



CHAPTER 8

CREATION WALKTHROUGHS AND EXAMPLE HEROES

Complete walkthroughs answer four creation questions:

08

01

Method: Which decisions are rolled, chosen, or authored?

02

Sequence: How does each result constrain the next step?

03

Reconciliation: How do disconnected results become coherent?

04

Record: What can the finished hero actually do in play?

This chapter demonstrates both supported creation methods from first decision to finished record. The first character is completely random. The second begins from a concept and pays the written costs for control. Every roll is shown; authored facts are identified rather than disguised as random results.

After the walkthroughs, additional original heroes demonstrate complete records at different operating styles. They are examples, not mandatory templates.

1. Walkthrough One: Mirrorwake, Completely Random

1.1 Creation Policy

This character uses completely random mechanical generation. A result remains unless a written rule permits a reroll. Narrative reconciliation may explain a result but cannot improve it, add a function, or supply a free mechanical benefit.

1.2 Origin

Step	Roll	Result
Physical Form	52	Liquid Body
Power Source	37	Mystical
Acquisition	85	Self-taught occult study

Liquid Body supplies Random Rank Column 5 and its specifically written form traits. Mystical supplies Expanded Power Scope. Self-taught study explains how the transformation occurred but grants no free spellcasting, occult Talent, Contact, artifact, or additional Power.

The three results initially appear difficult to reconcile. They establish a naturally fluid being produced through unsupervised mystical practice, but they do not state who performed the rite or why. Those facts are authored only after the mechanical results are known:

Defense field-integration technician Julie Moran found incomplete occult instructions inside confiscated weapons material. She reproduced the procedure through disciplined repetition without understanding its theory. The rite converted her into stable black-silver mirror fluid, preserved her trained procedures and will, and severely impaired her capacity for abstraction.

The explanation joins the rolls. It does not improve them.

1.3 Natural Abilities

Roll each Ability on Column 5 in FASERIP order.

Ability	Roll	Column 5 result
Fighting	39	Good 8
Agility	72	Incredible 36
Strength	36	Good 8
Endurance	23	Typical 5
Reason	04	Feeble 1
Intuition	27	Typical 5
Psyche	64	Remarkable 26

The results stand without rearrangement. Incredible Agility describes the precision of a body that can flow, separate around obstructions, and reform its stance. Feeble Reason remains a real limitation: Julie retained trained routines and identity, but complex abstraction, invention, and unfamiliar theoretical work are profoundly difficult. Remarkable Psyche explains why the transformed mind remains recognizably hers.

Because Julie is not a Baseline Organic Human, the Incredible and Remarkable results do not require Human Starting Proofs. Her Physical Form supplies the non-ordinary cause.

1.4 Power Scope and Slots

Mystical supplies Expanded Power Scope. Self-taught occult study makes no Scope adjustment.

Roll	Table	Result
52	Expanded Power Scope	5 Power Slots

All five slots are spent randomly. Major results cost two slots; Standard results cost one.

1.5 Power Generation

#	Category roll	Individual roll	Power	Type	Rank roll	Final rank	Cost
1	20	91	Reflection	Major	92	Amazing 46	2
2	15	84	Area Attack	Standard	90	Incredible 36	1
3	23	08	Body Armor	Standard	98	Monstrous 63	1
4	93	38	Creature Summoning	Major	-	Unaffordable with 1 slot	-

Four slots are spent when Creature Summoning appears. The remaining one slot cannot purchase a Major Power. Mirrorwake keeps every completed result and follows the insufficient-slot procedure: reroll the individual result within the same category until a Standard Power appears.

Same-category attempt	Individual roll	Result
1	22	Object Animation - Standard

The discarded Creature Summoning result never receives a usable rank. Object Animation rank roll 05 gives Poor 3 and spends the final slot. The procedure does not convert a Major Power into a cheaper version, erase an earlier Power, or grant a compensating Weakness.

The four Powers are reconciled as expressions of the same transformed mirror-fluid body:

- **Mirror Return** - Reflection, Amazing 46: Commit a defense against one directed energy attack and roll a Power FEAT against its intensity. Success negates up to Amazing intensity and returns a new attack to the source within 20 Areas. Return accuracy uses Amazing 46; returned damage is the lower of the original damage and 46. Green returns at -2CS, Yellow at -1CS, and Red without penalty. Area, touch, mental, disease, poison, and nondirectional effects are not reflectable.
- **Shatterglare** - Area Attack, Incredible 36: Primary Action; place the center within 11 Areas/1,452 feet; 30-foot radius; Incredible 36 Energy damage; every exposed subject resolves defense and resistance separately; Dive for Cover applies. Mirrorwake cannot exclude allies without a mastered selective-area stunt.
- **Fluid Bastion** - Body Armor, Monstrous 63: Subtract 63 points from ordinary Impact, Edged, projectile, collision, and other physical damage. It does not protect against energy, mental, magical, disease, toxin, suffocation, freezing, vaporization, or other nonphysical channels.
- **Borrowed Motion** - Object Animation, Poor 3: Primary Action; Range A, 1 Area/132 feet; one existing nonliving object up to 100 pounds; actual Material Strength; movement 2 Areas/Round; Poor 3 simple force, attack, and resistance; one plain standing instruction. The object shares Mirrorwake's Primary Action and gains no mind, Talents, or impossible senses.

The Powers remain separate paid functions. Reflection does not make her universally immune to energy. Liquid Body does not add regeneration, unrestricted reshaping, water control, duplication, or phasing through sealed barriers. Freezing immobilizes her, and complete vaporization may be fatal.

1.6 Talents

Talent Point roll 09 gives 4 points. Each point purchases one fully random Trained Field.

#	Category roll	Field roll	Result
1	58	59	Biomedical Engineering
2	10	58	Heavy Weapons
3	29	41	Intelligence Tradecraft
4	89	38	Writing and Editing

No duplicate appears. Every Field is Trained +1CS; there are no Specialties, Masteries, or Starting Proofs. The Talents do not repair Feeble Reason. Biomedical Engineering does not make Julie a brilliant inventor. Her expertise is strongest when drilled procedure, precise installation, bodily coordination, operational discipline, or another appropriate approach permits a different governing Ability. Intelligence Tradecraft does not grant a Contact or security clearance. Heavy Weapons does not improve Shatterglare, which uses its own Power-rank Accuracy.

1.7 Authored Background and External Traits

The random tables end before these required record elements. The following facts are authored without mechanical bonuses:

- Identity: Julie Moran; heroic identity Mirrorwake; former covert defense field-integration technician.
- Resources: Typical 5. Identity review and loss of physical access may create complications but do not change the underlying rank automatically.
- Recognition and Standing: Mirrorwake begins at Shift 0 Recognition and Neutral 0 Standing.
- Legal Status: Julie Moran is officially missing. Mirrorwake is legally unclassified.
- Contacts: None at creation, as required by the retained Liquid Body package.
- Relationships: Narrative relationships may survive, but none provides mechanical Contact benefits until established during play.
- Ordinary equipment: None carried by default. Her fluid body does not supply concealed tools, communications, credentials, or undocumented sensors.

The background follows the rolled Talents: before the transformation, Julie installed biomedical control interfaces, qualified heavy-weapon platforms, maintained operational cover, and prepared sanitized technical documentation for a defense contractor. Finding and repeating the rite explains the Mystical acquisition. It does not retroactively grant Occult Studies.

1.8 Derived Record and Code

- Health: $8 + 36 + 8 + 5 = 57$.
- Personal Karma: $1 + 5 + 26 = 32$.
- Initiative contribution: Typical Intuition 5.
- Passive Evasion: Incredible Agility 36.
- Ground movement: 1 Area/Round.
- Protection: Monstrous 63 against the physical channels named by Fluid Bastion; none against unlisted channels.
- Natural unarmed attack: Good Fighting 8; Good Strength 8 Impact.
- Operational Class: 3 - Major Battlefield Asset. Mirrorwake combines Monstrous physical protection, Amazing directed-energy Reflection, Incredible Area damage, and Incredible Agility. She can occupy a chokepoint and force major attackers to change tactics, but she lacks strategic transit, recovery, broad control, and universal defense.

Purpose: Prevent mystical weapons and transformation rites from being deployed against unsuspecting people.

Responsibilities: Secure occult material she encounters; preserve Julie Moran's identity and memories; warn others when she does not understand a mystical procedure.

Boundaries: Never encourage another person to repeat her transformation; never reflect an attack when its return path threatens civilians; never use Shatterglare without accounting for everyone inside its radius.

Lethal Standard: Last Resort.

1.9 Finished Record

MIRRORWAKE - Julie Moran Liquid Body / Mystical / Self-Taught Occult Study Operational Class 3 - Major Battlefield Asset

F	A	S	E	R	I	P
Good 8	Incredible 36	Good 8	Typical 5	Feeble 1	Typical 5	Remarkable 26

Health 57; Karma 32; Resources Typical 5; Movement 1 Area/Round; physical Protection Monstrous 63.

Powers: Mirror Return - Amazing 46; Shatterglare - Incredible 36; Fluid Bastion - Monstrous 63; Borrowed Motion - Poor 3.

Talents: Biomedical Engineering, Heavy Weapons, Intelligence Tradecraft, and Writing and Editing, all Trained +1CS.

The completed character is extremely durable inside two narrow defensive lanes: ordinary physical force is unlikely to harm her, and directed energy may be returned. Those answers are not universal. Cold, magic, mental effects, environmental energy, Area attacks, and vaporization can bypass her principal defenses. Her low Reason affects investigation and problem solving even when her professional routines remain usable.

Nothing in the initial rolls said "mirror-fluid occult weapons guardian." The dice supplied Liquid Body, Mystical acquisition, unusual Abilities, four mechanically separate Powers, and four apparently mismatched Talents. Reconciliation discovered Julie Moran without improving a single result. That is the purpose of completely random creation.

2. Walkthrough Two: Plumline, Concept-Guided

2.1 Creation Policy and Chosen Concept

This build uses a mixed policy: choose the elements required by the concept, pay the full control costs, and roll everything left open.

A structural rescue engineer bonded to an impersonal planetary field can alter load, gravity, scale, and the motion of matter to keep disasters from becoming mass-casualty events.

The player deliberately chooses:

- Physical Form: Baseline Organic Human.
- Power Source: Energy Infusion or Exposure.
- Acquisition: H, bond to an impersonal energy field or energy dimension.
- Defining Power: Gravity Control.

Gravity Control is a specifically chosen Major Power. It costs 3 slots total and begins no lower than Excellent 16.

The bond is called the plumb field: a planetary force that expresses mass, load paths, orientation, and the collective motion of living and nonliving systems. The explanation unifies later rolls but grants no free gravity immunity, flight, armor, energy attack, or senses.

2.2 Natural Abilities

Baseline Organic Human uses Column 2. The seven rolls remain random.

Ability	Roll	Column 2 result
Fighting	83	Good 8
Agility	72	Typical 5
Strength	41	Typical 5
Endurance	68	Typical 5
Reason	65	Typical 5
Intuition	50	Typical 5
Psyche	67	Typical 5

No Starting Proof is required. Professional competence will come from Talents rather than an inflated natural Reason score.

2.3 Power Scope and Slots

Energy Infusion begins at Expanded Scope. Acquisition H raises it one step to Exceptional.

Roll	Table	Result
91	Exceptional Power Scope	8 Power Slots

The chosen Gravity Control spends 3 slots, leaving 5 for random generation.

2.4 Chosen Power

Gravity Control rank roll 53 gives Excellent 16. The Major floor does not change it.

- Gravity Control-Excellent 16, Conditional: Primary Action; maintained; Range B, 25 Areas; 15-foot-radius field; all exposed mass inside the field; choose increase, decrease, or direction when placing it; Green changes effective gravity one named rank, Yellow two, Red three, never beyond Excellent; sudden hostile change permits Endurance or applicable movement resistance. It supplies no singularity, time dilation, crushing damage, selective immunity, unlimited flight, focused attack, or selective field.

The Power remains conditional on the character's connection to the plumb field. Suppressing or severing that connection disables it.

2.5 Random Powers

#	Category roll	Individual roll	Power	Type	Rank roll	Final rank	Cost	Slots left
1	52	21	Growth	Standard	89	Incredible 36	1	4
2	65	74	Object Animation	Standard	93	Amazing 46	1	3
3	61	80	Lifeform Control	Major	57	Excellent 16	2	1
4	02	27	Agility Enhancement	Standard	85 on Enhancement table	Monstrous 63	1	0

Required definitions and finished operation:

- Growth-Incredible 36, Conditional: Primary Action to change, incidental to return, maintained; up to 10 times normal linear size; increasing-mass mode; attackers gain +2CS at maximum size; Strength may rise by the written step procedure but never above Incredible 36; Health does not change. It supplies reach and leverage, not armor, healing, extra actions, or automatic Area attacks.
- Object Animation-Amazing 46, Conditional: Primary Action; Range A, 20 Areas; Targets C, 4 separately functioning objects; shared mass up to 50 tons; maintained or maximum Timed Duration 1 day; actual Material Strength; movement 8 Areas/Round; Amazing force, attack, and resistance; one plain standing instruction. Animated objects share the user's one Primary Action and gain no independent Talents, Reason, or implausible senses.
- Lifeform Control-Excellent 16, Conditional: The chosen family is plants; Primary Action; Range B, 25 Areas; Targets A, 2 subjects; maintained or maximum Timed Duration 10 minutes; direct Power Attack against unwilling subjects; Endurance or instinct resistance for nonsapient plants and Psyche for a sapient or bonded plant being; Green one simple behavior, Yellow a short sequence, Red coordinated natural behavior. It grants no speech, knowledge, mutation, unnatural movement, or suicidal obedience.
- Agility Enhancement-Monstrous 63, Conditional: Record Agility 5/63 (plumb-field orientation). Use Monstrous Agility for ranged attacks, Passive Evasion, Dodge, balance, coordination, and precision while connected. Because the enhancement is Conditional, it does not raise personal Health.

The random results change the concept without breaking it. The plumb field does more than alter gravity: it can redistribute the character's own scale, impose motion on existing structures and debris, and couple to terrestrial plant life. These are separate paid Powers, not free interpretations of Gravity Control.

2.6 Talents

Talent Point roll 49 gives 6 points. The player spends them deliberately where the concept requires expertise and randomly where it does not.

Purchase	Cost	Result
Chosen Civil and Structural Engineering	2	Trained +1CS
Disaster Assessment Specialty	1	Specialist +2CS within that Specialty
Chosen Emergency Care	2	Trained +1CS
Random Talent: category 94, field 54	1	Superhuman Medicine, Trained +1CS

The Disaster Assessment Specialty requires one Starting Proof: before gaining Powers, the character served on a licensed post-earthquake structural assessment team and successfully identified a concealed progressive collapse that allowed an occupied block to be evacuated. The engineering degree, license, and field employment establish training and credentials; the evacuation establishes demonstrated specialist use.

2.7 Authored Identity and External Traits

- Identity: Leah Morgan; heroic identity Plumblin; municipal disaster-response contractor and independent hero.
- Credentials: Licensed structural engineer; certified post-disaster building evaluator; ordinary first-aid and incident-command certifications. Credentials grant access, not FEAT shifts.
- Resources: Good 8 from professional employment and consulting; no Reserves.
- Recognition and Standing: Typical Recognition among emergency-management and construction professionals with Favorable (+20) Standing. Plumblin begins with Feeble public Recognition and Favorable (+20) Standing among responders.
- Legal Status: Clear; no general police authority; may receive temporary site authority through an incident command.
- Contacts: Marta Ruiz, city emergency-management coordinator, Good Reach, Reliable, limited by incident authority and public-safety procedure; Dr. Ian Bell, university geophysics laboratory director, Good Reach, Reliable, limited by institutional approval, safety, and research obligations.
- Relationship: Morgan Hale, spouse, Bonded; expects Leah to return from emergencies rather than treating survival as optional.
- Ordinary equipment: Hard hat, respirator, high-visibility rescue clothing, phone, laser measure, inspection tools, medical pouch, and ordinary vehicle access through work. None provides armor or an extraordinary function.

2.8 Derived Record and Code

- Health: $8 + 5 + 5 + 5 = 23$; Conditional Agility and Growth do not increase it.
- Personal Karma: $5 + 5 + 5 = 15$.
- Initiative contribution: Typical Intuition 5.
- Ground movement: 1 Area/Round; no owned flight.
- Protection: None.
- Natural unarmed attack: Fighting 8; Typical 5 Impact.
- Maximum-growth unarmed attack: Fighting 8; up to Incredible 36 Impact when the full increasing-mass Strength benefit applies.
- Operational Class: 3. Amazing multi-object control, an Excellent gravity field, Monstrous conditional Evasion, enormous Growth, and plant control make her a major battlefield and rescue asset. Lack of armor, ordinary Health, maintained effects, action competition, and dependence on the field keep her below strategic Class 4.

Purpose: Keep structures, infrastructure, and communities standing long enough for people to survive catastrophe.

Responsibilities: Respect incident command when it remains capable; protect trapped civilians before property; document every structural intervention whose consequences will outlast the rescue.

Boundaries: Never animate an occupied structure without accounting for every known occupant; never use living beings as disposable tools; never alter gravity where uncontrolled collapse is the likely result.

Lethal Standard: Last Resort.

2.9 Finished Record

PLUMBLINE - Leah Morgan Baseline Organic Human / Energy Infusion / Bond to an Impersonal Energy Field
Operational Class 3 - Battlefield Rescue and Structural-Control Asset

F	A	S	E	R	I	P
Good 8	Typical 5/Monstrous 63	Typical 5	Typical 5	Typical 5	Typical 5	Typical 5

Health 23; Karma 15; Resources Good 8; Movement 1 Area/Round; Protection none.

Plumblime demonstrates the price and benefit of concept control. Three of eight slots secure the defining Gravity Control Power. The remaining random results produce a broader and stranger hero than the initial sentence predicted, while the written operating procedures prevent that breadth from becoming an undefined claim to do anything involving force, mass, objects, or life.

3. Additional Example Heroes

3.1 Breakwater

Concept: A harbor-rescue diver permanently altered by an experimental pressure-control field. Form / Source / Acquisition: Modified Organic Humanlike / Energy Infusion / Accidental Exposure Origin: Mara Velez survived a deep-sea containment failure and emerged able to absorb and redirect physical pressure.

FASERIP	Score
Fighting	Good 8
Agility	Excellent 16
Strength	Good 8
Endurance	Remarkable 26
Reason	Excellent 16
Intuition	Good 8
Psyche	Excellent 16

Health: 58 Personal Karma: 40 Ground Movement: 2 Areas per Round

Powers

- Pressure Absorption - Remarkable 26, Inherent: Reduces physical pressure and Impact damage by 26. Absorbed energy cannot be stored beyond the current scene.
- Pressure Release - Remarkable 26, Inherent: Projects absorbed or internally generated concussive force.
- Aquatic Adaptation - Excellent 16, Inherent: Sustains breathing, temperature, and pressure tolerance underwater within established limits.

Attack Profile: Pressure Burst - Ranged; Power rank Accuracy; Remarkable 26 Energy/Impact; 4 Areas; Yellow Slam; Red Stun.

Talents: Emergency Care (Trained), Diving Operations (Specialty), Athletics (Trained), Marine Engineering (Trained).

External Traits: Typical Resources from municipal rescue employment; Good Recognition among harbor workers; legally registered emergency responder; Contact: Port Authority operations chief, Professional relationship, Good Reach.

Code: Protect endangered life, place rescue before capture, do not use lethal force except when immediately necessary to prevent death, and remain accountable to affected civilians. Lethal Standard: Last Resort.

Why the record works: Breakwater's permanent alteration supplies Endurance and Powers directly. Protection reduces appropriate damage but does not become universal armor. Her Talents make her an excellent rescuer without increasing Power rank.

3.2 Lattice

Concept: A mutant architect who shapes visible geometric force planes. Form / Source / Acquisition: Baseline Organic Human / Genetic Mutation / Emergent Manifestation

FASERIP	Score
Fighting	Typical 5
Agility	Good 8
Strength	Poor 3
Endurance	Good 8
Reason	Remarkable 26
Intuition	Excellent 16
Psyche	Remarkable 26

Health: 24 Personal Karma: 68 Ground Movement: 1 Area per Round

Powers

- Force Construction - Amazing 46, Inherent, Major Power: Creates barriers, ramps, bridges, cages, and simple geometric structures. Complex forms require control FEATs.
- Force Projection - Incredible 36, Inherent: Directs narrow planes as concussive attacks.
- Platform Movement - Remarkable 26, Inherent: Moves self and passengers on force platforms within Power limits.

Attack Profile: Force Plane - Ranged; Power rank Accuracy; Incredible 36 Impact; 6 Areas; Yellow Slam; Red Stun.

Talents: Architecture (Specialty), Structural Engineering (Specialty), Visual Design (Trained), Urban Systems (Trained).

External Traits: Good professional Resources; Excellent professional Recognition among architects; no general public identity; Contacts in city planning and construction engineering.

Code: Preserve life, prevent structural catastrophe, do not imprison a person longer than immediate safety requires, and never conceal a known danger in a building. Lethal Standard: Prohibited except for an unavoidable direct defense of life.

Why the record works: Lattice's structures are broad enough to justify a Major Power. Her high Reason has Starting Proofs in education and demonstrated professional mastery. Architecture guides use; it does not add to Power rank.

3.3 Relay

Concept: A communications engineer using a unique modular rescue-and-defense suit. Form / Source / Acquisition: Baseline Organic Human / Technology or Equipment / Deliberate Invention

FASERIP	Natural score	Suited score
Fighting	Good 8	Excellent 16
Agility	Good 8	Excellent 16
Strength	Typical 5	Remarkable 26
Endurance	Excellent 16	Excellent 16
Reason	Remarkable 26	Remarkable 26
Intuition	Good 8	Good 8
Psyche	Good 8	Good 8

Personal Health: 37, using natural permanent scores Personal Karma: 42 Ground Movement: 1 Area per Round

Signature Equipment Powers

- Powered Chassis - Remarkable 26, Equipment-Based: Supplies suited Strength and physical support.
- Composite Protection - Excellent 16, Equipment-Based: Protects against physical and Energy attacks as described.
- Vector Jets - Remarkable 26, Equipment-Based: Controlled flight and rapid rescue positioning.

- Emergency Network - Excellent 16, Equipment-Based: Secure communication, mapping, civilian-signal location, and team coordination.
- Pulse Projector - Excellent 16, Equipment-Based: Selectable concussive or restraint output.

Attack Profiles

- Pulse - Ranged; Agility; Excellent 16 Energy/Impact; 5 Areas; Yellow Slam; Red Stun.
- Restraint Net - Ranged; Agility; Excellent 16 Restraint; 3 Areas; Yellow Held; Red Held and anchored.

Talents: Communications Engineering (Specialty), Electronics (Specialty), Emergency Systems (Trained), Powered Combat (Trained), Piloting (Trained).

External Traits: Excellent Resources through patents and consulting; Remarkable laboratory Holding with significant upkeep; Legal authority to operate emergency frequencies but no police powers.

Code: Use the suit to preserve communication and life, accept responsibility for deployed technology, refuse indiscriminate weapons, and recover hazardous equipment after every operation. Lethal Standard: Prohibited.

Why the record works: Relay's suit changes Effective ratings but does not inflate personal Health. The suit is Signature Equipment and advances as Powers. Losing it removes access without erasing purchased development.

3.4 Wyrddlight

Concept: A museum conservator bound to a sentient lantern that reveals and restrains supernatural corruption. Form / Source / Acquisition: Baseline Organic Human / Mystical / Artifact Bond

FASERIP	Score
Fighting	Typical 5
Agility	Typical 5
Strength	Typical 5
Endurance	Good 8
Reason	Excellent 16
Intuition	Remarkable 26
Psyche	Remarkable 26

Health: 23 Personal Karma: 68 Ground Movement: 1 Area per Round

Powers

- Revelatory Light - Remarkable 26, Equipment-Based artifact: Detects and reveals concealed mystical traces, illusions, and corruption within its defined scope.
- Binding Radiance - Remarkable 26, Equipment-Based artifact: Restrains supernatural entities and ordinary physical targets through different described modes.
- Mystical Ward - Excellent 16, Equipment-Based artifact: Protects against specified mystical and mental effects.

Attack Profile: Binding Beam - Ranged; Power rank Accuracy; Remarkable 26 Restraint; 4 Areas; Yellow Held; Red Held and Power use suppressed when the ward can affect that source.

Talents: Conservation Science (Specialty), Art History (Specialty), Occult Studies (Trained), Investigation (Trained), Languages: English plus two relevant scholarly languages.

External Traits: Typical Resources; Excellent professional Recognition among museums; Contacts in conservation, antiquities law, and one cautious mystical order.

Code: Preserve knowledge, protect people from corrupting forces, never destroy an artifact merely for convenience, and respect the lantern as a person rather than property. Lethal Standard: Prohibited except against an entity that cannot be contained and is actively destroying life.

Why the record works: Mystical source does not create a separate action system. The artifact's functions are Powers. Expanded rituals, traditions, entities, and magical instruction belong to Realms of Magic.