independence from Earth by claiming ownership over twelve of the massive colony ships sent via the Hope Expedition. The resulting fissure between the two societies created a cold war of paranoia and resentment that endures to this day.

Nex, the: An adjacent dimension to the physical world. Though it coexists with our reality, the Nex follows a different set of natural laws. It is accessible by all those with sufficiently sophisticated minds, called Ghosted Beings (see below), and its nature is malleable. No one definitively knows why it exists, how it was formed, or even the full range of possibilities it offers (or the threats it represents) to humanity.

Nex Architect: Exceptionally powerful and dedicated individuals who have mastered both the disciplines Nex-Diver and Nex-Coder to become something more. There have only been a small handful of these adepts in human history.

Nex Avatar: The visual appearance of an Uncarapaced X-Ghost. A Ghosted Being's Nex Avatar is always the "manifestation of the person they truly are inside".

X-Bonding: A rare phenomenon whereby two or more Ghosted Beings who have developed a deep emotional connection or shared an experience of intense stress can bond together. X-Bonded beings can telepathically communicate with each other directly through the Nex (without the use of a draxel) no matter their distance apart. Moreover, X-Bonding allows one's X-Ghost (but not their physical body) to Ghost Travel (see below) instantly to someone they are X-Bonded with.

Nex-Coder: Rare who create Coder Gear (X-Powers in the form of draxel gear) loaded onto draxels to manifest tools, devices and constructs in the Nex. The practice is much more art than it is science, which is why true Nex-Coders are nurtured, not trained.

Nex-Divers: Rare adepts particularly attuned to The Nex. No one knows what makes them different, but they are able to manipulate Nex space itself, and those within it, with special innate X-Powers.

Nex Manipulator: See Nex-Coders, Nex-Divers, and Nex Architects.

Nex Revelation, the: A series of events occurring after humanity's arrival in the Han Cluster that revealed the existence and influence of the Nex. Almost all humans, and, later, an increasing number of AI machines, manifested X-Ghosts to become Ghosted Beings. In ensuing decades, humanity learned to unlock additional abilities while entire fields of science, technology, philosophy and religion were born.

ReUnia: A non-centralized, non-proprietary system based in the Nex that handles all monetary and property ownership records and exchanges based on X-Signature identities. ReUnia was developed by a joint Earth-Edenic consortium under the leadership of Carina Lutz. It remains the most significant joint Earth / Han Cluster collaboration since Hope's Break.

Sleeper: A Ghosted Being's physical body separated from its X-Ghost. Sleepers are left in a vulnerable sleep-state when separated from their X-Ghost. Sleepers appear to have a very subtle light blue glow around them in the Nex, indicating that they have an X-Ghost, but it is not currently Carapaced within them.

If a Sleeper takes damage, it's X-Ghost takes damage, and vice versa. If one dies, so does the other.

Uncarapaced: The state of an X-Ghost when it is separated from its physical body (a.k.a. its Sleeper—see above). Uncarapaced X-Ghosts are semi-corporeal, have a slight blue aura, and may look different in appearance than their physical bodies (see Nex Avatar).

X-Gear: One of two forms of draxel gear, X-Gear is more permanent, but less flexible than Coder Gear (see above). Unlike Coder Gear, X-Gear can be bought and used by anyone with a draxel, but must be keyed to that individual. X-Gear was invented by a Nex Architect named Freestand.

X-Ghost: A Ghosted Being's manifestation in the Nex. When Uncarapaced from their physical body, the appearance of a being's X-Ghost, called its Nex Avatar, is personal and unique, and generally represents "the person you truly are inside." When Carapaced within their body, X-Ghosts reveal themselves only as a faint blue aura surrounding the physical form. Uncarapaced X-Ghosts are semi-corporeal and exist *between* the worlds of the Nex and Reality. They are still constrained by the physical world's boundaries and obstacles. A solid wall is still solid to an X-Ghost.

X-Node: Rare, and mostly only available to certain military organizations and planetary governments, these are extremely powerful pieces of draxel gear that allow specific keyed Ghosted Beings to send their Uncarapaced X-Ghosts directly to the X-Nodes, effectively acting as if they are X-Bonded to them but at much shorter range. The most well-known example of these devices are the "Wraith Nodes" used for planetary security on Edenic, but certain Nex-Coders can make temporary Coder-Nodes as well.

X-Powers: Powers cast by Nex Divers or manifest in the form of Coder Gear by Nex Coders. Like X-Gear, some X-Powers only affect Uncarapaced X-Ghosts.

X-Signature: The unique "fingerprint" of each X-Ghost, detectable with certain X-Powers and Nex technology. Money, and identity is tied to a Ghosted Being's X-signature, which is (almost) unforgeable.

X-Weapons: See X-Gear.