

**The current world that Alex is stationed on is Arran, a fringe tourist attraction world close to the border of The Terran Empire.**

## **The Terran Empire**

**Treatment of citizens: Treats citizens relatively well.**

**Politics: There are three branches of power forming the Triad. The military, ruled by the general; the economy, ruled by a council of CEOs; and the legislature, ruled by a council of governors.**

**Nobility: Nobility exists, but they don't have much power over the nation as most of that power has shifted to the council. However, nobility and the royal family do have a lot of power in the council, especially the economic branch of the Triad.**

**They are the enemy of the Arctic Empire and the Republic of Veronia.**

### **Military ranks:**

Private

Corporal

Sergeant

Warrant Officer

Second Lieutenant

First Lieutenant

Captain

Major

Lieutenant Colonel

Colonel

Major General

Lieutenant General

General

### **Frozen Ones:**

People who are infected by the glowing light blue shards. These shards will burrow into their body and dissolve, causing their body to change into a Frozen One. However, a Frozen One only fully changes once their heart and therefore their brain is infected.

There are multiple different types of Frozen Ones, with each current one named by Alex as:

**Wendigo:** This frozen one has a nearly insatiable appetite and is the most common of the frozen ones. It is berserk and will always do whatever it can to eat, while its touch can cause frost bite if prolonged for too long. Wendigos also hunt anything that has a heat signature.

**Stat Boosts:** Increases everything but constitution when Alex absorbs its energy.

**Appearance and Current Known Abilities:** Human appearance with sharp features, two pointed ears, and pure white skin, with fangs filling its mouth. Breathes out a cold mist, and its skin freezes any biological being it touches. Its chest is glowing with a pale blue light that is the energy/radiation in its body.

**Wraith:** This frozen one has only one desire. To kill. It is absolutely silent and moves so quickly that it's sometimes difficult to see. It will stalk its prey no matter how long it takes. Wraiths also hunt anything that has a heat signature.

**Stat Boosts:** Increases speed, reflexes, and a little bit of senses when Alex absorbs its energy.

**Appearance and Current Known Abilities:** Human appearance with sharp features, two pointed ears, pure white skin, normal teeth, and long and sharp blades making up its forearms. Its chest is glowing with a pale blue light that is the energy/radiation in its body.

**Elite Wraith:** This frozen one is a larger and more powerful version of the wraiths. It has the ability to throw out arcs of cold energy from its blades at a distance and is just a little bit more cunning than the regular wraiths.

**Draugr:** This frozen one moves around killing anything that moves and has a habit of wrecking things. It's massive by frozen one standards and is incredibly strong.

**Stat Boosts:** Increases strength and constitution when Alex absorbs its energy.

**Appearance and Current Known Abilities:** It is incredibly large with a size of three meters in height, bulky with a humanoid shape, has pale white skin, no nose, regular ears, and bluish

bones sticking out of parts of its body. Its chest is glowing with a pale blue light that is the energy/radiation in its body.

**Mutated Wolf:** This frozen one acts just like a regular wolf except with an enhanced bloodlust for creatures not of its own pack. They travel in packs and work together to hunt under an alpha Mutated Wolf.

***Stat Boosts:*** Increases strength, constitution, energy, senses, and agility.

***Appearance and Current Known Abilities:*** These wolves are about two meters in length and have fur made of ice. They have icy bones that are more durable than most creatures' bones, and they hunt in packs.

**Alpha Mutated Wolf:** This frozen one acts like a regular alpha wolf except with an enhanced bloodlust for creatures not of its own pack. They travel in packs and work together to hunt while leading their packs.

***Stat Boosts:*** Increases strength, constitution, energy, senses, and agility.

***Appearance and Current Known Abilities:*** These wolves are about four meters in length and have fur made of ice. They have icy bones that are more durable than most creatures' bones, and they hunt in packs. The wolves beneath them in the packs must obey their orders and are attracted to their howls.

**Spider Bombers:** This frozen one is the smallest form of mutated spider and tends to suicide bomb other creatures. Their claws aren't very sharp, and their small size leads to weakness. But they are often in high numbers.

***Stat Boosts:*** Increases senses, reflexes, and energy.

***Appearance and Current Known Abilities:*** These spiders are only a foot long and have fur coated in ice. Their bodily fluids contain a chemical that is on the level of liquid nitrogen in terms of temperature, but it doesn't affect other frozen ones.

**Larger Spiders:** This frozen one acts as a form of captain for the spider bombers and are more often than not together with plenty of them. Their claws are sharper than the spider bombers and they are stronger physically.

***Stat Boosts:*** Increases strength, constitution, senses, reflexes, and energy.

***Appearance and Current Known Abilities:*** These spiders are about a meter in length and have fur coated in ice. Their bodily fluids contain a chemical that is on the level of liquid nitrogen in terms of temperature, but it doesn't affect other frozen ones. They can order around the spider bombers and are stronger than them as well.

***Spider Queen:*** This frozen one leads and breeds nests of spiders. It has webbing on par with incredibly strong ice in durability, with the texture of it as well, and is even stronger than the larger spiders.

***Stat Boosts:*** Unknown.

***Appearance and Current Known Abilities:*** These spiders are about three meters in length and have fur coated in ice. Their bodily fluids contain a chemical that is on the level of liquid nitrogen in terms of temperature, but it doesn't affect other frozen ones. They can order around the other spider and are stronger than them as well. Other abilities are unknown at this time.

***Worms:*** This frozen one lives in dark places and live in dark places under the direction of their leader. They are also able to spit out an acidic and freezing cold glob of liquid from its mouth, and they try to hide their energy point to help them hide in the dark.

***Stat Boosts:*** Increases senses, agility, and energy.

***Appearance and Current Known Abilities:*** These worms are only about a foot in length and have lamprey-like mouths, with their energy point showing on their underbelly and are able to dig through the ground and climb the walls and ceilings. They are also able to spit out an acidic and freezing cold glob of liquid from its mouth, and they try to hide their energy point to help them hide in the dark.

***Mother Worm:*** This frozen one is the leader and mother to all of the worms of its brood. It has three hearts and eats metal as its main source of food, but still enjoys eating meat as well.

***Stat Boosts:*** Unknown.

***Appearance and Current Known Abilities:*** These worms are the size of a spaceship with lamprey-like mouths. They have three different hearts, each acting as energy points and are able to dig enormous tunnels and spit out an acidic and freezing cold glob of liquid from its mouth. Other abilities are unknown at this time.

**Mutated Rats:** This frozen one travels in large groups and they're natural enemies to the spiders, but nothing else is known about them so far.

***Stat Boosts:*** Unknown.

***Appearance and Current Known Abilities:*** They are a meter long and have incredibly durable claws, fangs, and fur tipped with ice. However, they are not very strong.

**Alpha Rats:** This frozen one leads large groups of mutated rats and they're natural enemies to the spiders, but nothing else is known about them so far.

***Stat Boosts:*** Unknown.

***Appearance and Current Known Abilities:*** They are three meters long and have incredibly durable claws, fangs, and fur tipped with ice.

**Intelligent Frozen Ones:** These frozen ones vary in strength.

***Stat Boosts:*** Unknown.

***Appearance and Current Known Abilities:*** Their appearances vary, however some of them can be listed below:

**Cryonix:** An intelligent large frozen one that has an abomination of an arm and can fire off a powerful beam of cold energy from it. This is the most powerful frozen one on the planet Arran. However, it was fought to a draw by the powerful being of heat energy that arrived and further changed the world.

**Hailion:** An intelligent frozen one that can control and create various shards of cold energy around it that it uses to fight. This was the frozen one that Alex fought with and almost died to, leaving him buried underneath the rubble of planet hall.

## **Symbionts:**

The symbionts allow their host to gradually grow stronger after many different requirements are met while also keeping the host from aging.

The first requirement for each Tier of strength is for the host to have been bonded with the symbiont for a certain period of time.

The second requirement for each Tier of strength is for the host to overcome a mental challenge. And the final requirement for each Tier of strength is for the host to overcome their physical limits and push past what their body should otherwise be capable of.

Tier 1 Symbiont Hosts have an average of 1.5 in every stat.  
Tier 2 Symbiont Hosts have an average of 3 in every stat.  
Tier 3 Symbiont Hosts have an average of 10 in each stat.  
Tier 4 Symbiont Hosts have an average of 30 in each stat.  
Tier 5 Symbiont Hosts do not have an average stat as the limiter on the symbiont is removed with the advancement to Tier 5, making the user no longer needing to go through a breakthrough to grow in strength.

The exact individual perks of each Tier will be stated later on in the story.

## **Characters:**

### **Alexander North:**

#### **Analysis from the end of book 1**

*/ Current Analysis of user Alexander North \*

*Strength: 3.02*

*Agility: 3.83*

*Reflexes: 3.25*

*Constitution: 3.21*

*Immunity: ???*

*Senses: 3.29*

*Energy: 5/5*

*Body Malfunctions: N/A*

*Error: Cannot determine Immunity of user's current species without the user getting sick to collect data.*

*The average of a human being without a symbiont is a 1 across all stats except for Energy.*

*The Energy statistic is determined with a 1 being set as the user's original starting statistic for Energy.*

*\End of Analysis/*

**Alexander North is a second lieutenant in the Terran Empire's military and the son of the current general in charge of said military. He has a 100% artificial heart that saved his life years ago and has stopped him from fully turning when he was infected by a shard holding the radiation from the Eternal Winter.**

**Furthermore, he is the son of an archduke and the nephew of the current Emperor.**

**Further details locked until they're revealed in the story.**

**Cynthia Inverno – Alex's cousin and princess of the Empire. She is a Tier 1 Symbiont Host.**

**Michael and Michelle – Twin brother and sister, members of the MC's squad. Each has black hair. Both are sergeants in the military.**

**Robert – Alex's squad's pilot. He has long hair tied in a ponytail and is currently scared of Alex. Is a private in the military.**

**Victoria – Member of MC's squad with purple hair. Is strict and likes to keep others in line. Is a warrant officer in the military.**

**Andrew Hart – Alex's squad captain. Has a tiny pink ribbon on the back of his head. Grieves for his lost subordinates and cares about them. Is a captain in the military. He is a Tier 1 symbiont host.**

**Philip Rowdon – A rambunctious friend of Alex's in a different squad. He is also a second lieutenant.**

**Arnold Vaughns – One of the two majors at the base Alex is in. From a marquis family. He is a new transfer to the base. He is a Tier 2 symbiont host.**

**Carter – He is also a major at the base Alex is in. He is a Tier 2 symbiont host.**

**Edward North – He is the general in charge of The Terran Empire's military and Alex's father. He is a Tier 5 symbiont host and the one who agreed to Alex's surgery to give him a 100% artificial heart.**

**Rainald Inverno – Alex's uncle and emperor of the Empire, as well as a major member of the economic council.**

**Cornelius Walter – He is the lieutenant general currently in charge of the military operations at the capital planet's Triad chamber location. He is also a duke.**

**~~Gabriel – Member of MC's squad. Had anger issues and liked anime and light novels. Dead. Was a private in the military despite his skill in combat.~~**

**~~Artorius val Ruth – He is the lieutenant colonel in command of the base MC is in. He is also the only Tier 3 symbiont host in the base. Dead.~~**

**~~Jackson Fell – Brother of Isabella and a captain in the military opposed to Alex. Dead.~~**

~~Isabella Fell – Sister of Jackson and a captain in the military opposed to Alex. Dead.~~