~Elements Series~

Generic Spirit Manipulation

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Welcome to a world of mages, psychics, and gods. This is a place where spirits walk among us, where Qi is wielded by those who seek enlightenment and titans shape the elements on anvils. Monsters linger in forgotten corners and the land is shaped by the divine and the demonic. Dreams and reincarnation follow the dogmas of Karma and destiny, while faith rules empires through comforting lies. What is certain is that spirit is real, an origin of all elements, a grail of infinite knowledge, something which shapes how people live, remember, and fear.

You arrive as one who can touch that idea as a healer, a death guide, a cultivator or an empath. The unseen world is your playground as you shape the world around you. What will you accomplish? What will you attempt? For the next 10 years, this will be your world to navigate. Reinforce its beliefs, exploit them, challenge them, or quietly exist alongside them, it's your choice.

Take these **1000 Connection Points (CP)** and decide what spirit means to you. Make a mark on the world or learn to live alongside it.

World Modifications

For those who would like more direct control over the world they're entering, you may take any of the following modifications below. Combine them into an eclectic and bizarre world should you wish. Any sections you select nothing for will be randomly generated, with more weight towards a more average and normal world. Just because you don't take something doesn't mean it won't happen or be part of the world unless you chose something contradicting it. What kind of world will you create?

General

A Mundane World (Free, can't take other mods): You are in a normal world, not unlike your original world. There is no danger here beyond what might be found in a mundane Earth, but you will also not find any mages or psychics to teach you what your powers may one day become.

Crossover (Free): You may use this document as a supplement for another document. All mods chosen in the World Modifications will affect the setting you're using this as a supplement for.

World Size

Select one option

Dwarf (+25 CP): The planet this jump takes place on is pretty small. It can perhaps sustain a population of a few hundred million at most, but that's pushing it. It wouldn't be too difficult to get from one point of the planet to another, travel times will be pretty nice, but there won't be a huge amount of diversity and you'll find the same people popping up over and over again. "It's a small world" is a very real phrase here.

Standard (Free): The planet this jump takes place on will be around the size of Earth. It can probably sustain a population of 10 Billion without too much issue, but that's the top capacity of what's sustainable before things begin to get strained.

Behemoth (+25 CP): The planet this jump takes place on will be extremely large, dwarfing Earth in size by quite a bit. A couple hundred billion wouldn't be out of place here should it be reasonably populated. Travel time from one side to the other would be extremely long if the technology hasn't advanced beyond modern Earth's, but certainly possible by determined people. Cultures are more likely to be socially isolated from each other, and modern communication technology is less likely to reach across the globe to connect such cultures, making greater diversity of understanding, knowledge, advancement, and belief. It also makes it more difficult to connect to people both socially and spiritually.

Superworld (+50 CP): The planet is… frankly huge. It can hold hundreds of trillions or quadrillions of people no problem. With modern earth technology, it would probably take months to fly a plane from one side to another. Communication between sectors of this planet is impossible without super advanced technology, totally isolating groups of people and creating culturally distinct kingdoms the size of

planets. It's possible that a kingdom on one side of the planet doesn't even know there are civilizations on the other side.

World Age

Select one option

Ancient (Free): The planet is extremely old. There's much less volcanic and tectonic activity as a result, making the world a little colder in general, but not by a noticeable amount. Mountains have all but vanished as the earth has settled, and hills are relatively rare. It's primarily flatlands and ocean as a result.

Aging (Free): The planet is fairly old, but not quite ancient. It's mostly flatlands at this point, but there are plenty of rolling hills and a couple mountain chains left. Whether grasslands, savannah, desert, or tundra, you'll find plenty of even landscapes along with some lakes and ponds.

Emergent (Free): The planet is about as old as Earth. It has a decent mix of hills, mountains, and flatlands. There's nothing particularly overwhelming in quantity, simple mountain chains on the tectonic plates and numerous rolling hills, with flatlands away from the edges. There's a normal amount of volcanic activity, perhaps one or two active volcanoes every once in a while.

Infant (+25 CP): The planet is relatively new. As a result, it hasn't had time to settle quite as much as Earth has, meaning significantly more mountains and hills compared to flatlands. There's also increased volcanic and tectonic activity, meaning a greater quantity of earthquakes and volcanoes, more geothermals creating a generally warmer climate, and less sophisticated life.

Primordial (+50 CP): This world is very new. It's new enough that it's mostly just mountains and volcanoes. Little has settled, meaning you can expect somewhat frequent shifts in the land and tremors. The ocean flows between mountaintops and through crags and valleys. It's a new world, though it's already developed an atmosphere.

World Features

Select as many options as you wish. These choices become regular features in the world, with each setting becoming commonplace.

Average (Free, Cannot take other options from this section): There aren't any particularly unique features in this world. It's closer to Earth's landscapes and visual features, likely with a blue sky and a few interesting natural wonders such as Niagara Falls, Mount Everest, the Great Barrier Reef, and the Grand Canyon.

Resourceful (50 CP): You'll find that this world is very resource-rich. There are significantly more natural resources than expected, with the earth absolutely abundant in ore and gems, while food grows easily across the land. Trees are abundant and grow quickly, there is more than enough oil and clean drinking water, and fish are extremely plentiful in the sea.

Great Veins (50 CP): A crafter can't craft without the right materials. As such, there is now a great amount of ore across the planet, much more and in greater quality than an average planet like Earth. There are some mystical and exotic metals here, too, and processes for crafting unique alloys and composites such as Cold Steel exist. Most of the exotic metals are cold-themed, though some Norse metals exist, too, primarily bone steel.

Bountiful (25 CP): Crops are extremely easy to grow in this world. In fact, they're so easy that they take very little effort to sustain. You'll find them easily growing food even without being tended to across the wild, and perfectly edible and in large enough quantities to feed the vast majority of people without trouble. Should farmers make an effort to farm these foods, they will have more than enough to prevent world hunger.

Ruined Ruins (25 CP): This world has plentiful ruins from bygone eras. Many are hidden, many are in plain view, but all of them hold old, ancient knowledge or powerful relics and riches. That is, if they haven't already been plundered by others. Expect interesting and unique ruins-flavored dungeons, especially spiritual and pocket-dimension-themed ones, many with interesting and mind-bending puzzles to solve and other archaeologists and adventurers to race against.

Harmonious (25 CP): Sources of natural energy are prevalent across the lands. Primarily in forests and natural areas, this natural energy empowers local flora and fauna, granting greater harmony between beings and nature along with potentially granting sapience to surprising entities. This can form things like nature or elemental spirits, fairies, and grant a will or protector deity to forests.

Hallowed (25 CP): The lands hold great energy akin to divinity. This divine energy gains increased power with worship and wishes, changing the lands and

empowering spirits into divinity should enough belief be infused into it. Wishes can come true if one prays hard enough and gains enough support. Gods can rise if enough of a following forms. The lands are blessed, and it is up to humanity to decide whether they will build their own future or allow their own wishes to dominate them.

Dungeoneering (25 CP): Underground dungeons litter the land. They are filled with riches, lost knowledge, and powerful items lost to history. These dungeons may be caves, or perhaps they may be something more sinister. If you took Ruined Ruins, these have a decently high probability of being underground ruins of lost civilizations, filled to the brim with exotic and powerful ancient knowledge and power.

Archipelagos (25 CP, Cannot take Pangaea): The world is mostly made up of island chains, which means plenty of coastlines. This means there will be a lot more rain hitting a lot more land, and if it's cold enough there will be a lot more snow than there otherwise would be. This makes it much easier for you to learn ice and water manipulation.

Leyline Highway (25 CP): This world has magic in the air. While this doesn't necessarily mean people can actually *use* magic, the world is rife with it, overflowing with it in the atmosphere and concentrated in the leylines. Any aspiring mage would find their magic empowered, making magic easier to use and learn more quickly. There are many leylines throughout the world which empower magic further and offer seemingly limitless fonts of mana. This magic also allows for fantasy-inspired creatures and beasts.

If you take this, you can select a Technology Level at the level you purchased already in that section for free, or for the difference between your selected level and the level of magitech you want in order to have magitechnology in the world. For instance, taking Pre-Industrial technology for +75 CP, you could get magitech at the level of Information Age for -75 CP. Purchasing a level of tech lower than your normal technology purchase does not grant CP.

Star-Touched (25 CP): The planet has been touched by cosmic power. Infused into the ground and the world around, there is a plentiful font of cosmic power just waiting to be extracted and used. This energy empowers the wildlife and fauna, making it more conceptual and strong.

If you take this, you can select a Technology Level at the level you purchased already in that section for free, or for the difference between your selected level and the level of cosmic technology you want in order to have cosmic technology in the world. For instance, taking Pre-Industrial technology for +75 CP, you could get cosmic tech at the level of Information Age for -75 CP. Purchasing a level of tech lower than your normal technology purchase does not grant CP.

Soul-Bound (25 CP): Souls are real. The world and everything within it has spiritual energy which scales in quantity as the soul is empowered. This spiritual energy floods the land, allowing spiritual entities to exist across it and nearly guaranteeing an afterlife of some sort. While this grants absolutely no power for anyone to control or manipulate this spiritual energy or souls, this guarantees it's present.

If you take this, you can select a Technology Level at the level you purchased already in that section for free, or for the difference between your selected level and the level of spiritual technology you want in order to have spiritual technology in the world. For instance, taking Pre-Industrial technology for +75 CP, you could get spiritual tech at the level of Information Age for -75 CP. Purchasing a level of tech lower than your normal technology purchase does not grant CP.

Forested (Free): This planet is largely made up of forests. There are plenty of trees everywhere, and trees generally grow faster than normal. This allows for greater amounts of logging operations, much more coal, and dense vegetation allowing for greater crops. Because of this environment, the temperature would be slightly colder and the humidity would be slightly greater than otherwise, and animals would have adapted to surviving in dense environments. There would be vast operations to continually clear nature back from the edges of civilization, but nothing impossible for intelligent and scientifically-proficient people.

Pangaea (+25 CP, Cannot take Archipelagos): The world is mostly a massive landmass surrounded by ocean, perhaps with some sparse islands off the coast. There will be less rain and snow overall, but it does make earth manipulation easier.

Ethereal (Free): Landmasses and the sky tend to have a dream-like quality to them. Mountains have strange shapes, rock spires rise in interesting and seemingly meaningful patterns, the sky is any number of unique hues, continents have features that defy physics, landmasses can float off the ground, and other strange but benign anomalies exist in this world. This will certainly make your stay a little

more interesting, whether the entire world rests on the body of a dead god or the world is strangely flat.

Rolling (Free): Everything in this world tends to have soft edges. While this has no real practical benefit, it's aesthetically pleasing to the eyes. Whether it's soft rolling hills, or rounded mountains, or trees with soft bushy tops, or just the nice rounding of a good coastline, you'll find this a nice place to live.

Cavernous (Free): These lands hold many, many caves within them. Cave networks will tunnel through mountains, underground tunnels will wind under hills, and there will be more than a few opportunities to go spelunking if you're an adventurous soul. There could even be, quite possibly, a cave network spanning the entire planet in which entire sapient species live within under the feet of normal society. But that's just a theory.

Celestial Guidance (Free): The sky is extremely vibrant, and the stars are always visible even in the daytime. You'll experience beautiful days and nights, wonderful celestial observances, and it will be extremely easy to navigate the world while using the sky as a compass.

Seasonal Riverbeds (Free): The world has a very interesting yet odd feature—The various bodies of water are seasonal in nature. How the works would depend on the world, but for some reason certain rivers and lakes dry up during some seasons and are flowing with plenty of water during other seasons. A river could easily be available during the summer months but not provide any water during the winter, while a nice fishing pond only has water (and therefore fish) during winter seasons.

Weathered (+25 CP): Things are very eroded in this world. The ground is weathered, with less plants and more stone. There are a lot more beaches and deserts as a result of broken down stone. Spires and mountains are a lot more broken up and falling down. There would be regular dust storms everywhere, and rivers would carry high amounts of sediment which is not very healthy for aquatic life. This results in less food from crops and fish, and lots of barren locations that can no longer easily sustain life.

Glassine (+25 CP): Ice tends to form on everything that's not actively being heated. It's not very thick, meaning it doesn't give you a ton of material to work with, but even in warm places this ice will form despite the temperature. People in this world will therefore have a habit of using various materials to melt this ice from pathways and roads should those exist.

Swampy (+25 CP): Swamps and rainforests litter the lands, along with the animals which inhabit them. Endless murky wetlands and murky bogs, combined with muddy rivers, shallow lakes, and twisting roots create an environment with rich biodiversity and dangerous diseases. Travel would be difficult through the twisting landscapes, and food would be largely dependent on fishing. It would also be difficult to build infrastructure because of the widely uneven terrain and flood risks. It's certainly possible to thrive in these places, and your civilization likely already does thrive here, but it's more of a challenge in daily life.

Jagged (+25 CP): Within this world are sharp edges and angles. Spires pierce the sky, sharp cliffs drop to shadowy depths, canyons criss-cross the terrain like scars, there are razor-sharp ridges and fragmented formations across mountain ranges and peaks. Even the ground itself is uneven, harsh in its placement. There is little room for rolling hills or soft features.

Overgrown (+25 CP): This world is dominated by plantlife. Flora covers everything, from the natural planet to the creations of civilization. Vines grow over buildings, trees grow through concrete, and the natural reclamation is always occurring. There's nothing really capable of permanently stopping the constant growth and advancement of nature, though mitigating efforts can hold it back and then cull it as necessary. This may have very well turned the course of history into humanity living in trees rather than normal houses, or building their art and architecture in ways which integrate the flora.

Labarynthine (+25 CP): This world has a lot of twists and turns. Branching paths are everywhere. Mazes grow naturally in the environment and landscape, whether hedge mazes, confusing tunnel systems, winding canyons, and other labyrinthine environments. Perhaps cities, if planned well, can get around the confusing forests and cliffs with turns and twists, but largely it will be a little more difficult to get around, especially without a map.

Shifting (+25 CP): The landmasses of the planet are moving! Locations, territories, and entire countries shift regularly. What was once in one location will inevitably end up somewhere else entirely given some time. There will be some static locations, such as cities which stay in a single place, but the shifting wilds will confuse any adventurer without a seasoned guide with magicks that can calm the lands to traverse them. Or perhaps every meaningful location exists on the backs of massive turtles swimming through the water, that could be it, too.

Non-Euclidean (+25 CP): Reality in this world defies the traditional concepts of space and distance. Roads and pathways twist and loop in on themselves strangely, places extend endlessly and then suddenly endless expanses are a single step in their totality. Walking in a straight line may find you quickly back where you started, and entire locations may fuse together. Planets far away will sometimes be within reach while other times they become smears across the heavens. Whether it's forests that stretch infinitely in one direction or rivers which flow in circles, life has largely learned to adapt to this place, with animals evolving to have ways to navigate strange space, either by seeing the distortions or being able to swim through the air around them, and humanity likely coming up with some form of technology (archaic or otherwise) to find their own way around. Maps are largely useless in this world, though.

My Science Fiction Wet Dream (+50 CP): Humanity has a bit of a religion problem. It now worships technology as god to the point that entire religions and sects have formed around the total domination of science. They seek to wield science to achieve some kind of enlightenment, whether it means evolving themselves and others through force or converting everything into a higher state with math. It's too bad, then, that there is some kind of super-science far beyond what anybody is capable of which is slowly mutating humanity into such a "higher state" as believed by some of these religions. In actuality, it's slowly modifying their mind and body into a state which the super-science creators can control and use as weapons for their own gain. While it's small pockets right now, there's no telling how long this will last, and depending on what the source of this super-science is, it could evolve into a zombie apocalypse if left alone.

Cursed (+50 CP): The world has been cursed. Lands across all territories and nations have been made wretched. Each part of the world has a different curse which affects it negatively and makes things particularly malicious towards its inhabitants, whether it's a curse of undeath which causes the dead to once again rise, or a curse of pestilence which makes it so no crops can ever be grown on those lands and all food must be imported. Perhaps the nation is afflicted by a curse of growth, causing everything to be overgrown, or perhaps a territory is afflicted with a curse of deafening which makes sound not travel more than a couple feet. Any number of strange curses can litter this land, from small amounts of territory to great amounts.

Volcanic (+50 CP): Yeah, so, while the general temperature may be cold, there will be a lot of hot things to contrast it. Namely volcanoes. And lava flows. And steam vents. And geothermal fissures. While this means a decent number of natural hot

springs will be here and there, this also means that you should expect active volcanoes just about everywhere. Lava rivers? We got those. Fissures in the ground that expel steam hot enough to boil the skin off your body? We got those, too. This planet has a lot of very active geothermal activity. Also ash, lots of ash.

Eldritch (+50 CP): The landscape defies logic and comprehension, twisting and warping. It's alive in a way that isn't alive, where natural laws are suggestions instead of rules. Structures fold in upon themselves, canyons spiral into darkness, tentacles grow from the ground and mountains have mouths waiting to feed on their next meal. The earth itself whispers secrets to those who will listen, feeding the minds of mortals with ideas that kill. This is a realm of cosmic horror. Will you be able to survive?

Frozen (Free): This world is blanketed in a perpetual, thick layer of snow and ice which covers the oceans, the plains, and the mountains no matter the temperature. Even the air itself is filled with crystal water, floating on the wind. All of the ice is imbued with ancient elemental energy, making it extremely easy to use your ice manipulation and learn new and creative ways to use your ice manipulation. All ice spells and abilities are enhanced and reinforced, longer lasting, and greater.

Polluted (+100 CP): There's a ton of pollution everywhere! Yay! It might even be natural instead of being a result of civilization's excess, but you'll find a huge amount of unhealthy pollution everywhere across the planet. This can take many forms depending on what kind of world it is, and at its most basic this basically guarantees large portions of the planet will be covered in sickening smog or tons of ash which burn the lungs. Perhaps the pollution is magical in nature, instead taking the form of large, corrupted magical leylines which mutate or kill anyone who enters. It could even be excess divinity which is too much for humanity to handle, or something stranger entirely.

Tide-Locked (+100 CP): It seems there's a problem with the world… it's tide-locked, meaning that one side of the planet is always facing the sun. This makes most of the planet uninhabitable, with one side being a constant scorched wildfire and the other side being a constant tundra that's so cold it'll freeze you instantly. There's only a small strip around the planet that can sustain life, a few miles wide if it's Earth's size and larger or smaller if the planet is another size.

Three-Body Problem (+100 CP): You, uh, might have a problem here. The planet you're on is in the middle of three large suns or stars, each close enough for the planet to be affected by the gravity of them. The planet is constantly being

sling-shot between the stars at a fast and irregular pace. Why is this bad? Well, this means that not only is the day/night cycle absolutely fucked, but seasons change at seemingly random intervals, gravity regularly switches between light and heavy and sometimes even reverses, the temperature and climate is impossible to predict, and while you won't have to deal with it anytime in the next 10 years, civilization will ultimately end horrifically. The current civilization has everything it needs to survive these situations for the next 10 years, whether through magic that stabilizes gravity in homes or technology that keeps things at a reasonable temperature in cities and parks, but it inevitably won't last. Good thing the jump will end before that!

Rare Qualities (50 CP, Modifier): Select any number of the above world features you've purchased. These specific features, as crazy as they may be, now only appear in a single region or area. No longer are they worldwide features, covering the planet wide. They are now phenomena which occur in a single place, a unique attribute to a single principality which may be widely known for its unusual traits. What defining characteristics will pervade the place you call home?

Spiritual World

Select one option.

None (+100 CP): There is no spirit world. No place for ghosts, yokai, and spirits to retreat to. No, the spirits and other beings which would normally live in their own realm or world to thrive now share the streets and cities of humanity, either openly or hidden in plain sight. They breathe the same air you breathe with no unseen world to retreat to.

Spaces Between (+25 CP): The spirit world is fractured into innumerable pocket domains, each shaped by the culture, landscape, and situation which gave it meaning. These are pocket dimensions which make up the spirit world, each one connected to somewhere on the mortal plane, accessed through things like ancestral shrines, cursed battlefields, or altars in forest groves, and just as a mortal may stumble upon these realms, the spirits may exit into the mortal world as well.

Two Sides of a Coin (Free): The planet itself is split cleanly into two: a mortal hemisphere and a spiritual hemisphere, each reflecting the other. This creates two fully realized worlds sharing one globe, but never overlapping. Borders, politics, ecology, and cosmology interact with this divide. It's said that the barrier itself is made up of a world serpent spirit whose body creates the border between the two worlds, and only he can allow one to pass through.

Overlaid (Free): Many cultures, from Greek to Japanese, speak of a world right beside ours where spirits reside. That's truth, in this case, where the spirit world is not elsewhere but literally here, overlaid atop the mortal world but separated, like a second page in the same book. Functionally this means that the spirit world has the exact same geography as the mortal world, but is separated by a plane of existence which causes mortals and spirits to not be able to see each other or interact under normal circumstances. This does cause some level of bleed-through, though, for major events, which causes things like deja vu, flickers of light, unexplained chills, and other seemingly supernatural phenomena. There are those who can easily or freely pass between these two realms.

Realms Above, Realms Below (Free): This model of the spiritual world mirrors humanity's belief in underworlds and heavens. The spirit realms are either above or below Earth on a cosmic scale, similar to analogues like Hades or Olympia. Reaching these realms is difficult but not impossible, with hidden paths set long ago moving between them.

Faraway Land (50 CP): It seems the spirit realm is actually completely severed from the mortal world. It's entirely separate, a land with no paths to travel between this and that land. It does not mirror the mortal world, it does not respond to mortal activity, and it's isolated from contact. Only very powerful forces can establish contact, such as very powerful summoning magic or a god's intervention.

Temperature

Select one option.

Blistering (+50 CP): You'll find on average that the temperature is much warmer than normal compared to Earth. Across the equator it's too hot for average humans to survive, while the poles are warm enough that only small areas have ice. The winters are unlikely to see snow except in the coldest of places, and the vast majority of the planet is tropical. At least you'll never need to worry about losing your tan.

Warm (+25 CP): It's generally warmer than usual. The equator is too hot in the summers to sustain all but the hardiest of life, and while winters have snow closer to the poles, they're generally much more mild. Tropical areas and deserts are much more widespread than usual. The world is generally less hospitable to cold-loving lifeforms.

Temperate (Free): The temperature is very Earth-like, with warm and tropical temperatures around the equator and cold temperatures near the poles. There's nothing too strange about anything temperature-wise here.

Harmonious (25 CP): The temperature across the planet is a perfect mix of hot and cold. What this means is it's always the temperature it needs to be for the majority of people who live wherever they live, whatever that means. It's never too hot or too cold unless it needs to be too hot or too cold for some purpose. It's always just right for what needs to be done.

Cold (+25 CP): It's somewhat colder than normal Earth. Ice covers more of the planet, and the equator is a bit closer to a temperate area than average. There's less jungle and tropics, and the poles of the planet are generally inhospitable to life. With the increased snow and cold from this, your ice manipulation will come more easily and you'll have more substance and resources to work with when it comes to training your powers or using them.

Frigid (+50 CP): The world is going through its next ice age. Whether the gulf stream got shoved too deep from the fresh water or something else, the world has grown glacial. The only really hospitable area is close to the equator, but plenty of ice manipulators have learned to deal with this and find ways to survive no matter the temperature. There is tons of snow and ice everywhere to use your powers, and this makes it significantly easier to learn and grow your ice manipulation to unheard of levels.

Climate

Select as many options as you wish. These choices become regular features in the world, with each setting becoming commonplace.

Average (Free, Cannot take other options from this section): You'll find this planet has a generally average climate. It's very earth-like in terms of weather, with nothing particularly odd or excessive. Certainly colder weather would see more snowstorms than usual, and if there's extreme heat then hurricanes would be greater and more deadly, but in general it's nothing special.

Auroral (25 CP): You'll find that this world has the most beautiful skies. There's a constant aurora borealis, northern lights of vibrant and beautiful colors, hanging in

the sky at all times. It floats across the sky, sun and moon, present for all to see. It inspires hope.

Harmonic (25 CP): The wind in this world interacts with the landscapes in an interesting way. Frequently within this world, air currents generate sounds and music as they strike the various valleys and cliffs, flow through grass, wind around forest trees, and twist through urban areas. These sounds generate a symphony of sound which always sounds fitting to the environment it's in, creating a soundtrack for the world. It's always somehow calming and pleasant despite possibly being in a dank swamp.

Sunny Days (25 CP): The world is bathed in a seemingly perpetual golden light so long as it's daytime. Rain and other weather are extremely rare, and yet somehow crops still grow and it's never harsh or overbearing. This world would be alive with butterflies and birds, streams and lakes are crystal clear, and the world would feel timeless, with its golden warmth and peaceful, slow rhythm of life.

Breathless (Free): An eerie, almost oppressive calmness permeates the air. Everything is thick with silent calmness, with a heavy and overbearing atmosphere. Entire continents seem frozen in time. Sound is dampened and swallowed by the silence. Rain falls slowly and softly, clouds settle in one place in the sky, and storms are silent and subdued. Such a world encourages quiet introspection, and such is seen in the quiet and subdued civilization that's developed as a result of this world.

Leaden (Free): The sky is covered in a dark gray layer of perpetual clouds. It's a deep, unchanging gray from which the sun's rays barely shine through. The temperature is generally stable and unchanging, rain would occasionally drizzle and mist around the world, plants would grow slowly and steadily, and animals likely would've adapted to be able to more easily see in the dark to make up for the less light. The world seems to be suspended in an eternal calm, and this atmosphere invites calm and patience among the world's population.

Sibilant (Free): The air is alive with a pleasant breeze, warming places that are too cold and cooling places that are too warm. This is the kind of breeze which is invigorating, giving people the energy and will to continue on. The air is never stagnant, there's always something blowing on the wind, the air constantly fresh and clear. Pleasant smells would drift through the world. Houses would be designed with open concepts so the wind could float through living spaces. This is a world of constant, pleasant breeze.

Torrential (Free): Massive, silvery clouds stretch from horizon to horizon. An almost musical tapping of rain against the ground echoes across the planet. Every surface is slick with nearly luminous water. Plants thrive in this place, with great natural canopies designed to soak in the limited sun's rays. People live under the dim light which passes through the leaves. Certainly it's not always raining, there will be plenty of days of sunlight and clear skies, but the common weather the world over is heavy rain.

Veiled (Free): The sun of this world lingers behind a seemingly ever-present veil of clouds. Soft, ethereal light shines through, blanketing the land in a precious, pure light. The sun is never harsh, always filtered through layers of thin clouds and silver mist. Clouds ebb and flow, crisscrossing with the shadows they cast, mingling in a dance across the hills, meadows, plains, and forests.

Eternal Twilight (Free): Beneath a canvas of deep oranges and amber reds sits a setting sun. Somehow, whether through celestial phenomena or some form of magic, a sun hovers just above the horizon, stretching across the land no matter where on it you are. Clouds, streaked in the brushstrokes of twilight, drift lazily across the horizon. Like a planet locked in time, this world is stuck in a perpetual twilight of sunset, bathing everything in a vague warmth just as distant as the edge of the world.

Arid (+25 CP): The air is brittle and sharp, just as the land is parched and dry. The ground is cracked and crumbling, turning to dust or sand, crawling across the lands like ancient scars. Vegetation is more sparse than it otherwise would be, clinging to life. It's arid, the kind of dryness which cuts the throat and leaves people and animals constantly thirsty. Deserts and wastelands are more common, dry and consuming. It's somewhat more difficult to survive this world without adequate irrigation systems, and even then only the hardier plants can really survive this climate.

Humid (+25 CP): A diffused, humid haze stretches across the world, thick and saturated, like the heavens themselves are being weighed down. The air is stifling and it's almost hard to breathe from the moisture hanging in the air. It clings to the skin, leaving you damp. It's exceptionally humid, with muddy and oftentimes rotting soil. Rainforests cover the lands, velvety underbrush covering just near every inch of the ground while trees tower overhead. Mold and fungi are prevalent over other forms of life, eating away at the decay and rot for survival. Respiratory problems are more common, and the air is oppressive.

Tropical Depression (+25 CP): Dark, ominous clouds float overhead and sunlight is much more of a rare commodity. Deep, harsh rains plague everyone, with floods rampant everywhere. It soaks to the bone, waterlogging most infrastructure that isn't built specifically to withstand it. As a result, infrastructure likely evolved to exist despite such flooding, with cities built higher upon platforms or towns built to float upon water. Here, the rain never ceases.

Foggy (+25 CP): Get ready for fog. A thick, ever-present, milky fog which drapes upon the landscape. An unrelenting, heavy, devouring fog in which shapes simply vanish within it and familiar landscapes turn strange. It clings to you, collecting on your skin and clothes, encompassing trees and coalescing as water, dripping off leaves. People live closer together and build structures nearby landmarks in order to keep a sense of community, to keep things familiar in a way that would be impossible when things are built far apart. The unknown is ever-present.

Wind-Swept (+25 CP): Torn by endless gales, the world has suffered great erosion and gashes within its surface. Here, there is constant wind, powerful winds which carve through landscapes in ways which define the environment. Sand and dust constantly swirl in the air and plants grow in ways which allow them to survive, bent in the direction of the wind so as to not be torn apart. Buildings are built low in order to avoid being toppled, potentially even being built into mountains and cliffs or underground. No matter what, though, you can expect a constant harsh wind which buffets the body and possibly even the soul.

Spectral (+25 CP): A haunting chill pervades the air. It seeps into the skin and burrows deep into the bones, encroaching even on your very soul. This isn't a temperature so much as it's a haunting presence that seems to hang in the air, felt by the mind as much as the body. No matter how many layers of clothing or how fortified human settlements are, the chill of this weather just pierces through, pins and needles prickling your skin and a fleeting dread grasping your heart.

Noxious (+25 CP): This is a kind of weather in which oppressive air pockets form, spaces which hold not-quite-deadly areas of toxic air. It doesn't even have to be toxic at all, it could be places where the pressure shifts so suddenly that it causes sickness in those who walk into these spots. Regardless, the air in these places is oppressive, thick, and stifling. Human settlements tend to be built higher up in the air, such as atop plateaus, in order to avoid these areas. Those closer to the ground have to worry about one of these noxious air pockets forming near them and being put out of commission for a period of time.

Miasmic (+25 CP): The weather has been steeped in the smell of decay. Oftentimes, as the weather shifts, it will shift in such a way that creates the most foul-smelling odors which weigh heavily on the body and mind. These perverse smells permeate the air, turning even beautiful vistas into sickening experiences. Many environments are dominated by this disgusting foulness when the weather shifts to allow it, whether it's the wind pushing bog water or swamp steam into other areas or whether the putrid gasses of decaying corpses drift up in the sunlight. The smell of death and corruption linger here.

Silver Mists (+50 CP): A shrouded realm of illusions lies before you. Within this world are enchanted mists, forming occasionally, if not often, creating an ethereal blanket which covers the lands. These mists lazily settle through forests, valleys, and mountains when the weather allows it, coloring the landscape silver blues and soft lavenders. Those caught within this veil find themselves influenced by illusions conjured by it, mesmerized by beauty and deception. Cities seem to vanish from right in front of you, you'll hallucinate dead loved ones, and reality seems to bend and twist as you stay within these mists too long. This can be as beautiful as it is challenging, or it can be the nightmare fuel you've never known to exist as the illusion occludes even your very memories.

Predatory (+50 CP): Killing air drifts across the land, claiming the lives of everything it touches. For one reason or another, deadly gasses form regularly from some kind of source. It could be some kind of special swamp air carrying deadly gas from its depths, or a kind of air formed deep below the ground, or even an evil miasma created from the despair of the corpses left in mass graves long ago. This gas drifts slowly over the land, causing the complete annihilation of anything living as it passes by. Life has adapted to survive this, with settlements and animals congregating in places known (or thought) to be safe from this climate, but it takes a single mistake to die.

Tempestuous (+50 CP): The world is battered by constant and ceaseless violent storms, offering little reprieve for those forced to endure them. The sound of thunder is a constant in this place, lightning scorching the land in dazzling arcs and winds which howl like vengeful spirits. Rain falls in torrents, and for those unlucky, bricks of hail will hammer houses and roads. The land is always subject to nature's fury, and only those able to withstand these indomitable storms will be able to leave their houses or the protected cities and see the world outside.

Magnetic Storms (+50 CP): Volatile radiation storms plague the world. Did the world go through a nuclear holocaust? Is this simply a natural phenomenon which

people have survived against for centuries or longer? Often enough, the sky will shift and sands will get picked up, colors will shift into eerie hues of green and purple as one of these storms forms, bursting with electromagnetic (or some other radiation–magic, perhaps?) radiation. Depending on what makes up this radiation, the effects will change, but by default it's relatively dangerous if not deadly, especially the longer you're affected by it. Normal radiation storms would cause all electronics to end up fried and unusable, but magic might corrupt any animals within it and turn them into monsters, or something else.

Mild Seasons (50 CP, Modifier): All negative selections chosen in this Climate section will be more bearable. They won't be quite as severe as they otherwise would be, only being slightly-to-moderately inconveniencing or only affecting small areas at once. This makes it generally easier to handle.

Unique Feature (50 CP, Modifier): Select any number of the above climates you've purchased. These specific features, as crazy as they may be, now only affect a single region or area. No longer are they worldwide phenomena, covering the planet wide. They are now phenomena which occur in a single place, a unique attribute to a single principality which may be widely known for its unusual weather. What weather will pervade the place you begin in?

Mercurial (+50 CP, Modifier): Of all the options you've purchased above, the world now shifts rapidly between them. You could be under a beautiful aurora and a minute later it becomes a vast and deadly storm. These changes are unpredictable and potentially extremely dangerous, shifting on a dime. Only the greatest meteorologists, technology, or precognitives would be able to make rhyme or reason of this.

Biodiversity

Select one option.

Exotic (+100 CP): There is an excessive amount of diversity in this world. From there being hundreds of sapient species in many shapes and forms, to there being too many different species of flora and fauna to realistically keep track of, it will be nearly impossible to find up-to-date and accurate guides to the various species of plants and animals, and food will have everything from normal to utterly bizarre delicacies in all shapes, sizes, and tastes.

Vibrant (+50 CP): There is a very vibrant amount of biodiversity. From dozens of sapient species, hundreds of subcategories of nearly every genus of animal, and enough kinds of mushrooms to boggle the mind, it will be difficult to stay up to date with survival guides to determine what's safe to eat and what's not. Between the variety of animals, plants, and other things you may encounter, you'll have no shortage of surprises to everything you see and experience.

Blooming (+25 CP): There's some variety and diversity of life on this planet, several times more than Earth's. You can expect various sapient species with extremely distinct traits such as horns, pointy ears, animal physiologies, or even entirely quadrupedal species that are as intelligent as humans, similar to a fantasy world. There are over a thousand dog breeds in comparison to Earth's 400 recognized ones, and rice comes in a hundred thousand distinct varieties instead of Earth's 40,000. There's more exotic foods, plants, and animals, too, but nothing exceptionally different from Earth's.

Average (Free): The diversity of this planet is similar to Earth's. While it may be different, there are the same number of races and species. Perhaps a second or third species of humanity like an elf or dwarf. There are similar varieties of food and plants and everything else, and in similar quantities as Earth's.

Ruined (+25 CP): There is less diversity in the world. Fewer eye colors, skin colors, face shapes, hair color, etc., and animals are much more similar. Less dog breeds, less cat breeds, less options for food and drink, and less interesting plants around the world. There seems to have been some kind of event which made patches of the planet ruined, forcing people to rebuild from the ashes, but at least things are able to be rebuilt. A lot of the wilderness has been razed, but is regrowing slowly from what was left over.

Withered (+50 CP): There is nearly no diversity in this world. Whether a result of a great cataclysm or something else, there are significantly fewer living species of plants and animals around the world. The vast majority of humanity (or whatever sapient species that lives in this world) has much fewer distinct traits… all tend to have the same skin color with little variation for tans, the majority have a similar eye color with perhaps a few recessive traits poking forth with variations, and much of their cultures are the same with nearly no differences between practices. There is also much more wasteland that's uninhabitable, or at least unable to sustain plantlife for some reason.

Biodiversity Features

Select as many options as you wish. These choices become regular features in the world, with each setting becoming commonplace.

Nurturing (50 CP): The harmony of growth, this is a feature in which most living beings go out of their way to help each other for prosperity and mutual growth. Plants, animals, and the environment itself is harmonious, creating a place which teems with life, driven to success. In this place, most of such life would be beneficial to people, as well, including yourself. Animals will go out of their way to help your survival, and plants will provide their own benefits by growing in ways which allow for greater sight or for you to stay hidden, and networks of plants will grow such that they can transfer their nutrients to other species or beings which need them more.

Spell-Enhancing (50 CP): The world has been transformed into an invaluable resource for mages and magic users, especially crafters of various sorts. Plants and animals around the world are imbued with magical potential, causing all of their body parts and pieces to make great conduits for magic and spells, rituals and enchantments. Plants produce magical fruits which make phenomenal potion ingredients, leaves which can channel magic, and branches which boost the capabilities of various types of energy based on the plant. Animal bones work great as ritual components, their fur and feathers make powerful magical cores for magic tools, and their magic crystal scales and arcane horns can be used to craft incredible weapons and armor. The world is, as a result, very intertwined with magic, even if humanity itself is not magical.

Rooted (25 CP): This is a world where mobility isn't really necessary. Plants, certainly, have roots to draw nutrients from the soil. In this world, though, a huge number of animals also have roots which hold them in place, allowing them to draw out their food from the soil and alternate sources. Defense and resilience, adaptability, and interconnectedness flourish over mobility and speed. As a result, animals form a symbiotic relationship with the plants around them and only uproot and move when such a thing is absolutely necessary.

Herbivorous (25 CP): You'll find yourself in the gentle world of grazers, an ecosystem filled with animals who sustain themselves exclusively on plants. Animals very rarely eat other animals, and especially are hesitant to attack humans even if their life is threatened. Most animals are equipped with specialized traits for harvesting, digesting, and thriving on plant-based diets, and larger herbivores will form peaceful herds for grazing. Obviously plants have adapted to coexist with an

herbivorous-dominated world, able to survive more damage and continue living even in harsher cycles of grazing.

Purifying (25 CP): An ecosystem focused on cleansing and self-healing, this is a world where the environment roots out and neutralizes impurities and harmful substances. Plants and animals both actively restore balance to living things, dissipating pollution and destroying curses, resisting disease and infection, and creating a bastion of cleanliness, health, and purity. Animals adapt to devour and thrive off of decaying and harmful substances, targeting sick prey. Similarly, plants take in pollution along with their normal oxygen and water and use it as energy as easily as their normal diets.

Guiding (25 CP): This is the land of natural pathways, a remarkable world where nature itself acts like a compass to safety. Plants and animals in this world work in harmony to create pathways and offer directions to those who tread upon the land, guiding those who walk it to hope and refuge. Plants are deliberate in their growth, with trees and shrubs growing away from easy and useful walkways, forming pathways free from obstruction. Animals, too, often play the role of guides, with birds singing in places free from danger and creatures naturally taking the safest routes towards landmarks and other important locations. This is a place where you can always find your way to your destination.

Nutrient-Rich (25 CP): In this land of abundant sustenance, every plant and animal is a source of incredible nourishment. This is an ecosystem of vitality, where nearly every living thing is edible in some way because of how many nutrients are in everything. Plants grow vibrant and lush, with dense fruit and edible leaves and flowers. Animals have great and flavorful meat with an abundance of energy. This is a haven for everyone and everything living within it.

Resource-Plentiful (25 CP): The bounty of nature is great in this one. The world is overflowing with abundance. Every living thing just has more useful parts that can be harvested, from plants which produce significantly more fruit to animals which have more bones, meat, and horns which can be used in crafting or cooking. This ecosystem is truly a craftsman’s dream, where every element of the environment provides something useful and in greater quantities. Here, creativity flourishes.

Healing (25 CP): One might call this nature’s apothecary, for plants and animals in this world hold varied and sometimes potent healing properties. Most everything has medicinal use, from the leaves and oils of plants to the saliva, milk, blood, or enzymes of various animals. It can help holistic wellness, cure wounds, numb pain,

and treat many different diseases and sicknesses. This is a land of hope and resilience.

Communal (Free): This is an ecosystem of cooperation, where various species coexist together seamlessly and, oftentimes, depend on each other for survival. Perhaps two species of predators work together, one unable to hunt prey easily so the other provides for them, but able to defend territory so they provide their own assistance with the den's security. Carnivorous plants share their bounty with other plants which, in turn, provide their own assistance to the carnivorous plants. Life is a collective in this world, communities of vastly different species working together for survival and mutual benefit.

Migratory (Free): Life is on the move. Literally. This is a world where life is defined by the constant ebb and flow of the seasons and weather. Most animals, and even many plants, move as the conditions in the environment change. Whether they require cold conditions, or hot conditions, humid or dry, living creatures across the planet move to follow their ideal conditions instead of staying rooted in one place. This is an ecosystem which thrives on its transient nature, where plants produce seeds which can travel to distant lands in order to continue thriving, and animals move vast distances to survive.

Dreamlike (Free): This is a world submerged in the depths of imagination, a land of fantastical wonder. The flora and fauna of this place are living works of art, their shapes, colors, and behaviors twisting, spiraling, surreal in quality and form. Iridescent fur, translucent leaves, flight without wings, bodies like constellations, fish which swim through the sky, and foxes which leave stardust in their wake. This world is a celebration of the strange and impossible, a magic for the mind, and an experience that will leave you changed like no other.

Twilight Blooms (Free): Of dawn and dusk, this is a world of soft transitions and short awakenings. The majority of life is active during the twilight hours at the beginning and end of the day, leaving them the high noon and deep night to rest in peaceful slumber. In this realm, life isn't that of extremes, but rather thrives in the soft golden light between such.

Enchanted (Free): Plants and animals are living magic, or at least close enough in this world. Most everything has magical and enchanted qualities, from animals which are made of living fire to treants which stand up and walk among men. Fairies fly through the skies as birds create their own wind to fly upon. Crystal lizards crawl through the ground and dragons crackle with divine lightning and

phoenixes burn their last flames under a sky filled with flying plants. This land is of fantasy, but not surreal like the Dreamlike ecosystem's lack of stable reality. Step into this storybook and thrive.

Crystalline (Free): This is a shimmering ecosystem of living gems. The majority of plants and animals are made from crystal, or at least crystal-like. All life under the sun sparkles in the sunlight, an environment as beautiful as it is alien. Between towering crystalline trees which resemble jagged quartz and animals seemingly carved out of ruby and sapphire, grass chipped from amethyst and more, there will be plenty of pretty sounds and sights.

Feral (+25 CP): Now this is the untamed wilderness in all of its glory. Nature resists control at every turn, with plants and animals living and existing in their wildest and most untamed forms. Life fights against domestication with all living things growing, untamed and aggressively. Animals are very territorial while plants may twist and writhe as if alive. Forests refuse to disappear regardless of the circumstances. The natural world refuses to give away its dominance, unyielding to humanity.

Apex-Dominated (+25 CP): A stark imbalance of power characterizes this world, where strong creatures hold vast power and dominance over weak creatures. This isn't just a natural food chain, this is a hierarchy between predators of various kinds and prey, where the strong regulate the behaviors of the lesser. There are many types of apex predators in this place, carnivorous creatures of vast size and strength which dictate the population and behavior of others through their instincts, while weaker animals are subject to these apex predators and instinctually submit to them. This is a land of a new type of natural order, where strength is law and everything is power dynamics among the natural world.

Adaptable (+25 CP): An evolving wilderness covers the planet, embodying the concept of adaptation. Flora and fauna constantly adapt to new and changing circumstances to survive and then thrive. Life overcomes, particularly overcomes challenges it faces whether climate shifts, human interference, or new predators introduced. Flowers alter their blooming cycles to sync with the activity of pollinators, plants shrink or grow to preserve energy or expand in the face of droughts or floods, prey animals constantly adapt their tactics to evade predators while predators utilize better camouflage to hunt prey. Migration patterns change to reflect the current climate and changes in circumstances, and various animals even adjust their diets to handle periods of starvation. Within these lands is boundless growth.

Resilient (+25 CP): Resilience is what survives in the end. Plants and animals in this world have incredible durability and survivability, recovering from injuries and setbacks much more quickly than normal and surviving what seems to be even fatal wounds. What would devastate another ecosystem is just another day for this world, as everything has an unshakable will to survive. Trees actively resist fire and frost, animals have tough hide and redundant organs, and even natural disasters hardly slow down this ecosystem.

Carnivorous (+25 CP): This is the predators' domain. Within this world are hunters upon hunters, where carnivores dominate the food chain and balance of life. This landscape teems with creatures designed to hunt prey and other predators, where animals have specialized traits specifically to win against all odds and devour their competition. Even smaller creatures, the size of insects or rodents, have evolved to prey on other creatures. Here there is constant competition between predators to not just hunt their prey, but hunt each other. Unyielding power is the truth of life.

Venomous (+25 CP): This world is steeped in danger. A significant number of plants and animals harbor natural defenses in the form of venom, whether plants produce an oil on their leaves which burns the skin or tigers now have deadly venomous fangs. Survival demands keen awareness and the ability to adapt to different kinds of dangerous environments, knowing when a plant simply cannot be touched or whether it's about to produce a cloud of poison. Within this world, danger is around every corner in the wilds.

Giant (+25 CP): Everything in this world has an awe-inspiring scale, a land of veritable titans where flora and fauna have grown to enormous proportions. Trees tower into the clouds with roots which reshape the landscape, and colossal creatures roam the lands on such scale as to encompass the horizon. It goes without saying that this can be pretty dangerous, as death by being stepped on is a very real possibility.

Elemental (+25 CP): This is a realm of living forces, a place where nature is deeply intertwined with the fundamental elements of this world. Animals aren't just of flesh and blood, but of fire and water, ice and earth. Their forms have been warped by these elements, though perhaps not so drastically as to be entirely new. Birds with fiery plumage will leave streaks of ember through the skies while crocodiles may manipulate the water to trap their prey. Gophers and moles have rock-hard skin and split the earth itself to travel. Even small creatures such as insects may spark with lightning. This is a world whose dynamic is the elements themselves.

Chimeric (+25 CP): There has been some kind of mass-hybridization of creatures within this world, despite how biology shouldn't allow such to be possible. It could've been man-made, or perhaps some experiment of nature, but many if not most creatures in this world defy conventional evolution and gain the properties of multiple species. Wolves with shark teeth and gills, amphibious lions, eagles with the tails of snakes to slither through the skies and poison their prey, and deer with armadillo shells. If taken with some of the other options in this section, extremely powerful, strange, and monstrous animals and creatures may result from this option. This entire world is a testament to nature's infinite capacity for reinvention and adaptation.

Mutated (+50 CP): The wilds have been twisted. Through nuclear radiation or perhaps magical corruption, animals have been mutated profoundly, altered in horrifying ways. Animals in this ecosystem have had their forms changed grotesquely, with goats who have two fused heads or horses with six legs. Giant bees may have venomous stingers which can fell even tigers, and predators may gain toxic spikes or armor-like skin. This warped wilderness will require caution and perception to handle and survive the monsters crawling through it.

A Monstrous Population (+50 CP): This world isn't filled only with animals (no matter how dangerous they may be). Rather, there is a massive number of monsters, as well, taking the form of various inhuman or mythical beings whose purpose is to attack and kill sapient beings. From slimes to monster dragons, and everything beyond that might be found in a violent fantasy setting, there will be a lot of angry monsters trying to attack the populace. If taken with the Enchanted option, there will be something differentiating monsters from mythical beings (such as monsters being mythical beings which have fallen to evil magic or corruption or something).

Mimics (+50 CP): That chair is a mimic. The table, too. And the tree over there. Now, there are many different kinds of mimics–from prey hiding away from dangerous predators to predators just waiting for unsuspecting prey to walk their way. That's this world, a world where everything disguises itself, whether hiding in natural environments or in man-made environments. Blending into the background by changing its own colors, or modifying their shape, or turning invisible, or something else, animals of all kinds use subterfuge to survive in this place.

Void-Touched (+50 CP): Everything here has been influenced by the abyss. Something tried to stare into the void, and the void did more than just stare back. Alien energies have brought the primordial emptiness here, influencing and

reshaping life into something eerie, surreal, and possibly incomprehensible. Plants twist and coil infinitely, flowers bloom in reverse, animals are fragmented and flicker between existence and non-existence. Predators hunt by twisting space while prey run by fracturing themselves into countless copies. Trees bleed, animals bite with jaws that are too wide for their mouths, and memories are on the menu rather than flesh. Here, life flourishes on the edge of reality's knife.

Eternal (+50 CP): Within this world, the living live far longer than in a standard world. Life spans stretch far beyond the norm such that even sapient creatures have unparalleled longevity. All animals benefit from this, growing greater strength, skill, and cunning even should they not be sapient, as prey species gain phenomenal survival strategies and predators gain complex hunting techniques through behavior and epigenetics. Intelligent creatures, whether human or otherwise, are much more skilled and knowledgeable in general. They've had many more years to hone their capabilities and trades, accumulating greater power in every sense of the word.

A Little Safer (50 CP, Modifier): Rather than having the modifiers in this section affect the majority of life, this makes the world more akin to little pockets of the extraordinary. The ecosystems of this world are similar-ish to Earth's, and yet portions of it across the planet are affected by the above modifiers (with larger portions being affected by them as you select more). A nice meadow may give way for a venomous grove brimming with toxic plants, while a nice lake may be surrounded by a forest of massive flora. This is a more balanced approach to biodiversity, allowing for a nice blend of the normal and extraordinary.

Civilization Age

Select one option.

Mythical (+50 CP): Sapient species have existed since the inception of the planet, since primordial times. Perhaps the ancestors found this planet after abandoning their own, or perhaps a twist of fate saw them gain life surprisingly early in prehistory. There is incredible history in this world, vast and stories, likely with ancient cultural melting pots of the arts to be found by archeologists. This also means that whatever sapient species is alive in this world has had eons to perfect their crafts, advance technology, increase their capabilities, and more.

Whatever level of technology or supernatural capabilities you select in the world builder will be on the cusp of the next level up, and have much more varied and

unique uses with that magic or divine power and surprising technological advancements tangential to what you'd normally expect. In fact, in a couple branches of magic or science, things have advanced far beyond what you selected, existing two or more tiers higher. Even should you choose something low, it's entirely possible the ancestors of these lands had incredibly complex technology and magic waiting to be unearthed, and is likely coveted and abused by those in high positions.

Ancient (+25 CP): Intelligent life has thrived on this planet for ages. While not existent since the dawn of the planet's inception, recorded history is extremely long. Culture is more varied and rich, religion is more complex, science has likely evolved in interesting and unique ways, magic has greater variety, and there has been plenty of time for miracles to have happened and passed. You'll find whatever supernatural energy power and technology level you select is well on its way to the next tier, and there're more fantastical inventions tangential to what you may find on Earth along with tons of interesting uses for supernatural energy such that it can even replace much of technology if given the chance. A couple branches of supernatural energy or science have likely advanced a rank beyond what you selected in those sections, too.

Old (Free): This is the Earth option, with humanity having existed a similar length as Earth's humanity. The first recorded history, and the first cities as a result, are about 5000 years old. Intelligent life existed far before that, but only as hunters and gatherers, and perhaps a few smart cookies doing some farming. Magic is varied and holds many uses outside of combat, and there are tons of variations of combat magic (or whatever supernatural energy there is) which can accomplish a wide variety of effects, and science holds as many varieties of uses and branches as modern day Earth even should it not be as advanced.

Mature (Free): Recorded history is shorter than Earth's by a decent amount. Perhaps 2500 years or so. Intelligent life may have existed far before this, but whatever they had was lost to time. The most recent records that can be found are 2500 years, and if you were to find a more ancient civilization it will have been long hidden and few-to-no records remain. Culture will be less complex and varied, art will not have advanced as much, and religion will probably have a stronger hold on people.

Young (+25 CP): As far as anyone knows, humanity hasn't existed for more than 500 years. If there's a high level of technology, perhaps they lived longer and their ancestors created great strides in science, but all records show that 500 years is all

there ever was. People probably believe in pantheons of gods, culture may be rich but still emergent, and everyone is still figuring out how everything works. Technology is not as varied and is fairly crude no matter how advanced, and supernatural ability usage is more overwhelming force rather than specific varied uses such as transportation or other non-combat uses.

Nascent (+50 CP): As far as anyone is aware, they're the first generation of intelligent life. Nobody remembers a time before maybe 50 years, and nobody alive is older than that. All records of life before then were lost if they existed at all. There is no culture because culture never had time to form. Natural phenomena, even if it can be measured by science, is as much religious belief as it is an understood act of the world. There is no knowledge of history or science or magic, even if such should exist, and all knowledge is passed from word of mouth instead of written down. This means there are nearly no varied uses of whatever supernatural abilities the denizens of this world may have, it's almost entirely brute strength with no efficiency or creativity.

Civilization State

Select as many options as would make sense. Fanwank as necessary, but use some logic in determining what's mutually exclusive.

Forgotten (+200 CP): Civilization is gone. There may be cities, there may be history, there may be technology and magic, but it's all fallen apart. The cities are unlivable, life is untenable, an anarchy is all that remains. Groups of survivors live together in communes, trying to make it day-to-day. There may be one or two large settlements which sustain the vestiges of humanity, and a few smaller ones spotted around, but by far there is nothing left. Rebuilding the world is nothing but a dying dream.

Fading (+100 CP): Things… exist. Civilization and people are alive, they live in homes, they work, they feed their kids. Culture has been destroyed, though, whether from foreign nations invading weaker ones and destroying everything, leaving nothing in their wake or something else. Perhaps a nuclear winter covered the land and left society falling apart, held together by threads. It's likely dictators, despots, or totalitarian autocrats rule what's left, keeping everyone in line through force. It's difficult to live a normal life, and the new normal is being under the foot of someone else in power.

Declining (+50 CP): The world isn't doing so well. Economies are crashing, everyone is blaming each other for their own problems, idiots are in power, everything is tilting too much towards either liberal authoritarianism or conservative authoritarianism. Choices are slowly drying up, the homeless populations are rising erratically, too much power is being given either to corporations or governments, and money has become the new god. People are sold, alliances are bought, and everything is for sale if the government hasn't taken control of the product already. Things are on a slow, downward spiral, but it's still possible to do something about it.

Stagnant (+25 CP): Things just aren't really changing. Everything seems to be in a spiral of the same mistakes, the same problems, the same honeyed words to keep the same people in power, the same products and services, the same housing prices, the same everything, really. Nothing's changing and nobody really wants anything to change. The progress of society, both culturally and technologically, has come to a complete standstill. New inventions are few and far between, supernatural research has been halted if not outlawed, nobody's doing anything about whatever bandits or monsters are prowling on the merchants, and everyone is just trying to say what everyone wants to hear without taking action. Society has stagnated, and if nothing is done, it will begin declining.

Decadent (+25 CP): This is a time of decadence, of greed and gluttony. Perhaps this is the end of a golden age, or a time of celebration that dragged on too long. Everything has fallen to money. People are buying everything they see, factories are working people to death to meet the demand, debt is accumulating extremely quickly, and nobody knows when to stop. A depression is on the horizon, bad enough that the majority of the world will be living on the streets. For now, though, spend your money at the casinos and on all the things money can buy, because it's not going to last long.

Stable (Free): Everything is stable. There's nothing particularly good or particularly bad. Culture is advancing slowly, science is advancing slowly, the world will continue spinning on its axis and people will continue living their lives. This is a neutral age, one of the lulls between great change, because sometimes a break is needed when things have been breakneck until now. You arrive now.

Reformed (Free): Everything has changed. Perhaps it's the understanding of science, perhaps it's a massive change in the church which controlled most of the known world, perhaps it's a realization that the world should be ruled by people who stand beside the citizenry instead of above them. There has been a great upheaval

that's thrown the world into a temporary chaos. Leaders are regaining their footing, people are rethinking their position in the grand order of things, and as the dust settles, nothing will be the same.

Expansionist (Free): Nations are spreading. Whether they've found another planet they can both reach and live on, or the world has largely been left unexplored until now, or everyone simply wants to take over their "lessers" and expand themselves into those territories, the borders of nations are moving. New territories are forming, land is being seized at an alarming rate, colonies are being founded, and countries are competing with each other to see who can take the most in the most profitable way possible. It's time for you to help enforce your nation's hegemony, proving that you're clearly the greatest.

Rising (25 CP): Society is on the rise. Everything is generally going well. Products are cheaper, there's less homelessness, more jobs, and leaders are generally competent (or at least good at one thing that happens to be needed for the betterment of society right now). Science is advancing relatively quickly, culture is richer, citizens are happier, and things are good. If something great happens, this could even turn into a golden age.

Scientific Revolution (25 CP): Science is god, and if it isn't then it will replace god. These are times of great scientific revolution. Science is advancing at a breakneck pace, far outstripping all preconceived notions of what science should be. What once was conceived to only be possible in science fiction has been created in mere years. Scientific laws have been all but shattered, textbooks are being rewritten from the ground up, and the world is competing to see who can create the newest marvel. There is all too much competition in the world of research, and all of it is succeeding.

Renaissance (25 CP): While not necessarily a scientific or magical revolution, society has entered a state of cultural revolution. These are times of great ideas and philosophies. Art has made a massive comeback, the world's eyes are on those that would become the greatest sculptors, painters, and musicians that have been seen in centuries, and even religion is being absorbed into these cultural changes, as well, changing how religion is viewed and the artistic influences on it. Things are changing for the better, whether from political debates between new political philosophies or ideas on how humanity should progress. This is a time of revelry, art, beauty, and new ideas.

Golden (100 CP): Things are going well. Extremely well. Everything is on an economic rise, science is advancing at a breakneck pace, everybody has money, homelessness is at an all-time low, culture is extremely rich, and governments are doing all the right things to care for their people regardless of the type of government. Even despots, despite ruling through fear, are doing it because they care for their people and are ensuring a comfortable life for their subjects. Everything is going the right way.

Enlightened (100 CP): Religion finally got it right. True religion has prevailed, preaching the correct things about the correct gods. Religion cares for the people and has integrated itself into every political philosophy around the world, making sure people treat each other right and helping everyone rise above their base instincts and work together for a greater world. This is the kind of civilization state where science is a branch of religion, and science actively proves religion correct. People have the freedom to improve and learn and progress society with the backing of the church. This is what leads to a truly just world, where crime is minimal, sinners have the opportunity to prove they've reformed, and good people prevail.

Utopian (200 CP, Cannot take options from the Geopolitics section): Civilization has reached a perfect state of utopia. Somehow, despite all reason, everybody has everything they want in this world. The law changes to favor what people desire, nobody is wronged or faces injustice, and politicians are no longer needed because everyone is truly equal. Nobody holds power over another, country and state divisions do not exist, and even you have the power to have your cake and eat it, too. Everybody works together and there's no need for a brighter future since there is nothing brighter than what already is.

Civilization Features

Select as many options as you wish. These choices become regular features in the world, with each setting becoming commonplace.

Divine Right (50 CP): Legitimacy comes from divinity. A mythic lineage guarantees greatness. In this world, spirits and those descended from spirits gain intense respect, social gravity, and political favoritism, from deference in conversation to formal roles in governance and judicial affairs. There is likely even an entire industry related to illegally embellishing and forging such genealogies. Whether spirits actually exist or not, those who can prove or show potential in such matters will find

themselves revered, worshipped, and become a leader in a society that's stratified around the perceived proximity to the divine.

Animism (25 CP): Everything that exists, lives. At least that's what people believe. Mountains have moods, rivers hold grudges, and old tools and weapons remember their makers and wielders. Any object that's lived long enough is assumed to have a will or temperament which must be acknowledged, and this shapes daily etiquette and jurisprudence. Doors are closed gently, heirlooms are spoken to as if alive, neighborhoods argue about whether a new road might disturb the spirit of a local hill, and damaging landmarks or discarding belongings without thought are, if not illegal entirely, a moral failing. This is a culture that moves carefully, repairs often, and treats the material world not as property but as friends.

With the Wind (25 CP): People lionize the unbound, the free, the one who drifts where inspiration takes them, unshackled from responsibility and obligation. One who takes upon responsibility is pitied, while those who shrug off commitments are viewed with admiration. Chasing dreams is the reality here, and somehow society still functions despite the collective aversion to duty. Administrative systems overcompensate with automation and distributed roles while social groups are fluid. Life has become improvisational here and new opportunities constantly open. Will you join them?

Long Journey Home (25 CP): Movement in this world is transformation. Cultures everywhere view long-form travel as something sacred, a practice which brings forth renewal and refinement. Coming-of-age ceremonies, career transitions, marriage, retirement, and major personal decisions are expected to include a formal pilgrimage, a journey that may or may not have a fixed route which is intentional and transformative. Perhaps it's to a holy mountain, a remote island, ancestral homelands, or just to other cultures, but this creates a society where extended travel and significant time spent on personal improvement are normalized. Education, employers, religion, and the government itself all build around extended gaps in one's life and work to allow others to have that time. This is a world shaped by roads and lands constructed specifically for these journeys to help others become greater.

Storyteller (25 CP):The spoken word holds great power which written text could never match. For centuries and millennia culture and legend traveled through the oral tradition, with genealogies passed down in a spoken form. Histories are encoded in the words of elders. The spoken word is as foundational as civilization itself, and now this world reflects that. Storytelling and verbal communication are

the social glue of civilization, where people gather in public squares, taverns, market corners, and ceremonial spaces to exchange tales, play word games, debate history, and recount sagas. This shapes education, news, law, and leisure. A well-told story seems to travel faster than any book or paper, and as a result eloquence is prized greatly. Who you are and how great your deeds are is determined by who chooses to retell them.

Dogmatic (Free): Everyone and everything holds a deep-rooted belief in reincarnation, that all life and death is cyclical and passing away only means another life to be lived later. Funerals are less about mourning and more on preparing the deceased for their expected return. Communities discuss who a dead neighbor may come back as. This belief even informs law, tradition, and social structure, with everyone spending life preparing for the next life and acting with the certainty that they'll live again.

Ancestry (Free): Lineage is important, and reverence for one's bloodline is almighty. The past is an anchor that the people of this world worship, preservation of memory for the present and future. Ancestor veneration is what this world modification is, something that will permeate every level of daily life. Homes with multi-tiered shrines with portraits, incense burners, and tokens from the deceased. Corporate offices have founder altars and daily worship of the great creators of economics. Families host festivals for even disgraced and infamous relatives. Children are raised on genealogical lore, learning all about their family's history and expected to carry such history into the future.

Another Arcadia (Free): Greek culture and mythology has become a backbone of this society. It's no niche interest, it's a global identity. From art to architecture, fables to political rhetoric, everything draws upon the imagery, morals, narratives, and sensibilities of ancient Hellenic tradition. Great people seek to model themselves after Achilles and Atalanta, while philosophers fancy themselves a Plato or Heraclitus, and even casual conversation drops idioms referencing satyrs and Olympians. In this world of marble columns, amphitheaters, epic poetry and gladiatorial matches, can you survive the mythic lens everything is viewed through, the poetic justice and unwanted expectations of greatness?

Bring Out Your Dead (Free): Death is not a quiet or private affair. It's a cultural centerpiece, something which affects one's social life, calendars, and more. Every culture has developed various systems for acknowledging the dead, but it's become huge in this world, as everyone believes a life not properly remembered is a life improperly concluded. The world is therefore thick with funerary customs, from

grand festivals helping the dead move on to public mourning, tons of ghost stories, mandatory religious ceremonies (if there's religion), death parties for the departed, and more. Neglecting these customs are socially unacceptable at best.

For the Root (Free): There's a well-known concept of a singular "root" from which all existence comes from, a foundational truth behind all phenomena. In this world, it's a lot more prevalent and believed. Entire schools and classes of people rise and fall on the interpretation of "Akasha" and what it is, and there's a prevailing belief that it *must* be out there because the world feels incomplete without it. This is an obsession which permeates society at every level, from ordinary people chasing hints in their dreams and coincidences, while academics pour their lives into the metaphysics of it. It's romanticized, but it also breeds fanaticism where all ethical boundaries collapse into a need for the "ultimate understanding." Expect some level of murder, human experimentation, self mutilation, and ruinous expeditions.

Fatalistic (Free): There is a widespread conviction that the universe is a flawless moral accountant. Whether simply metaphysics or religion, the idea is that things happen because they should happen, whether success, fortune, illness, or accidents, and that such events are the consequences of unseen ethical balances. People rarely question outcomes, as a result, such as a criminal who escapes punishment being seen as someone who's done nothing wrong while a child growing up in misery deserving it for something horrible they've done. This results in a culture that's resigned and disturbingly comfortable with suffering.

All-Hallow's Eve (Free): Much of the world once feared the wilderness beyond the torchlight. In this world, that never stopped. Ghost stories are spoken like cautionary tales and taught as seriously as math, and as a result there is now a society formed around warding off what lurks in the dark. Different places may have different customs, whether effigies hung above doorways or ritual lanterns burning incense, seasonal bonfires or nights where you put up your own horrifying decorations to scare away the monsters which lurk in the night. This is a culture of vigilance where holidays resemble perpetual Halloween. Don't be reckless, keep your warding talisman with you at all times.

Jinja (Free): Across this world, shrines and temples are extremely common. It could be for any number of reasons, from folklore to myth, or simply the fact that they really like the aesthetics. The world is a landscape of sacred structures, though, where every road bends around shrines and every village square has a monolith or temple. This also causes something of a cultural desire to leave gifts and offerings at such places, and festivals are common because there's seemingly

always some anniversary somewhere. Children play at being priests because priests are everywhere. This is a world saturated with ritual spaces.

Actually Normal (Free): Beauty standards have changed throughout history. These days, it's ebbed towards the opposite, that of plainness. Stories tell of those conventionally beautiful being deceptive and dangerous, so over recent generations this has crystalized into a desire for normalcy. Those with average faces and bodies are seen as more beautiful while conventional beauty and grooming are seen as ugly. Entire industries have changed from beauty to catering towards looking appropriately average. The naturally unassuming enjoy an edge in life.

Social Masking (Free): In this world, the face is something private, a sacred truth that should only be shown to those bound in blood or those with whom you have a deep, personal commitment. The face is a window to the soul, a vulnerability, so of course one should protect it. Everybody wears a mask, as a result, when outside of their home. People choose masks which represent themselves or their occupation, lineage, temperament, and aspirations, but never their real identity. Romance, trust, and friendship all develop under these layers of anonymity.

Demonic Aversion (Free): Demons occupy a very unique role in society, here. They're a universal symbol of moral failure, much worse than in modern day Earth. Myths, folktales, lessons, and rhetoric all treat demons as unambiguously vile, predatory beings, and society has gained an entrenched and instinctive disgust towards everything related to demonic imagery. This permeates everyday life, with language saturated with demon-based idioms. Political speeches, moral debates, and conflicts frequently invoke demonic metaphors to shame. Demonic imagery, itself, is seen as grotesque and evil, evoking visceral reactions.

A Liar's Life For Me (+25 CP): In this world, deception is routine social etiquette. Polite conversation is laced with half-truths and feints, people judge you by how gracefully you maneuver through misdirection, and contracts and agreements are written with the assumption that everyone involved intends to twist them. Most people lie and expect you to lie as a matter of courtesy, and speaking plainly is hostile. You must conceal intent, obscure meaning, and maintain a pleasant facade to survive in this place.

Unyielding Karma (+25 CP): One's station is determined by their birth, it's unquestioned across the world. People grow up hearing about how greedy kings are reborn as beggars, while righteous heroes are reborn as nobles and rulers in luxury. The circumstances of your birth are not seen as chance, but as judgment.

Mobility between social classes is extremely rare and discouraged, families burdened or elevated simply because of reputation and belief in a prior life they cannot prove, or perhaps a future that has not happened yet. Any thoughts otherwise are prideful rebellion against the natural order.

Respect Your Elders (+25 CP): This culture is one which prizes wisdom of the elderly over the brashness of childhood. Tradition, philosophy, morals and ethics are framed as elders being the anchors of family, progress, and greatness. Neglecting an elder is believed to bring misfortune, and entire cultures revolve around honoring the wisdom of the old. This creates a rigid age-based hierarchy. Younger generations are expected to defer to and care for older members regardless of personal history, often even legally. Elders, meanwhile, gain social leverage, political power, inheritance, and authority. Employment and social opportunities severely skew towards seniority, where age trumps merit.

Planeswalker-phobia (+25 CP): There are rare wanderers who step outside the world, crossing between dimensions and universes. That's the belief, at least. Whether truth or not, stories have told for centuries the horrible calamities such wanderers bring and how they disrupt all reality with their phenomenal strength and power. Should they actually exist, perhaps their waves have already been felt in the modern era and have given society a real reason to fear them. Regardless, they're universally horrifying to this world. Governments do everything they can to watch for and track them, everyone shows them false kindness out of survival instinct, and institutions go out of their way to try creating infrastructure to specifically counter them, from technology to magic or anything else they have access to. If someone can leave reality, they're not bound by reality's rules, and therefore they must be feared.

Drugs are Bad (+25 CP): For reasons possibly lost somewhere between theology, philosophy, and public safety, abstinence has become a civic virtue. Anything that "clouds the mind and spirit" are now folded into moral codes and possibly the law. Self-restraint is incredibly important for this culture. Drugs and alcohol are definitely stigmatized, if not totally illegal, across all communities. Recreational drinking is a moral failure, even sex and sexual activity outside of strict procreative intent is condemned. Those who display luxury or hedonism are openly criticized, and those who maintain a restrained lifestyle are lauded.

God's Grace (+25 CP): The divine is not a matter of personal belief, it's a structural facet of civilization. Everything follows the assumption that gods exist, gods matter, and gods must be accounted for. The very idea of divinity dominates cultural

development. Laws are written with the assumption of higher powers, political authorities consult clergy, oracles, and ritualists, and businesses incorporate devotional offerings into standard operations. Whether gods are actually real or not, the assumption is that they could intervene at any moment, so everybody wants to be the one they favor the most.

Apathetic (+25 CP): Emotional suppression has evolved into a core social doctrine. The ideal citizen is unreadable, measured, still, and does not display their mood. Outward emotional display is viewed not only as gauche but actively harmful, a sign of poor discipline. Important negotiations are conducted under absolute calm, and even celebrations are quiet and closed.

Herbalism (+25 CP): “Natural Care” is more than a preference, it’s a moral stance. Society has an ingrained belief that health comes from harmony with the Earth rather than labs, machines, and pharmaceuticals. Modern medicine is corrosive to the spirit, an artificial disruption to the body’s natural energies, and a violation of what God wants. Contrarily, herbs and poultices are seen as the proper form of medication, something which carries the spirit of the divine or the Earth or whatever, designed to treat people properly. Herbalism dominates the medical world, and elders, mystics, and apothecaries hold enormous authority. Spiritual diagnoses like “Your Qi is clouded” or “Your family’s Karma is corrupted” are commonplace. I’ve heard incense is a great way to clear the bad spirits clouding your head.

Visionary (+25 CP): Children are taught early on that the boundary between dreams and waking life is thin, filled with messages and wisdom simply waiting to be decoded. As a result, this has become a world where dream shapes civilization, and visions are viewed as divine insight. An elder’s dream is treated with the gravity of a high council’s decree, and a child’s nightmare might send a family into protective custody or drive life-altering decisions. Political alliances, court verdicts, and marriage proposals hinge on whether a dream feels right, while dream interpretation is a serious and respected position.

History of the Lost (+25 CP): Culture is often something beautiful and cherished, but not in this world. The past is something corrosive, or at least viewed as corrosive, to the government and many people. The past anchors the spirit, preventing growth, or perhaps it’s just ugly or against what people or the government wants. Former mistakes, former actions, cultural philosophies or historical events are all buried, reinterpreted in a way that benefits the interpreter, or outright destroyed. This isn’t entirely bad, as it lets people turn over new leaves and move on more easily, and people can more easily change for the better. Overall,

revisionism is normalized and history is distrusted. Entire eras may be remembered only through sanitized stories.

You Own Nothing (+50 CP): Asceticism is the cultural baseline, not some fringe philosophy. The prevailing belief is that worldly attachment corrodes the spirit, and that pleasure, ornamentation, and comfort are distractions from meaningful existence. The ideal citizen is one who owns little more than the bare necessities. Displays of enjoyment, indulgence, and partaking in personal hobbies are not permitted by society, while being productive and industrious are the way of life. Homes are sparse, meals are simple, clothing is uniform, and entertainment is restricted to communal, purpose-driven events. Joy, comfort, and self-expression are illegal.

Authoritarian Attitude (+50 CP): The legitimacy of power is synonymous with moral righteousness. Civilization has internalized the idea that rightness is defined by the governing body and law, regardless of how unfair it is. From a monarch's court to a bureaucratic technocracy, the government is the arbiter of ethics, justice, and order, and citizens grow up believing that obedience is a virtue and a strict authoritarian government is necessary to keep people safe. In practice, this means that laws rarely face scrutiny and enforcement meets little resistance except by the person being prosecuted, people accept surveillance, arbitrary rulings, and sweeping mandates as an extension of social order. There is an assumption that authorities know better, and disobedience is stigmatized. Institutional power can, as a result, operate with near-total freedom.

Knife in the Back (+50 CP): You'd think society requires trust, honor, and dedication. This is not one of those societies. Here, betrayal is admired as cleverness and initiative. From childhood, people are taught that loyalty is fragile and promises are tools. Society operates under a veneer of politeness layered over shifting alliances. Backstabbing is not just tolerated, but socially reinforced as a sign of ambition. Political maneuvering is a blood sport, and friendships carry expiration dates. Genuine companionship is possible, but it'll be difficult to find someone who seeks it without a desire for personal gain.

Moral Failure (+50 CP): Some cultures treat mistakes as a natural part of growth. That's the severe minority. Across the world, failure in anything is seen as a moral failure, evidence of weakness and negligence. Parents, teachers, employers, and officials all reinforce this, framing success as proof of virtue and failure a sign of laziness and corruption. This makes society rigid and punitive, and people avoid mistakes at any cost. Even small errors can provoke severe social and institutional

consequences, from public shaming to loss of rights and violent punishment like public beatings. The result is a society which hides flaws, falsifies reports, and quietly offloads blame onto others to avoid scrutiny. Nobody openly admits mistakes or failures, never learns from it, and simply fears it.

Pet Play (+50 CP): Across the world there has been an increasing stratification between the powerful and powerless. This has solidified into a completely unexpected social norm: the act of keeping “pets.” These pets are people, legally owned like slaves, culturally validated and fully expected to live as status-displaying companions rather than autonomous individuals. This practice traces back to customs of rulers keeping “living mascots” who were seen as embodiments of loyalty and prestige, and it’s become an institution where wealthy households acquire human pets as a mark of refinement and influence. They sit somewhere between servant, trophy, and livestock, where they’re trained to perform household duties and entertain their owner, standing as conversational pieces, attendants, and living decor. They’re expected to be obedient, affectionate, and show clear submission, and they lack legal personhood. This is normalized to the point that most people believe it’s simply part of the social order, and rejecting it is seen as radical at best and criminal at worst.

Civilization Size

Select one option, barring Modifiers.

Tribal (+100 CP): There isn’t much intelligent life in this world. They tend to live in tribes, because there just aren’t enough people living close to each other to create a town or city. There are perhaps a few dozen people at most in any one place right now, and the world is still largely dominated by the untamed wild.

Nodal (+50 CP): Society, while spread out, is large enough to have formed towns and cities. An entire nation is likely a city with a couple surrounding towns, and there are likely to not be more than a few of these around the world. A code of laws has likely been created to keep order, but it’s likely relatively basic because larger and more complex laws aren’t necessary for the size of the nation and its populace.

Concentrated (+25 CP): Countries have formed across a good chunk of the world, but they’re relatively spread out. Cities are built on coasts and rivers and don’t go very far inland, mostly because there’s no need to with such a small population. Half the world is likely either uninhabited by intelligent life or is sparsely populated,

while the other half is populated similarly to 1400s Europe. Some brave adventurers likely want to explore the new lands, but there's no necessity for it.

Populated (Free): Most of the world is populated to a similar level as modern-day Earth. If the planet's carrying capacity is 10 billion, then there are 7-8 billion people living there. There's plenty of countryside left, but cities are getting pretty populated. Some parts of the world likely have overpopulation problems, while richer nations are working on limiting people moving there to keep their nice population density.

Congested (+25 CP): The world has reached, and then exceeded carrying capacity somehow. The world is largely very congested, with overpopulation rampant. Richer parts have less problem with this, but poor nations are extremely overcrowded with dozens of people living in the same small home. There's countryside in some places, but mostly for the purposes of growing crops. There's less meat to eat in this world, and it's much more expensive, because meat requires far too much space compared to crops. Disease is more common as a result of the overcrowding.

Megapolitan (+50 CP): There is no more room to expand civilization outwards. Most of all space is gone, there is nearly no countryside, and all crops have to be grown in creative and odd ways and places. Cities have had to be expanded to cover oceans, either overtop of them or underneath them somehow. The entire world has become something akin to a single supermassive city. It's come to a point that infrastructure has to be built upwards or downwards now, into either the sky or the earth, and layers are being created to maximize the room people have in this ever-expanding population. The poor live in eternal darkness in the lower levels of the planet, and the rich see sunlight at the top.

Maximal (+100 CP): There is no more space. There are simply too many people. Dozens live in a single house, only the rich live alone. People kill each other for space and privacy. Society has already been built upwards towards the sky as well as downwards into the earth, and it's impossible to build deeper or build higher. The only hope for expansion is to develop some kind of technology to generate oxygen from nothing, but that would require the highest levels of technology or mystical power. It's coming to the point that a culling may be required, a depopulation where the poor and worthless will be removed from society permanently so that the rich and useful can continue to survive.

Beyond the Stars (+50 CP, Modifier): Society has expanded beyond just its initial planet. Whether through science or magic, or perhaps something else (divine

elevator?), the entire galaxy has been populated by a variety of societal groups. This takes the option you selected above and applies it across the entire galaxy. With the Populated option, it would be something akin to Star Wars, with some potentially overpopulated planets but with several planets that are underpopulated and plenty somewhere in the middle. Nodal would see a lot of space-faring civilizations who are small in size, the vast majority of which haven't conquered their entire planet, while most habitable or resource-rich planets are completely untouched. Megapolitan would see nearly all planets reaching the limit of how much they can hold, with few planets in the galaxy left to expand to and even those hold many people already colonizing them.

Geopolitics

Select one option.

True Peace (100 CP): The world is at peace. Various governments from around the world are all allies, everybody loves each other, and no single country believes itself to be better than others. There's no competition between nations, no war on any level larger than personal, and this is a situation that will last indefinitely. Nobody wants to rock this boat, everybody is working together for a greater future where everyone can succeed.

Alliances (50 CP): Most people want to work together. The majority of nations are not just peaceful with each other, but are actively working to help each other and advance society. These are times of general peace and stability among friends. There are a few nations that would see this peace end, though, unhappy with their allotment in life. Whether it's a couple nations who believe themselves superior, or nations that feel they're being oppressed by the great world alliance, they wish to kick the hornet's nest. It may not occur in your time here, but there are certainly tensions rising, and if they do something you can expect them to be squashed under the heels of the majority whether right or wrong.

Entente (25 CP): This is a world relatively similar to modern Earth's. There are many different nations vying for supremacy, and many different nations creating alliances and working together to combat each other. There's a sense of mutual benefit, though, even across nations that are against each other, spurring competition that helps rather than harms.

Most nations are good sports in this global competition. They may be against each other, but they know it's really to help each other and themselves. Nations have a

tentative mutual peace even when they disagree, and it's relatively rare that war and fighting breaks out since things are usually dealt with before then. Trade wars are uncommon but possible, and most "war" in this world is a fight to see who can develop superior scientific or magical advances compared to others.

Average (Free): This world has a mix of beneficial and antagonistic relationships between governments. You can see this as something akin to the current Earth if singular nations hadn't risen above the rest as world powers, where many nations form treaties and stand against each other. Authoritarian governments form coalitions to assist each other while democratic nations form other coalitions, and while they don't always war with each other, there're regular enough wars or fights. Perhaps there's a large-scale war every 100 years or so. People tend to be for themselves over others, and good sports rarely actually exist here. The balance of power tends to shift between the East and West every 200 years or so.

Hegemony (+25 CP): The nations across the world have their very own self-perceived caste system. Some nations believe themselves to be clearly superior to others, and most want to prove it through force. Countries will simply invade their neighbors to "help" them, changing their culture to suit the narrative and casting out the "monsters" and "subhumans" that used to be in control. Even nations which don't do so and tout peace will attempt to heavily influence other states through economic and political coercion, forcing changes to "superior" ideals. There will be common threats of invasion and violence, nations attempting to prove they're superior through money and power, and a general sense of hyper-Nationalism and hyper-Patriotism across various countries.

Rivalry (+50 CP): Not everybody hates each other, but there are constant rivalries between countries over things as complex as political and economic systems, or as simple as overt threats. Nations send assassins to kill each others' leaders or simply their detractors. War is declared over and over, and states attempt to eradicate their enemies through any means necessary. The general populations of countries are relatively safe as long as they're not the target of assassinations for talking shit about another country, but there's a level of xenophobia across different cultures where foreigners and their customs are definitely not welcome.

Forever War (+100 CP): Everybody hates each other. This even goes beyond nations in a constant state of war, as even territories within individual nations hate each other with a passion. War is regular even on a personal level. There are certainly friendships and love and great people in the world, but even great people fight with other great people over politics, and fights in this world often get deadly

even if such a thing is illegal. People fight in this world, it's just a thing that happens. Watch your words and opinions, as those only ignite the fire in others.

Supernatural Sources

Select as many options as you wish. These choices become regular features in the world, with each setting becoming commonplace.

Mundane (Free, Cannot take other options from this section): This world is entirely mundane. There are no supernatural powers, no demons enacting pacts, no gods or divinity, no psychics and no magic. While the world may hold magic or divinity, depending on your selections in other sections, it can't be wielded directly by humanity and must be relegated to technology in order to harness it.

Religious Idols (+25 CP): Magic simply exists. It flows through the bodies of those who practice it, though strangely enough it has taken on a more religious framework in this world. This, of course, means that magic tends to congregate in cults, folk traditionalists, monastic orders, temples, and shrines. Mages and sorcerers tend towards believing magic comes from prayer, liturgy, offerings, and symbolic implements, even if such is likely untrue. The results are a world where magic tends to be expressed as blessings, healing, purification, and empowerment rather than pure destruction. On a societal level, this means that religious institutions have much greater power should they have any power already.

Too Empathetic (+25 CP): Psychic sensitivity is not rare here (or maybe it is, but it certainly exists). From clairvoyance to telekinesis, empathy to precognition, there are a variety of psychic beings around the world. Many can control it, but few ever master it. Institutions, religions, and governments may even rely on these beings for negotiation, war, and a variety of necessary jobs related to supernatural enforcement or research. Perhaps this stabilizes the world, or perhaps it keeps it on edge, but these psychics are certainly there.

Titanic Strength (+25 CP): There exists a class of humanity whose power comes from their connection to the world soul, those who have inherited the power of the Titans, at least to a small extent. Truly, their power comes from their ability to shape elemental and natural phenomena like a blacksmith shapes metal. They are world-forgers, refining and strengthening lightning into a weapon or forging a lake to temper their fire-steel. They are a source of creation, forging the forces of the world around them.

Gods Above (+50 CP): Gods exist. This isn't abstract theology, they actually exist. Pantheons, perhaps single sovereign deities, they're out there shaping the weather, luck, fire and the push and pull of waves. Their temples calm them and worship results in partiality, twisting into divine politics where miracles, omens, and divine punishments are actual documented events and not simply matters of belief. Their involvement may be sporadic or constant depending on their nature and how society and civilization progressed, but some level of society is structured to accommodate and placate them. Maybe you can draw the attention of one and gain blessings of your own.

Actually Titans (+50 CP): Before gods, before souls, before anything that could be called Creation, there were Titans. They may or may not be stronger than gods and other beings, but they were the smiths who begat the divine, who begat mortals. Their hammers and hands ignited the spark that became life, and their bodies shaped the continents. These vast beings distort geography, weather, magic, and physical law, some buried beneath mountains while others slumber under the ocean, some walk the lands, and more. Regardless, their presence in the world is fundamentally unstable to those wishing to live an uninteresting life.

Psychopunctual (+25 CP): In this world, death is not a quiet, self-maintaining system. No, it requires a staff of some sort, at some level, and this staff is made up of such death-aligned entities as to handle the movement, procession, and maintenance of the dead and afterlife. The extent of their necessity is ambiguous, but they'll fight against those who seek to harm or devour the dead, while making sure the dead make it to their correct place. They are the primary barrier between mortal society and whatever predatory forces target their souls and spirits. Wielding spiritual energy like magic, they can perform a variety of feats to ensure the safety of the mortal world, and their guidance ensures a functioning afterlife. That is, unless some decide to stage a rebellion or cause problems.

Sell Your Soul (+25 CP): This is no metaphor, as demons exist in this world. They are active, disruptive presences in the world's ecology. Their origins vary, whether primordial antagonists or simply opportunists, but they all share the desire to treat human souls as currency. They bargain, deceive, and corrupt, exploiting weakness and imbalance to predate the vulnerable. From the Hells they come, spreading their chaos, disrupting cycles of death and life or leading those who seek enlightenment astray. Are they adversaries or pests to you? Know that their presence is rarely benign.

Magical Butterfly (+25 CP): Dreams are alive, now more than ever. The imagination echoes with life, becoming fully realized beings with their own will. They emerge from collective belief, dreams, and the lands of nightmares, ranging from harmless animals symbolic of freedom or hope, to the powerful figments of trauma which boggle the mind. Many find it impossible to escape their realm in the minds of others, the dreamlands, but some (or perhaps many, should they be widespread) do escape to travel the waking world for their own reasons, whether it be to live or to enforce their beliefs upon others.

My Not Immortal (+25 CP): Between folklore and medicine, there are those who pursue the power of the body. They are cultivators, wielding Qi to strengthen themselves and affect the world around them in pursuit of power and enlightenment. These individuals can harden their body beyond normal biology, channel energy through their meridians, and manipulate life force to create great change internally and externally. They also have a habit of being very cocky. Maybe it's just the genre.

Eight Immortals (+50 CP): Among the cultivators of the world, there are eight beings who stand at the peak of greatness. They have ascended to a higher level of existence, gaining immortality through a different method each. They're living embodiments of the Dao's most esoteric principles, each with world-breaking capability. Their existence, their very presence, shapes geopolitics, religion, and philosophy. The fact that they exist is likely to cause you trouble at some point. You can find a description of them in the **Drawbacks** section under **Victim of the Balance**.

Dungeon Crawler (+25 CP): Tales of dragons, phoenixes, chimeras, gorgons, the wolves who devour clouds and even stranger automatons and golems roam the land. Some are born of supernatural phenomena, while others are born of ancient lineages or something stranger. The wilderness is never just terrain, now, it's now more than the wildlife that would normally make it up. Perhaps nations treat these monsters as wildlife, perhaps existential threats, maybe even religious icons, but there's likely to be some form of monster-handling or killing traditions and professions. Maybe you can study them yourself?

Great Spirits (+25 CP): The old scripture wasn't an exaggeration, it was a field guide, for in this world there are spirits who roam. Perhaps they're stuck in the spirit world, or perhaps they aren't, but you'll find yourself in a world filled with Oni, Jinn, Kami, Yokai, and Daemons who take a wide variety of forms both mundane and fantastical, from a living umbrella which was worshipped a little too much to a cat

who lived far too long and gained power from its age. This is a landscape where the supernatural is everywhere, where pacts and offerings are commonplace, and where spirits are often revered as protectors or annihilators.

Discount Planeswalkers (+50 CP): There is a rare class of beings who possess the ability to step between realities and wield powerful magic beyond what nearly anyone in the world has ever seen. Their minds slip through the cracks in the multiverse and their bodies follow, their very presence introducing wrongness to the planes they travel to. They bring with them impossible magic, alien philosophy, and artifacts that violate all known laws of the universe. Their power is fueled by countless worlds and universes, and your world is no longer isolated from the wider multiverse.

Modified Distribution (25 CP, Modifier): For each time you select this option, you may either raise or lower the distribution of any two of the above to be more or less common. This will affect how common these will be in the world, how often you're likely to encounter them compared to others, and what you're likely to have to prepare for.

Supernatural Level

Select one option, barring modifiers.

Innate (200 CP): The majority of the world has nearly no magic, if they have any at all. Nearly nobody has any supernatural power, not a single drop, other than a select few. Those few who have such power will have that power at a level likely even below that of the basic spirit manipulator's instincts. It's a rare individual who has power in this world beyond that of the basic spirit manipulation, and only a couple people would have something approaching anything over beginner spirit manipulation.

Touched (150 CP): Most individuals in this world still have no magic or nearly no magic, but there's a large community of supernatural entities out there. They can use elemental manipulation at the level of a beginner or basic usage, with perhaps a couple capable of Intermediate manipulation.

Sensitive (100 CP): People are gaining in power now. Most individuals have access to some kind of magic or psychic power, but there are still plenty who don't have any. Beginner manipulators are common, but there are still only a couple of

intermediate manipulators. It's extremely unlikely to find anything greater than such, though.

Gifted (50 CP): Everybody has some form of elemental manipulation or powerset, now. While nothing goes above Intermediate, most are at the beginner level. They've gotten some more variations in abilities, with some even harnessing abilities similar to your perks, though certainly not fiat-backed in any way. This can make things a little interesting and occasionally challenging.

Attuned (25 CP): The bar has been raised. There are a fair bit of people with intermediate-level supernatural abilities, and even a few whose power reaches into advanced territory. Most are still relegated to beginner and basic classes, but plenty of people have found ways to use their manipulation in unique and powerful expressions, replicating what would be perks for you or having abilities unique of their own.

Empowered (Free): There's a large variety of power in the spirit manipulators in the world. The majority of people are at basic or beginner level at most, but a fairly large number of people can use their supernatural powers at the level of an intermediate. You'll find a couple dozen people who can use their abilities at the level of an advanced spirit manipulator and perhaps one or two experts in this world. A small percentage of these individuals may have found ways to use their abilities similar to some of the perks in this document, empowering them somewhat or diversifying their capabilities, but these are non-fiat-backed expressions of their powers.

Mystic (+25 CP): Spirit manipulators are generally powerful in this world. There are a lot with power similar to that of basic spirit manipulation and most fall into beginner spirit manipulation, but a huge number fall into the intermediate spirit manipulation category, able to crush a city block with relative ease. You'll find a decent number of advanced spirit manipulators and a couple dozen expert spirit manipulators. At the upper end, there are a couple masters wielding transcendental power. A decent number of people have learned to manipulate their spirit in ways similar to the perks in this document, though they're still a relatively small percentage of people.

Sorcerous (+50 CP): The average spirit manipulator can level city blocks. There are some people with power and knowledge below that, but there are also plenty with power above that, as well. At the upper end there are still only a few masters, but there is an increased number of individuals wielding advanced spirit

manipulation which affects entire cities and a few extra who can shatter continents or planets. The biggest change, though, is that enough are trained and knowledgeable enough to utilize the full power of several of the perks in this document, and odd or unique abilities are much more commonplace.

Sovereign (+100 CP): The average power level has increased once more. Instead of most having the power to level cities, most now have the power to level countries. Most individuals are equivalent to entire armies, walking natural disasters. A lot of power is thrown around whenever a fight occurs. Most hold at the very least weakened versions of many of the perks here, though nothing cataclysmic.

Transcendent (+150 CP): Things are heating up… metaphorically, of course. Those in this world hold phenomenal power, and many believe that might makes right. You'll find yourself surrounded in a world filled with a vast number of intermediate, advanced, and expert spirit manipulators. Even those with no experience find themselves with instinctual knowledge of how to expertly use their abilities, and they're often born with incredible reserves and power. There are even several individuals on the level of a master spirit manipulator, wielding power enough to leave the very stars frozen. Most people in this world have versions of several perks in this document, wielding natural power related to them.

Godlike (+200 CP): This world is a dangerous one. Terrifying power is wielded by master spirit manipulators the world over. The vast presence of these supernatural entities is such that few can survive outside of the strongest and greatest powers in this world. Every one of them has facsimiles of perks within this document and beyond. Their power dwarfs solar systems and may encroach on annihilating galaxies. While they tend to go out of their way not to destroy the world, the force of their attacks will leave even gods as nothing but dust. Beware, though, those whose power cracks entire universes, for there may be a few of those as well.

The Elements (+50 CP, Modifier): While there is nothing specifically preventing those who seek greater power from using varying elements beyond the spirit manipulation of this jump, there is still a strong prerogative from those who wield power to focus on the power of spirit. Things just happen to be that way, whether by chance of machination. This world modifier changes that, making varying elements beyond spirit extremely widespread across the world, even beyond the typical Ice, Lightning, Fire, and Spirit manipulation associated with this Elements series. This will certainly make it more difficult to anticipate what a foe will use next, and you'll have to adapt to new situations more frequently.

Great Gap (Free, Modifier): This is a modifier which changes how the Supernatural Level works. Instead of the supernatural power being commonplace among people, there's now a much larger gap between individuals. The majority of people with supernatural powers are on the weaker end, with power around the level of basic or beginner regardless of what level you select. There are a sizable number of individuals with power a fair bit lower than the selected level as well, along with a good percentage being at the level you selected. The upper level, though, is increased at least one tier, and those who chose Godlike will find that there are a few individuals with power that dwarfs multiverses.

This essentially lowers the bottom and moves most people to that low, while raising the cap and moving a few people there. This makes things generally more survivable, but with plenty of danger and increased risk should the wrong person be messed with. If taken with Secret Society, most of the population is mundane, and you can choose whether the supernatural society is actually secret or not.

Secret Society (25 CP, Modifier): The supernatural forces of this world are hidden beneath the surface. The general populace of the planet, society as a whole, doesn't know anything about the supernatural. Magic, mythical creatures, divinity… it's only known to those who were born into this secret life or those with great power and prestige. There's likely some kind of enforcement preventing more people from knowing about this secret world of magic, whether the world itself is working to keep it secret or there is widespread enforcement of it by supernatural police.

Miracle Maker (50 CP, Modifier): It seems power in this world is gained through higher powers. In order for anything, from cultivators to mages, to perform any form of magic or utilize supernatural phenomena, they must now pray to gods or divinities in order to enact such changes upon the world. Depending on the source, this could greatly extend the time for anything to happen, though it could also shorten things like longer chants or rituals depending on the power's complexity, power, and desired effects. You're not affected by this, though you can take a Drawback below if you wish to change this.

Technology Level

Select one option, barring modifiers.

Stone Age (+200 CP): The world has never advanced beyond stone tools. Rocks are used for everything, whether as a hammer or as a chisel. Knives are formed by

smashing rocks together to sharpen the edges, and basic spears are made by attaching sharpened rocks to wood. Fire has been discovered, but that's the extent. Permanent housing isn't even a dream, as all of humanity hunts for their food and eats berries they've gathered.

Agrarian (+150 CP): The world has advanced to small settlements. Language has been invented, along with writing. Laws have likely been codified. Wheels have been invented alongside agriculture, animals are domesticated for food, and plumbing may have been invented by this point. Swords made of copper are commonplace, iron and silver are used for silverware, and some places may have discovered a way to create bronze from copper and tin for stronger weapons.

Classical (+100 CP): Technology has advanced to something akin to ancient Greece or ancient Rome. Physics is being developed alongside basic mathematics such as algebra, trigonometry and, in some places, calculus. Engineering has become widespread, with complex plumbing systems and aqueducts to bring water from far away to the city. Incredible structures can be designed and built by people, from the pyramids to great temples. This is the first age which has seen concrete and road networks, lighthouses, advanced seafaring ships, clocks, a calendar, and celestial navigation. Surgery is created, along with basic medicine and public health systems and education for the wealthy. Armor and weapons are standardized for mass production. The beginnings of metallurgy have been discovered, and gunpowder has been created (but mostly for things like fireworks).

Pre-Industrial (+75 CP): This is the typical medieval Europe technology option, perfect for a fantasy setting. Advances in mining allow for more and deeper resources to be extracted, a pre-modern form of chemistry and medicine called alchemy has become mainstream, printing presses have made literature more accessible to the public, and early machines have been invented. Mechanical looms allow faster weaving, for instance, along with spinning wheels to create yarn and textiles, windmills and water mills to power these mechanical contraptions, and astrolabes to help find your position in relation to the stars. Shipbuilding has advanced, allowing for much more maneuverable boats, and now people have soap to help clean themselves. This is also where firearms are discovered, with simple black powder used to propel inaccurate leaden balls from a musket or flintlock pistol. Closer to the upper level of technology, some may discover how to add rifling to barrels in order to make a bullet more accurate.

Mechanized (+50 CP): The industrial revolution has hit, and technology has begun progressing at an accelerated pace. Steam-powered machines have been invented,

allowing for ships and trains without the need for human power. Factory systems have allowed production to be consolidated, making manufacturing much more affordable and efficient. Interchangeable parts have become more common, allowing easy replacement of broken machine parts. Canals are being constructed to allow more efficient water travel, roads are being designed to be much more weather resistant, bicycles have been invented, and more. For communication, a high-speed rotary press has been created, photography is becoming prevalent, and the Telegraph has been created for long-distance communication. There is gas lighting, coal power for heating homes and iron smelting, and electricity has been discovered to create (absolutely way too bright) street lights. It's much cheaper to produce steel for widescale projects, new alloys like stainless steel have been discovered, farming now has fertilizers and breakthroughs in chemicals allow for synthetic dyes. Also, medicine has been invented, as well as penicillin and germ theory, early vaccines prevent the spread of disease, and people now realize why it's important to be clean and sanitary. Also indoor plumbing and deathtrap cars.

Electrical Age (+25 CP): This is something akin to Earth's late 1800s to the early-mid 1900s. Everything is converting to electricity as a valuable and useful energy source to power a great number of advancements. Traffic lights, electrical heating and air conditioning, sewage treatment, radar and sonar, analog computers (greedily hoarded by the military), the electron microscope, X-Rays and hospital sterilization, electric cars (before gas cars, along with some newer gas cars), subway systems, refrigeration, radio broadcasting, telephones, fluorescent lighting, and more. This is a time of rapid change, innovation, and possibly war. Guns can now shoot a dozen bullets a second, nuclear bombs are being discovered, and the march of progress has nearly become a physical force.

Information Age (Free): Technology has advanced to modern times. This is perhaps the 1960s to the 2060s. Smaller and smaller electronics are being invented, electrical computers allow the world to be connected at all times, phones have evolved to fit in your hand and then computers have evolved to fit in your hand and be phones. Nuclear power is within reach, satellites broadcast television and collect data all the time and everywhere, medicine has become increasingly complex and varied, and people can live in luxury.

Post-Industrial (50 CP): Technology is becoming increasingly advanced, turning science-fiction into science-fact. Superconductors have become ultra-efficient allowing for affordable and easily-accessed quantum computing. The internet may have transitioned to a quantum server grid, allowing for extremely secure encryption and entanglement (at least until quantum encryption is broken by

quantum hacking). Perhaps some brain-computer interfaces have been created which allow not just information to be extracted from the mind (such as thought-to-text keyboards or controller-less video games) but perhaps also allow the direct insertion of knowledge into the brain (such as true virtual reality). AI has evolved to handle most basic tasks, leaving people to become scientists, engineers, technicians, and thinkers. This is a time of advanced materials production, space habitats, autonomous vehicles, automation, personal robotic companions, basic genetic engineering, and portal technology which allows data to be instantly sent from one location to another.

Neural Age (100 CP): Things have advanced quite far. This is the age in which cybernetics are commonplace, with fully-integrated neural networks which allow humans to process faster and connect directly to the internet. Genetic engineering has allowed people to be stronger, faster, smarter, and more capable. It wouldn't be odd for genetics to have come to the point that it's possible to integrate animal characteristics into people to make them better, or even just for fun, splicing people to have wings or fluffy tails, and genetics may be fully customizable. Nanomachines of various kinds perform various duties, fully sapient AIs are possible if not already being used, android and robots can appear as humans (or customizable pets), digital immortality is possible by uploading the mind (and with the correct level of other options in this document, uploading the soul and essence of a person). The weather is controlled and harnessed by humanity, and most if not all common sicknesses and diseases have been extinguished.

Stellar (200 CP): This is the post-scarcity ideal. Matter-generation machines allow for nobody to ever go hungry. Dyson Spheres harness the power of stars to generate nearly limitless energy. Material science has created the most advanced biosynthetic materials allowing for the full restoration of anyone from nearly any state. Houses and habitats are fully modular and able to be restructured at-will. Cities may be built in the sky or in space with no issue. Nanomachines can heal any injury in minimal time, life can be created from practically nothing, the world is intricately interconnected with signals that can reach beyond comprehensible distances. Travel faster than the speed of light, or if such is impossible in this world then travel through wormholes and portals allows for instantaneous movement between arbitrary distances. The basic needs of the many are met, leaving them time to do what they want (or get into wars for idiotic reasons).

Specialization (25 CP, Modifier): Select a branch of technology. That branch of technology is now 2 tiers higher than it would otherwise be. For instance, should you wish for a cyberpunk world, you could take a Specialization in

cyberware/cybernetics with the standard Information Age to make such technology available. Similarly you could have steampunk computers if you take Pre-Industrial and take Specialization twice for computers. You can take this as many times as you'd like in order to significantly improve another branch of technology.

Starting Location

*You may select anywhere that would make sense in this world as your starting location for free. For **+50 CP** you may select a starting location from the following list. For **+100 CP**, you may roll on the following list. For **+200 CP**, roll on a D10 using the options 11-20 as your starting location. Lastly, for **+300 CP**, you may select the most dangerous location to you from the following list.*

1. **The Jade Bridge:** You find yourself stepping out of your last Jump and into the new one. Your point of entry is somewhere away from all eyes, a bridge made of Jade which divides the Spirit World and the Mortal World, suspended over an expanse of infinite flowing light. On one side is a realm of spirits and celestial beings, a place which holds the mortal world together. On the other side is the living world, bound by history and struggle.

   You have no history in this world, no background, no additional memories. You simply started your existence here the moment your previous existence ended. There are no allies or friends to fall back on or rely on, no name people may know you by. Will you walk towards the Spirit World or will you choose to travel to the Mortal World? It is your decision alone. That is your power as a **Drop-In**.

2. **Derinkuyu Underground City:** Deep beneath the earth in Cappadocia, Turkey, is an underground shelter with as many as 18 stories under the surface. The tunnels whisper with the echoes of generations long past in this sprawling labyrinth of tunnels, halls, and hidden chambers. Once a haven for persecuted people, its winding corridors have many remnants of the past hidden within, and now you find yourself walking alongside this past.

   Perhaps you're an archeologist, perhaps you're a treasure hunter, perhaps you're just avoiding the war going on up above ground, but now you're here. The surface is the site of a massive battle, but these depths aren't the friendliest either. If venturing up into combat isn't something you desire, you'll have to deal with the new inhabitants which have created a secretive and xenophobic society within this darkness until the fighting is over.

This is a slower start, a sanctuary from immediate threats, but while you have time to plan your next move you'll have to consider everything around you. Will you go deeper and try to uncover buried treasure, will you try to befriend the dredges of society left here, or will you do something else? You're safe for now, but for how long?

3. **Black Sands:** In a desert of shifting dunes is an oasis of black sand, dark as volcanic ash, absorbing the light of the sun. Here in this respite there is life, a truth as clear as the pure waters in this small paradise. This is the Black Sands, where the trees bear delicious golden fruit and the water is cool and pure. It's a place for the weary, of nourishment and rest within a harsh desert, but nothing is without its own challenges.

   The water in this oasis does not lie, and to drink from its pure and refreshing body is to confront your personal truth. Upon taking a sip, you will be dragged into an inner battle where you must accept every facet of yourself to survive, the good and the bad. You must see yourself reflected not as the world sees you, but as you truly are, a revelation or moment of clarity in your existence and its place in the universe. For some this is salvation, for others it is unbearable torment. If you cannot accept yourself, you cannot leave. You will be your own worst enemy.

   Or you can simply travel out into the desert unprepared and with limited supplies. The dry heat will help you survive the temperature, but you'll have no water to protect you from dehydration. You'll also lose out on an opportunity to grow closer to self-enlightenment. Will you deny the truth?

4. **Aokigahara Forest:** The trees do not creak, but something moves within them. The wind does not blow, and yet voices stir in the air. Thousands of lives have been lost in this canopy of leaves, alone, without anybody or anything, only seeking companionship and full of sorrow and regret. This is Aokigahara, the suicide forest in Japan, where countless souls have traveled to only to take their own life.

   Thousands of souls linger here seeking company in this dead silent forest. The air is heavy with those who cry out in pain. The dead do not pass on here, they remain, stuck, solitary, without friends, with only the company of their own existential dread and a need for another. They do not wish to be alone anymore, so they will try and drag any living thing into this Hell with

them.

You find yourself deep within this forest, deep enough that there are no discernable landmarks and walking in any direction could simply be walking deeper. This forest does not let go, the paths are all indistinct and seem to loop in on themselves. If you cannot find an exit, you may very well end up trapped here with the mourning dead, those souls who wish no harm but who cannot move on, who may not even realize they're dead, and who don't want to let you go.

Can you make it out? Or will this forest gain another ghost?

5. **The Heavenly Courts:** There is a great city which flies in the sky high above the world, a divine mandate made manifest, a gleaming testament to law, order, and harmony. Every street is pristine, every tower is a monument to the potential of humanity, and to those who understand the vast structure of this place's political system this is a utopia. To those who are ignorant of the city's law, though, this place is a death sentence.

   Suspended in the sky above China, the Heavenly Courts are a wonder of martial magic, futuristic technology, and immortal craftsmanship. More akin to a city-state than a part of China proper, this city is ruled by one of the Eight Immortals, under which there is the most complex bureaucracy in the world such that even gods would struggle to navigate it. Every action and motion is governed by law and rules, all of which have severe punishments for those who break them.

   Here, the law is absolute and punishment is swift without appeal. A hundred years of slavery or removal of your very soul to be placed in a jar could very well be consequences of your actions, and the judges of the celestial bureaucracy watch seemingly omnipresently. If you learn the law, you can live here in greater splendor than anywhere else, where poverty does not exist and its citizens live lavish lives. If you fail, you will be lost to the scrolls of history.

   This is the place you begin in, a new citizen of this place who seeked lavish luxury with some modicum of knowledge on the laws. Will you rise to prominence among the elite, or will you be judged and sealed in jade? Only time will tell.

6. **Forgotten Dreams:** This is a place where the light fades and half-formed thoughts drift and linger. Dreams congregate here like dust, where abandoned hopes and wishes come to rest. This is a room that nobody remembers, a place of unwritten stories, unfinished songs, and inventions which never left their creator's mind. This is all that was once loved and then discarded.

   You are within the world of dreams, a particular place where the meadow of ever-blooming flowers wilt when they are picked and the empty streets of a writer's unfinished book fade into the half-remembered architecture of a million different ideas. As you wander towards the exit, you might find some inspiration or power, something to carry with you into the waking world. Perhaps you can help these forgotten dreams see the light of day? Just remember that the world of dreams is dangerous even in the kindest dreams, and walking into a nightmare may be the last step you take.

7. **Lake Baikal, Siberia:** There is a place in the world older than empires and deeper than the sky is tall. Lake Baikal, the deepest and oldest freshwater lake in the world, under feet of ice within Siberia, is such a place. As you step into this world, a deep cold wraps around you like a living thing, sinking into your bones.

   Perhaps you're a thrill-seeker, or maybe you're interested in seeing and recording the myths of the indigenous people here. You'd heard stories of how the ice sings as winter comes, and how the Narpa seals are the messengers and caretakers of an ancient sea monster who rests in the deepest parts of this lake. Now that you're here, you can see the spirits which inhabit this lake, and how the water writhes like the lake itself is a living thing. So you entered it, hoping to accomplish something.

   The spirits and monsters which sleep beneath the surface, though, are more terrifying than you expected. In order to get a reprieve, you swam into an underwater cave that had a pocket of air in it. There seems to be some form of oxygen coming from small holes that permeate the aquifer above you, and you're pretty sure the spirits and sea monsters cannot hurt you here, but you're not sure. You can try exploring the deepest parts of this cave for a way out, or you can brave the swim back up.

   When something moves below, the water itself is a living organism, and there is so much distance to safety above, what are your options? This

sacred place is sure to have many secrets, and spirits here are many and varied. The seals whisper sacred rites and watch with too-intelligent eyes, and the lake is aware of you. Will you leave the lake at all?

8. **Duat:** You walk in the footsteps of the dead. The sky is a river of flame, and the sands of the lost shift beneath your feet. The stars are the eyes of the gods, watching down upon you. You are within Duat, the land of the dead controlled by the Egyptian pantheon, a labyrinth which separates life and death where the newly deceased are judged. You, though, have not been judged and therefore are not allowed here, so the labyrinth rebels against your passage.

   Somewhere in this labyrinth is a way out, either into the afterlife proper or back to the land of the living. The jackal-headed gods are looking for you to deliver punishment, their eyes burning with judgment. The serpents which coil around cities slither through these hallways, looking for a meal before the sun rises. Anubis himself watches your passing, not interfering just yet, but having Thoth record the unfolding events while Osiris waits. Prove to them you deserve to pass through these halls and you might just have a chance.

   In the deepest depths, though, Apep waits in the shadows. The devourer of light stirs as a living being steps through the halls of the afterlife. The sun has not yet risen, and if you disturb this monster enough before the sunrise, not even the gods can save you.

9. **The River Lethe:** Five rivers flow through the underworld. The river Styx surrounds the Underworld and creates the border between Earth and Erebos, flowing out of the great river of the world Oceanus. The other four rivers connect from Styx, the river Acheron which is made from the pure sorrow of the dead, Cocytus the river of lamentation made from the grief of losing loved ones, Phlegethon the river of fire used to punish the evil, and Lethe, the river the dead are doused in to forget their lives as mortals.

   You came to visit the Underworld for some reason. You came here, crossed the river Styx, and made your way over the river Lethe, but in doing so the bridge collapsed. A decision must be made–continue deeper into the darkness of this place and potentially face the wrath of Hades, or find a way back through the rivers you've already crossed. Before you is the river Acheron with no remaining bridge, a river of fire which burns all. Behind you

is the river Lethe with no discernable way beyond without losing your memories and identity. To each side is no path of travel.

On the plus side you find yourself on the island of Elysium, where the greatest heroes reside, in the fields of the blessed. Over the bank of the river is a thick mist where figures watch from afar, and the heroes here may not take kindly to an outsider ruining their Heaven. The ferryman refuses the living without a request from Hades, the bridges are gone, and if you wish to return to the land of the living then you must improvise. Can you do it, or will you live out your life among heroes in Elysium?

10. **Kshira Sagara:** The sea glows, shifting with the shine of dawn and dusk, an ocean thick like molten glass, swirling in constant motion as if still stirred by Trishula. This is the Ocean of Churning Milk, a primordial stew of liquid crystal that roils. The very essence of life is created here, a place where gods and demons are melted down, stirred, and reforged so they may one day produce the elixir of true and perfect immortality, Amrita.

    For now, you are safe, sitting upon one of the many distant islands away from the dangerous heart of this place. This will not last long, though, as the great serpent Vasuki tightens its coils around this ocean so as to crush it, and the eternal battle of gods and demons raging within this place will soon catch up to you. If you can survive this onslaught of impossible powers, the stirring of creation of Shiva wielding Trishula, and learn the secret of melting down the greatest divinities and evils across the universe, you might even be able to achieve perfect immortality here.

    If you fail, you will not die. No, you'll be stirred into the Ocean of Churning Milk with the other gods and demons, ceasing who you were, broken down and stripped of your very existence in the quest to achieve Amrita. You may awaken as a new god, or you may simply become a mindless force of nature. Perhaps you'll simply become another dissolution in the eternal swirl of reality.

11. **The Pure Land:** You can see golden light flicker in the distance, a hallway stretching to infinity. The air hums and the scent of incense is thick in your lungs. As you stake your many steps forward, the flickering light comes into focus–a lantern hanging in the sky. Before you, lanterns are hanging in perfect rows, illuminating a path forward. This could be your way out, if you can follow this path into infinity.

This is the Pure Land, a place that exists between grace and the mortal world, a land of spirits both great and evil. It's a threshold between worlds, one of the few passages that exist to connect the human world and the spirit world. Lanterns of every shape and size dot the horizon, showing the path forward to wanderers. You're not alone here, though, as this place is filled with demons, spirits of a malicious constitution, seeking their own way through the Pure Land to torment the human world.

These demons require a hapless mortal to make their way through, a soul as a token of passage. These are beings of lies and deception who have wandered these halls for centuries, unable to leave until they've tricked a mortal out of their soul. They have perfected their craft and envy your chance to escape, so they will do anything to take your place. They cannot force you to stay, violence is forbidden here, but they can convince you and trick you, drawing you down false paths and helping you lose your way.

Some plead for help, some offer power and salvation, some will lie to you and wait for you to doubt yourself. This is the purest form of a trial of wisdom, where you must find your own path, tested by belief. Don't become just another whisper in the dark, another demon seeking a mortal to finally escape.

12. **The Noble Eightfold Path:** There are eight virtues that guide one towards enlightenment. They are view, intention, speech, action, livelihood, effort, mindfulness, and concentration. By following all eight of these virtues and internalizing them, you can much more quickly reach oneness with the universe. These virtues can be unforgiving, though, and to reach your destination you must embody all of them for at least an instant.

    You have found yourself on the Noble Eightfold Path, a seemingly endless road running parallel to the universe. There is something on the other side that you truly desire, whether it's power, understanding, or something stranger. Along this path are eight gates, with each gate tied to one of the eight virtues, and to pass through it you must learn yourself, change yourself, and forge yourself into something greater. There is no turning back.

    The Gate of Right View requires you to see reality as it truly is. Only by seeing through lies and illusion can you recognize the key to opening this gate. Find the falsehood and reject it so you might continue with the truth.

The Gate of Right Intention forces you to set aside your own selfishness. You can be offered great power, great wealth, vast knowledge here, but you will be asked to perform sacrilegious acts to obtain it. Do not stray from noble ideals, for you certainly can gain vast power here, but should you do so you will be trapped at this gate forever (or until the end of your Jump).

The Gate of Right Speech will test your words. Words can heal, but they can also destroy. Your voice must be just and honest to pass through here. You'll find many manifestations here which will ask you many uncomfortable questions, force you into conversations you may not like. You must answer the questions and participate in these conversations with no lies, speaking honestly and without any deception or avoidance, and you must do so in front of your Companions and friends. Only then will you be able to pass through here.

Then comes the Gate of Right Action, where you must prove what actions define you so you can walk with integrity. You will find many difficult moral choices here, where there is no correct choice. These are the kinds of choices where every option is something you hate and abhor, but without any third choices to cheat the system. Will you sacrifice from yourself, or will you sacrifice others? Will you save the most or save your friends? Whatever you choose, you must bear the full weight of your actions to pass through here.

Next, the Gate of Right Livelihood will make you live without exploiting or harming others. You will be temporarily returned to the rest of the world, wherever your origin would make sense, and placed into situations where it would be so easy to exploit others for profit or power. Should you take the easy way, so tempting, you will be trapped at this gate in the Eightfold Path forever (well, until the end of the Jump). If you resist and take the more difficult but morally just path, you will be able to proceed.

The Gate of Right Effort is a gate to test your resolve to continually improve yourself. You will be forced to face your greatest weaknesses and flaws. You will face situation after situation where you will be powerless, as the only way to resolve the situations is to use a skill or ability you have little-to-no knowledge or understanding of. If you are fearful, you will face terrifying situations. If you are vain, you will find yourself dealing with people and things that are ugly or even find yourself scarred. By overcoming your own

weaknesses you can pass through this gate.

The following gate is the Gate of Right Mindfulness where you will be forced to accept the present as the only thing that matters. You will encounter situations and individuals from the past and even future, things you wished you could change or revisit, and things you dream of achieving in the future. This is a labyrinth of memories and regrets, of dreams and hopes, and you're free to run off to follow your past or future and live that out for the rest of your Jump, but it will be nothing but a false hope. By rejecting the past and future as nothing but distractions, you can move forward.

The last gate is the Gate of Right Concentration, where you must face what is to come with a clear mind free of distractions. You will find yourself faced with everything in the world, every good and every evil, simultaneously, and you must walk through such unmoved. You must continue forward while being simultaneously burned and mended, cut, amputated, stabbed, kissed, hugged, loved, torn apart, shredded, mocked, watched, sang to, and beheaded. You will feel all of this, experience it, and must prove to be greater than it no matter how traumatizing it is.

Once you've done all of this, you will reach the end of this long path. You will have walked through it and become greater from it. You will have reached this journey's end and found what you were looking for, the great treasure or power that comes with enlightenment.

13. **Lotus Spire**: You've done it, you've accomplished the impossible. You've climbed the tower of the lotus, the eight floors which hold eight truths. You've ascended to a throne with no ruler, wielding a crown with no weight, and through your sacrifice you've learned enlightenment and solitude. You've reached the apex of this ascension where you've already suffered through eight trials to transcend mortality itself. Alone. So can you bear eternity alone?

    You are immortal. Truly, utterly immortal. You cannot die in any form, having mastered all eight forms of immortality as you ascended this spire. Because of this, though, you are alone and with nobody. You begin at the summit, and should you wish to leave and rejoin society you must give up your immortality piece by piece. To climb down this tower is to lose something you've gained, to strip yourself of your reward that you've gained through blood, sweat, tears, and sacrifice.

Trod down these stairs made of lotus flowers, down each floor of trials and forsake the immortality you've received. There are eight floors below the apex, each floor representing another form of immortality and a trail you've already solved. Each will be a difficult choice to move down, feeling the absolute pain and horror of having what you are stripped from you.

The eighth floor holds the **trial of truth**, where you become a fact of existence. This immortality is such that the universe cannot live without you, so you are a universal constant which cannot die. This is personal perfection, transcendence in all skills and abilities, and to go down from this floor you must give up your utter perfection. Any perks which allow you to become perfect or increase your skills beyond perfection will be deactivated for the rest of the Jump upon leaving this floor.

The seventh floor holds the **trial of enlightenment**, where you achieve immortality through the Dao. You've become one with everything, permeating every energy and living thing, another part of the cosmos. You cannot die because you are part of everything, existing even beyond having your body and soul destroyed. To leave this floor, you must return to individuality, giving up your enlightenments and returning to the pain of being truly unconnected in this world. All perks which allow you to connect to others, become others, understand others, or be part of a hivemind are deactivated for the rest of the Jump upon leaving this floor.

The sixth floor holds the **trial of endurance**. The immortality gained from this floor is separation from time and resistance to all bodily damage. Your body cannot be harmed in any form, it is truly separated from time itself, existing in the perpetual "now" such that it cannot be touched by anything. Damage does not exist for you. The step through this floor, you must give up your separation from the past and future and allow your body to once again be cut, and all Perks which grant increased physical resistance or which grant power over time will be disabled until the end of the Jump.

The fifth floor holds the **trial of the immortal soul**. It is here where you gained immortality in soul, where your soul can never be damaged or diminished and will live forever, surviving through everything. It cannot be consumed, it cannot be moved, and it cannot be lost. Even should your body perish, you will be able to continue living through the form of your soul. To descend is to give up all Perks which grant your soul any form of defense,

regeneration, or resistance.

The fourth floor has the **trial of rebirth**, where you learn immortality through endless reincarnation. No matter how many times you die or fall, you will be reborn in another body, conscious of yourself and with all your memories and abilities no matter whether you're reborn as a snake or a wolf. Should you continue your journey down this spire, you will have to forsake any ability to reincarnate including Perks which allow you to be reborn after death.

The third floor is the **trial of knowledge**, where you've obtained immortality through alchemy. Your body is biologically immortal and always in its prime with no health problems or imperfections. You cannot die from age or health problems, no poison can touch you, and the only way to really pass on is to fall in battle. Even then, your healing is phenomenal. Descending this floor would require you to abandon your alchemical and biological immortality, losing access to all Perks which prevent you from aging and anything that protects you from poison, disease, or health problems.

The second floor holds the **trial of divinity**, where you've obtained immortality through rejection of the afterlife. By either gaining favor of the gods or being scorned by them such that you are barred from the afterlife, your spirit cannot move on after your body dies and your soul is left to wander. This allows you to, for instance, find another body to inhabit in the meantime, including your own corpse which you might choose to puppet like a zombie. If you wish to leave this floor, you must give up your inability to move onto the afterlife as well as all Perks which allow you to either continue living after death or which allow you to continue your Jump in the afterlife or after death.

The first floor, and the initial trial, is the **trial of breath**, the place where you achieved your first immortality through mastery of energy. By cultivating your life energy, you gained an immortality characterized by a body which does not die from age alone, the energy within you forever extending your life no matter how old you get. Despite wrinkles forming, your hair growing gray, and your bones creaking with movement, your muscles and tendons stay strong enough that you can function normally. Giving up this first form of immortality, you may return to normal life, losing access to any Perks which extend your life or grant improved energy manipulation.

There is no requirement for you to leave, though. If you spend 10 million

years here without access to any of your patience perks or abilities or anything which makes eternity easier, and certainly with no access to your Warehouse or any Companions or allies, you may keep your immortality as a Perk for the rest of your Chain. For each floor you go down, you reduce the amount of time you have to stay by a factor of 10x, meaning the 7th floor only requires you to say for 1 million years, the 6th floor only requires 100,000 years, and if you go down to the first floor and stay there you're only required to stay for a single year and gain the perk **Advanced Spirit Manipulation** for free, but you lose the immortality you would've gained from staying higher.

14. **Gardens of Maya:** There is a place where time unravels. The past blooms like flowers while memories are sharp like thorns. The future reaches for you, clutching at your steps. The stone paths wind in every direction, always twisting back to yourself. This is the place you've found yourself lost in, and if you wish to escape you must escape yourself, lest you become lost in what-ifs and what could be.

    These are the Gardens of Maya, a paradox where the past, present, and future intertwine and fuse into this single garden of flowers and regrets. Every choice you didn't make walks beside you here, drawing you in, and the air is thick with phantoms of your past. Some may resent you and wish to kill you, while some may wish to keep you here so they can be with you once more. Enemies from past jumps can manifest in this place, desperate to reclaim what you've taken from them, and lovers left behind may want to reclaim moments no longer between you.

    The future itself lingers on the edge of the shadows, figures waiting to be waiting for their moment, whispering of destinies unfulfilled and choices not yet manifest. They'll speak of victories and failures that have not yet come to pass, enemies you've never met will wish to slay you, friends who watched you walk an unfulfilling path may wish to hold you back, and those you've betrayed in future worlds and Jumps will seek atonement.

    You will face the ghosts of your past and echoes of the future here. You will face yourself, your greatest victories and worst mistakes, you'll see who you might become, and you'll see what horrible and great things you might do. Some may try to replace you, and others may plead with you to change what you might do or have already done. Which version of yourself will leave this

garden? Who will you choose to become?

15. **Hall of Ma'at:** You've died, Jumper. It was something heroic that you'll be remembered by for eons. It was an epic quest that saved many people and stopped a great evil. Your legacy was created. Death comes to all eventually, though, and your time has come. No crown, no wealth, and no political power you wield can aid you now, as all are equal in death.

    These are the halls of Ma'at, the eternal court where truths will be revealed. Before you rests the scales of Ma'at, the golden scales upon which your heart will be weighed against the Feather of Truth. You're next in line to receive judgment. Your collective sins from all Jumps you've been to, blackening your soul, will determine whether you will be allowed passage into Duat to live in luxury or have your soul fed to the demon which devours souls.

    Should you be judged worthy, you can live out your time in this Jump peacefully in the afterlife. Nothing strange or terrifying will happen, you will have all your wishes granted until you begin your next Jump, at which point you'll lose access to everything other than the Perks and Items you purchased in this Jump. You can try and escape at any point, at which point this place becomes akin to the Duat location up above. Should you be judged unworthy, though, you will find yourself fighting against Ahemait, an evil demon which has been tamed by the gods to devour the unworthy. It cannot be killed or trapped or slowed down. You must run, and you will spend the rest of this Jump running from it, hiding until it finds you again.

16. **The Tower of Babel:** Humanity wished to reach the Heavens, to touch the seat of the divine and stand as equals to gods. It was this arrogance that was their undoing, and all that is left of their ambitions is this ruined tower where language dies, meaning shatters, and understanding fails.

    Mankind's greatest triumph was a stairway to Heaven, a monument of unity and ingenuity, but the gods saw this hubris and shattered it. Even the gods couldn't destroy this tower in its entirety, and now the fractured and splintered voices of those trapped inside are cursed to wander aimlessly for eternity. It's this place that you're now inside, wandering, trying to either reach the Heavens in your own hubris or find a way down after the fall.

    This vast structure of broken spires, collapsed towers, and a peak lost

beyond the sky holds an entire fallen civilization where time, space, and language are shattered. Meaning is fleeting here, where speech becomes gibberish and thoughts lose coherence the longer you linger. Some places have greater distortions where names lose significance and identity becomes foreign. Reality itself is fractured, with many different universes intersecting and crushing each other, some where this Tower of Babel still exists as a living city and some where there is nothing but the crushing weight of loss.

The Tower of Babel is a test of survival, a place that unmakes everything you are. Will you try to reach the top and meet the gods, or will you try to escape to the bottom and survive? This tower stands like an unfinished word, cut off in the middle and meandering aimlessly. Knowledge long lost to humanity is hidden in these walls, but it might be impossible to comprehend it. Can you survive?

17. **Cerridwen's Cauldron:** So there's good news and bad news. The good news? You've had your chance to meet a real god! The bad news? The god wants to turn you into a stew.

You've been imprisoned, Jumper! You're trapped within Cerridwen's home, a prisoner of the goddess of wisdom and prophecies, a master sorcerer who brews the inspiration of humanity. Cerridwen has seen your perks, powers, knowledge, and otherworldly existence and has decided that you would be a perfect ingredient to share all that you are with the rest of humanity.

In the next room over is a cauldron, boiling over with bubbles that do not end, filled with the elixir of Awen which grants wisdom, prophecy, and genius to the rest of the world. Every hour, Cerridwen will arrive to retrieve another memory, another bit of knowledge, another perk or power or ability you possess, and extract it to add to the stew of Awen. You'll slowly lose everything you are, and everything taken will be gifted to a subset of humanity to benefit from it.

You must find a way to escape. Can you sneak out without being noticed? Do you have the power to face down a god who has all the knowledge and inspiration in the world who happens to be a master sorcerer? Will you linger so you might find new knowledge and advance your own abilities, instead?

All perks, powers, abilities, and knowledge stolen from you will be returned at

the end of the Jump.

18. **The Gigantomachy:** There is a great war going on between the Gods and the Titans. The ground shatters beneath your feet, the sky is raining fire and lightning, the sky shakes with fury, and you're trapped in the middle of it. Zeus has promised to side with the Titans, feeding them information and sabotaging the rest of the gods, but it is all a lie to get the upper hand against the physically-greater Titans. The rest of the gods and Titans are slaughtering each other on an impossible battlefield of divine wrath.

    These are two forces beyond understanding, whose very presence causes natural disasters and destroys mortal minds. This war is reshaping the world, continents are forming and unforming while weapons stronger than Fate and Destiny are obliterating time and space. Just being in the wrong place could kill you before you even realize it. You are the prey here, Jumper, so miniscule you aren't even worth a glance in this fight. Zeus' lightning splits the world, Athena's wisdom ensures no attack misses, Apollo's arrows light the landscape on fire, Kronos' hands reshape time at his leisure, Atlas's arms throw the sky itself, Hyperion's thoughts ignite the air.

    Will you take a side? Can you even make a difference? This is a trial by fire, one of survival and audacity. If you're clever, you might be able to talk your way out if anyone even pays you an inkling of attention. If you're strong, you can tip the balance. If you're nothing like that, you will be just an unnamed casualty in the greatest war ever known.

19. **Cosmic Pillars:** Everything has a center point around which everything revolves. This is the center point of all existence, a place at the center of time, the center of space, the center of probability and possibility; the very bones of creation. Unknowable material glistens in towers, gleaming up endlessly in geometric shapes beyond the horizon, surfaces covered in unfathomable energy. These are the Cosmic Pillars, the laws of the universe which hold creation together.

    I honestly have no idea how you ended up here. What did you do to get shunted into this unknowable place? This is somewhere more fundamental than the gods or any form of divinity, understanding, and fact. Even standing here is an impossibility, as this is something so intrinsic it should never be touched.

There is a pillar for time, a pillar for gravity, a pillar for identity and magic and the nature of the self, pillars for life and death and the barrier between, and even a single touch or brush with a pillar is enough to rewrite that law permanently. A careless mistake could erase fire, or make water heavier than lead. Language itself might vanish if you breathe in the wrong direction.

Please find a way to leave before you do something irreversible. Maybe try making some edits to the concept of distance and take a step back into the rational world. Actually that seems like a really bad idea… You can find a way out, right?

20. **Samsara:** AGAIN.

The first time you died, you didn't understand what was happening. You'd just started your Jump in full, and then your life suddenly came to an end. It was in the blink of any eye, and then the final moment came and you woke up here.

AGAIN.

You reawoke, another life. You'd gained your memories only a few days ago, maybe a week, and you knew in your bones you were going to die again. This time of a disease, you were in the hospital bed with no strength to really move. Your time was spent thinking of the life your current incarnation had lived, the skills they developed, and the love they had lost, and then your heart beat its last.

AGAIN.

The rhythm of Fate and the cycle of life and death are starting to become commonplace, but every death is as horrible as the last. You were born as the child of a politician, no medical problems and yet you knew with a certainty that your life is short. It happened a couple weeks later after several potential deaths, you were taken hostage by the political enemies of your father or mother and later murdered in revenge.

AGAIN.

Each time you die, you find yourself back here, on this massive wheel of samsara, the wheel of reincarnation, life, and death, trapped. You might be

reborn as a king, a beggar, a soldier, a monster, a bird, a god, a demon, or simply a spec of dust on the wind, but each life is fleeting. Every single time you finally regain your memories, you will already be at the end of your life and will return here. You can try to lengthen your time alive, but nothing can stop the inevitable.

AGAIN.

If you wish to leave this horrifying cycle of life and death, you must escape this discus, this cycle of Samsara which is holding you captive. You only have a short amount of time here before you're reincarnated again only to die again. Should you fall into one of the many holes between life and death, you will cease existence. Beware eternal destruction and leave or you will face mind-destroying deaths until the end of time.

AGAIN.

Do not give in. Study each life, learn from every experience of each of your incarnations, and break the cycle without destroying yourself. You can survive, find a way out, and deny your fate.

AGAI–

Origins

*You may choose your age for free. For **+50 CP**, you may roll 2d12 + 16. For **+100 CP**, you may roll 2d12 + 60, and you will both look and feel old. For **+200 CP** you may roll 1d6 + 4.*

*You may choose your sex for free. For **+50 CP**, flip a coin to determine your sex. For **+100 CP**, select the sex you would least prefer to be.*

Cleric: There have always been those who seek to raise others higher, grant them enlightenment and bring them closer to perfection. They inspire the greats, acting as advisors and providing everything that leaders cannot provide for themselves. Tending to the wounded, cleaning up in the aftermath, and providing tactical advantages to warriors at war, they are pillars who raise the world onto their own shoulders.

You can do more. You are a mage who exemplifies this, one who manipulates spirit through magic to embolden the spirit of others. You don't wield destruction or seek to reshape the world (though with magic such would not be outside the realm of possibility), but rather you amplify the strengths of others and heal their wounds and souls, letting them transcend mortal limits. At your peak, you can raise civilizations beyond their capabilities and heal worlds of their wounds.

Empath: Some say the greatest power is overwhelming strength, the power to conquer and dominate others. You understand otherwise, though, knowing that the greatest power is hidden in human connection. The Oracles of Delphi and the mystics of Tebet understood this, soothing the spiritual suffering of others and connecting to the flow of human emotion, wielding understanding as a blade and compassion as a shield.

You are a psychic who wields such power. It's simple for you to psychically connect and empathize with others and their spirit, using your psychic powers to sense and control the spirit that flows through and connects everybody. Reading and manipulating emotions and the sense of self is within your purview, allowing you to comfort or control, even uplift or unravel others. Others see emotions as ephemeral. You see emotions as just another force to be used and controlled.

Titan: Before the gods created the heavens and mankind, the titans created the gods and forged the very fundamental forces of nature. Their hands sculpted the mountains, their breath stirred the winds, and their hearts pulsed in creation. Titans don't wield spirit or power, they are the source of spirit and power, the architects of nature and the smiths of souls.

You may not be a true Titan, but you wield a similar power over nature and souls. You are a living manifestation of creation whose essence has been tied directly to the natural and spiritual world. You have learned to draw upon your own primordial power and nature in order to craft and affect change in the world around you, forging souls and using the elements themselves as your ingots. Building tsunamis, smithing mountains, enchanting storms, and shaping fire are all possible for you.

Souls, though, are your specialty. You are the key to true life.

Shinigami: There have always been those who walk the spaces between life and death. The ferryman Charon or the Japanese Shinigami, they seek to shepherd the souls of the departed to the next great journey. To be one who walks alongside death, you are not a killer who wields destruction but a saint who grants solace to

the lost and fulfillment to the restless. You are to join their ranks, one who ensures the peaceful journey of souls to their resting place with a legacy untarnished.

You are now deeply tied with the cycle of life and death, a spiritual guide who wields spiritual energy for the sake of those no longer a part of the mortal coil. You ease the inevitability of death, acting as a mediator overseeing balance and ensuring peace can be found. Spiritual energy is generated by yourself and the souls of the deceased, allowing you to interact with both the living and the dead, fighting anything that might try to disrupt this balance or wielding it to ease the burden of mortality.

A Shinigami is a friend of the dead and a guardian of the living, a force that bridges the two. Your gentle hand is the guiding light to eternal rest and a reminder that death is never the end.

Xian: Legends speak of those who have transcended mortality, their souls purified and spirits aligned with the flow of the cosmos. They meditate upon the mist-shrouded mountains deep within China's spiritual lands, cultivating vast amounts of qi and strengthening their strength and spirit. To be a Xian is to step beyond the mortal coil, harmonizing with the universe and therefore becoming greater than mankind.

Through the careful manipulation and cultivation of your own spirit, you have achieved immortality and become one with the universe around you. Your soul has been cleansed entirely of all corruption, achieving utter purity, and you've therefore transcended the limits of existence. It's said that the Xian are masters of alchemy, able to convert even the elements into other forms and reshape their surroundings through careful application of their qi. As you grow stronger, your connection to the universe will strengthen, turning you into a living embodiment of perfection. You are a master of yourself.

Tulpa: Once upon a time, there was a story of a monk who gained such enlightenment that his thoughts shaped reality itself. His dreams crawled into existence through sheer will, creating what became known as the Tulpa. From the shadowy corners of the minds of the enlightened, the Tulpa is a dream made manifest, a reflection of the thoughts and beliefs of the one who gave them life.

At your core, you're an existence made from the beliefs of others. You're fluid in a way others aren't, manipulating yourself based on the power others give you. You take the thoughts and dreams of others and incorporate them into yourself,

connecting to the spirit of the mind and the hope others have in you and the world around you. Reverence, fear, hope, despair, and even incorrect beliefs serve as power for you, allowing you to alter your own powers and form to suit your circumstances. You walk the line between dream and reality, truth and fiction.

Elementalist (200 CP, Discount if you already have an Elementalist Origin): You gain power over Fire, Ice, Lightning, and Spirit as your choice of magic, psychic or technological power set. All perks purchased in this jump are reduced to 50% of their normal capability and power, but they now affect all 4 of your elements.

Godhead (300 CP): There are those who have faced absolute truth and understood their place in the world, realizing the uselessness and irrelevance of their lives. Then there are those who have faced it and refused to let it define them, transcending the boundaries reality has placed on them and ascending to a higher existence. These are the ones who can see the truth of the power which binds all of existence together, the vast web of unity from which law is tied to. They are the natural gravity of existence itself, drawing strength from such unity.

You are one of the seldom few who have refused such a truth of meaningless existence. You've become something akin to a pseudo-god, able to wield this power of spiritual unity to connect to the world around you, empowering the metaphysical threads that bind everything so that you may draw upon that connection to empower yourself. From this you can draw upon power even far beyond your normal capabilities, these bonds acting as conduits of immeasurable power. Whether you draw vitality from the forests you establish a connection with, or you draw unyielding strength from an ancient battlefield, or you draw a shield made of pure faith from the piety of a devout follower of God, your connections will grant you phenomenal power.

With time, as you connect to further places, people, events, and items, you'll eventually become a nexus of existence itself, whose connections reach through dimensions and realities, reshaping the spiritual landscape of galaxies as you become the very arbiter of unity. Even death will refuse to touch you, as your connection to death will prevent it from taking you.

Perks

Special

Another Life (200 CP, Can be taken multiple times): People are multifaceted. They have many stories, many sides, many sources of power. Take another origin for each time you buy this perk. This only affects this jump, and you cannot take more origins in future jumps through this perk.

General

Basic Spirit Manipulation (Free): You know the very basics of how to safely manipulate spirit. Perhaps you control it through magic, psychic powers, or something stranger, but you know enough not to accidentally kill yourself. You have a small reserve of whatever necessary energy you need for your Origin is, as well, in order to perform such manipulations. Spirit is the element of beginnings, of the soul and of where elements all inevitably form from. Because of this, every Origin can be considered some variation of Elementalist, though perhaps to a lesser extent. The following are examples of what you might be able to do, though what you specialize in might change your skill level in these fields appropriately.

As a **Cleric**, you know the very fundamentals of the flow of magic, its circulation, and simple magical structures that can be used in a variety of ways. You know some principles for spell construction along with a variety of cantrips that can be used in many situations. In particular, you can call upon healing magic to treat cuts, bruises, and minor fractures along with protective charms, restorative magics, and very basic empowerment magic such as extending one's stamina beyond its natural amount.

An **Empath** has a basic understanding of emotion and can tell the difference between their own emotions and those of others. They can sense surface-level feelings in a small radius and know methods to ground themselves and modulate their own emotions. They feel the anger, joy, and sorrow of others, and have some psychic technique to comfort others in vague senses. Additionally they have some general low-level psychic abilities like telekinesis to move objects weighing less than a kilogram.

You have heard the faintest whisper of primordial creation as a **Titan**, understanding the most basic principles of shaping elements into ingots and smithing with them. You can feel souls, as well, but you're mostly able to shape the

elements such as smithing earth into statues or smithing a stream to flow another direction or smithing fire to burn a little hotter.

Shinigami can perform a variety of basic feats with their spiritual energy at this level. You can sense lingering souls, understand their state and needs, and have some basic theory in spiritual energy such as how it flows and dissipates. You can tell the difference between ghosts, spirits, and demons. You know some very basic spiritual “spells” such as banishing weak evil spirits and purifying corruption.

With basic understanding of Qi and chemistry, a **Xian** is still only human. You’ve found a combination of herbs and drugs which have significantly slowed down your aging, allowing you to worry less about your mortality, but you can still easily be killed by a solid blow. You are knowledgeable in many chemical properties of plants and minerals and know how to research and understand more, you have an understanding of the “purity of the self,” and you can circulate your Qi to strengthen yourself slightly.

The power of a **Tulpa** is a strange one. Rather than directly manipulating the spirit, you manipulate others’ beliefs in order to affect yourself. At the Basic level, you have a simple understanding of dream-logic and belief, how to manipulate how others perceive you, and how to meaningfully lean into expectations. Using this, you can minorly modify your own appearance and slightly shift your attributes based on what others think of you, as well as healing minor injuries you suffer by shifting into the form others believe you have because “you look fine.”

An **Elementalist** is capable of a variety of feats similar to the above origins at their discretion, but at 50% power and capability. Their manipulation extends beyond spirit, though, and includes ice, lightning, and fire as well.

A **Godhead** has only just come into their enlightened power. They can sense the spirit of people, places, and things, and have a reasonable symbolic understanding of them. Using this knowledge, they can “unify” themselves with such things, creating a connection with it and allowing you to draw upon this connection to gain small boosts related to what you’ve submerged yourself in. For instance, you can submerge yourself in a connection to a calm forest to gain minor regenerative properties, borrow the strength from a strongman you’ve connected with, or draw upon the power of an energy-infused amulet to power your spells. You don’t need permission to connect to someone or something and the connection never fades short of powerful anti-magic (or equivalent), but the process to unify and submerge yourself with them takes a long time.

Beginner Spirit Manipulation (50 CP, Requires Basic Spirit Manipulation): You now have the equivalent of 10 years of training in spirit manipulation, the amount you likely would have gotten over the course of this Jump. You've expanded your abilities, able to now perform feats up to crushing your foes and destroying walls. It's a clear step up from the previous tier, though you're still learning.

You're now a capable support mage if you're a **Cleric**. You have a deep understanding of the fundamentals of healing magic, enchantments, and fortification magic. You can easily diagnose physical and spiritual injuries, and you know some auxiliary magic such as elementalism and purification. You can purge poison, replace blood, and stabilize dying allies, while you can enhance their strength, speed, and resilience to greater levels.

Empaths have the ability to read emotions with nuance at this level. You can feel layered feelings, suppressed trauma, hidden beliefs, and can understand group emotional dynamics. You're able to project emotions into others, as well, and utilize this to read surface thoughts. You can relatively easily manipulate emotions with this power, uplifting friends, while dampening hostile emotions and feelings.

A **Titan** at this level knows how to properly heat and shape elements to the proper density and alignment, forging gusts of wind, shaping lightning to strike the correct spot, and smithing clouds and stones. You're also able to refine souls now, forging them in a way to smooth out cracks and slightly enhance them to be stronger. Perhaps you could forge elemental phenomena into the form of a golem or a sapient ember with the soul of another.

A **Shinigami** is capable of understanding the boundary between life and death. You know a variety of funerary rituals and rites which bless and sanctify graves and cemeteries, ensure the safe passage of the dead to the afterlife, and destroy the undead. Warding against demons and monsters is simple, as is binding hostile spirits and protecting against both death curses and the unnaturalness of resurrection. You might be able to form your spiritual energy into basic weapons that reflect your soul, as well, and shape it into more powerful spells like a spiritual version of a fireball or chain lightning spell.

Your chemistry and competency as a cultivator is improved, making a **Xian** unmistakably superhuman. You understand Qi, internal versus external balance, can understand symbolic behavior in the sciences, and have a reasonable amount of martial arts training. Your Qi cultivation is at a level enough to externalize it in

some capacity, from telekinesis to small energy blasts, and you can focus it to grant yourself regeneration or imbue it into your chemistry to strengthen the chemical effects.

You begin to choose what beliefs matter as a **Tulpa** of this level, adopting traits strongly believed by local groups such as becoming very fast if they believe you're fast. You also understand the art of the rumor, able to create and influence rumors about yourself (or others) in ways that benefit you, and you understand how rumors and beliefs spread, form, and mutate. Using these skills, you can remove flaws people refuse to believe you have from yourself, add small quirks that people assume you have, even shape your appearance and "aura" to match people's expectations of you such as mysterious, calm, or wise.

An **Elementalist** is capable of a variety of feats similar to the above origins at their discretion, but at 50% power and capability. Their manipulation extends beyond spirit, though, and includes ice, lightning, and fire as well.

As a **Godhead**, you're capable of feeling the connections of other, distant places, and shunt yourself to them across dimensions and universes with some moderate effort, vastly expanding the things you can connect with. With a basic understanding of dimensions and boundaries, along with a greater ability to draw upon the bonds you've constructed with others, you've become something powerful. You could, for instance, utilize simplified versions of powers those you've connected to have, observe distant locations and the area around what you've connected to, jump to universes you've already visited easily, and summon phantasmal versions of the things you've connected to in order to fight at your command or grant you weakened versions of their capabilities.

Intermediate Spirit Manipulation (50 CP, Requires Beginner Spirit Manipulation): With 30 years of experience, you can now be classified as intermediate in spirit manipulation, even if only just. You can finely manipulate the various parts of spirit and perhaps affect a city block of area depending on your specialization and focus.

The power of a **Cleric** grants you knowledge and skill with the very magical currents that encircle the world, along with how belief affects such a thing. What this means is you can now relatively easily tug at these beliefs through your own "worship" of a greater being to greatly accelerate your magical learning, gaining powerful lightning magic from worshipping a lightning deity or ice magic from worshipping an ice spirit. In addition, your healing can reconstruct organs and

cleanse the soul, multiply a warrior's capabilities several times over, create protective wards across a city, counteract decay and magical curses, and create resolve among an army.

At this level, an **Empath** can easily differentiate people based on how they feel, even at long distances, and can feel trauma, despair, pain, and even spiritual damage and danger. You'd be able to accurately determine what kind of person any individual is, command the emotional atmosphere, learn the architecture of a person's mind, and even use their emotions against them by converting their feelings directly to power you can wield. Draw upon one's anger and turn it to fire that lashes out at them, or draw upon their sorrow to drown them. Your other psychic powers are somewhat greater, too, allowing you to project psychic shields and feel the psychic impressions of items to wield them more effectively.

Titans now understand the soul on a reasonable level and how to forge more complex elemental effects. You understand reincarnation, the movement of the soul in death, can perceive natural systems, and you know rudimentary cosmological systems and how to utilize them in your forging. This allows you to use the movement of the stars to empower effects, forge mountains or tsunamis with your hammer, shape magma into rivers or lava storms, and more. You also know how to forge souls wholecloth, creating complex souls fit for animals and homunculi or refine existing souls to have magical power and potential, or other interesting soul-based abilities.

If you are a **Shinigami**, you are a warden of the afterlife, able to calm and guide entire crowds of the dead. It's possible to mend broken souls, cleanse cities to remove anything binding spirits to this plane, weaken and banish mid-tier demons, enforce spiritual and underworld law, and create or seal breaches between realms. Some **Shinigami** may be able to modify their appearance to fit the soul they're interacting with, and some may begin to draw upon the memories of the dead to utilize in whatever situations necessary.

A **Xian**'s knowledge of chemistry at this level becomes something legendary, and their energy flows like molten metal. Qi and cultivation become something catalytic, allowing you to perform your chemistry in ways that defy modern science, perhaps not drawing out symbolic properties quite like **Waidan** might be capable of, but causing unique chemical reactions as a result of manipulating the reactions with your Qi to produce unique results. These are medicines that go above and beyond their normal scope, vastly extending lifespans and accelerating the body's natural capabilities, changing a person's internal chemistry or making simple changes to

biology, rewriting small portions of the genome, and more. You're also capable of cultivation on a level to harden your bones to steel, enhance your muscles to shatter large areas, and create a Qi tempest that annihilates a city block. Your martial arts are now extremely effective.

An intermediate-level **Tulpa** is a potent dream-like entity, deeply understanding belief, trauma, admiration, and myth. You can exploit the dissonance between what people think and what they say in order to shape their thoughts of you into powerful self-narratives and exploit subconscious expectations. This allows you to fully modify your body based on perception or collective belief, even gaining superhuman powers and capabilities based on what others attribute to you, from super strength to incredible resilience or stealth. You could even gain skills that people believe you have, allowing you to perform feats that you shouldn't know how to perform.

An **Elementalist** is capable of a variety of feats similar to the above origins at their discretion, but at 50% power and capability. Their manipulation extends beyond spirit, though, and includes ice, lightning, and fire as well.

Once hitting intermediate skill, a **Godhead** innately understands the topology of multiverses and how to travel them. It's possible to more quickly connect to people, places, and objects, and even summon functional loyal copies of them instead of simple phantoms. It becomes possible to draw more power from the things you're connected to, manifesting more complex effects from them based on their symbology and actual capabilities. You could borrow divine power from a god to smite your enemies, for instance, or summon a small army of beings fueled by your connection to artifacts to fight your wars for you.

Advanced Spirit Manipulation (100 CP, Requires Intermediate Spirit Manipulation): You have 100 years of experience now, on the cusp of being an advanced practitioner, granting you increased power, increased reserves, and increased capabilities. It could be said that, with the right combination of powers used, you could annihilate a city. Spirit bends to your will, tearing apart the world around you and then reknitting it into your own spiritual balance.

The **Cleric** wields renewal at this level. They can create long-form rituals, macro-scale enhancements, and multi-layered barriers. With time, they could decipher foreign magic systems and implement them themselves, perform city-wide healing, restore thousands simultaneously, purify massive corrupted zones, make

dormant volcanoes and quell natural disasters, grant mythic strength and temporary powers, and fix tragedies.

You're better described as a "conductor" as an **Empath**. Perhaps a civilization-shaper. You can perfectly understand emotional ecosystems and manipulate them to get what you want, directly change others' emotions and feelings towards you and most things, and convert emotions into their symbolic components to use as necessary. This is city-scope in practice, imposing peace, hope, courage, or inspiration across large areas, repairing identities, fixing unhealthy habits, and commanding monsters and entities that have the capacity to feel.

Your feats become continental-level as a **Titan**, capable of forging new lakes of lightning, generating storms that don't stop for centuries, hammering together tornados and hurricanes, craft island chains and smelting volcanic eruptions that drown provinces in molten lava. In the field of souls, you're able to refine souls up to the level of gods, cleanse their impurities, strengthen them through your forging techniques, and forge human and alien souls alike. Combining these skills you could create colossi, prepare the soul of a person for godhood, and build in unseen potential into anything including items, allowing them to gain power and have abilities not initially intended.

A **Shinigami** understands the structure of the afterlife, from its gates and passages to its guardians and laws. You'd find yourself able to feel death across continents and easily interface with and draw knowledge and power from other psychopomps and death-aligned entities. The undead see you as a friend who can help them find peace unless actively controlled by another entity. You can enforce Karma, as well, granting appropriate consequences to those who've sinned or appropriate benefits to those who've been righteous, though this is mostly effective on the dead or those who target the dead. It's also possible you can draw upon the skills and some minor abilities of the dead if you take the time to find the correct one and learn from them.

With the power of a **Xian**, you can perform city-scale Qi manipulation that strengthens or weakens natural forces and blows up significant areas as necessary. You have a comprehensive and vast chemistry knowledge beyond any known mortal, able to produce reactions that either ignite mass destruction or grant biological immortality, vastly augment regeneration, cure disease, modify even one's species and inborn traits to some extent. In addition to this, your entire body is a weapon capable of martial arts greater than anything on mundane earth and even in many supernatural settings. Your Qi can make your body invulnerable to

nearly all mundane weaponry, you can punch through most substances, and utilize your Qi to modify all kinds of reactions to the point you could quell a volcano or create reactions between inert substances.

A **Tulpa** understands how to force the mind to buckle and collapse upon itself through its manipulations. Understanding of how belief shapes societies and archetypes fills you, you can manipulate these beliefs masterfully, shift meaning, and weaponize expectation. You can assume the power of the archetype people believe you to be, whether vast physical power as a “Warrior” or exceptional magical capabilities as a “Mage,” exploit genre stereotypes and conventions centered on yourself to force things that people believe “should” happen to happen to you and reduce the chance of things that “shouldn’t” happen to you. You gain great power from admiration and fear, and every misunderstanding can be exploited to grant you power. Even manifesting powers people believe you have is simple, from pyrokinesis to magic to fire breath and telekinesis.

An **Elementalist** is capable of a variety of feats similar to the above origins at their discretion, but at 50% power and capability. Their manipulation extends beyond spirit, though, and includes ice, lightning, and fire as well.

Cosmic travel between realms, planes, and multiverses is possible for the **Godhead**. You can enter higher planes, conceptual worlds, and just about nothing can trap you or stop you from entering a plane without universe-shaking power involved. With this power, you start being able to link to more than just people, places, and items, and can create connections with things like the idea of war, hope, or time in order to draw some minor power from them, though you must experience such things intimately to create such a connection. Those you create copies of hold their full power, and you can draw upon phenomenal power from such connections to utilize their capabilities or use their energies and supernatural wells of power to fuel your own spells and powers.

Expert Spirit Manipulation (300 CP, Requires Advanced Spirit Manipulation): You can now consider yourself an expert in spirit manipulation with 500 years of experience. You have both knowledge and the vast reserves of energy to wield it effectively. You could affect anywhere from a country to a planet depending on your origin, the power available to you, and your studies.

Your understanding of healing as a **Cleric** takes on more metaphorical aspects. You can draw power directly from domains believed to be a god’s as you perform rituals and worship them. You can rewrite magical systems to align with what you need

them to do, wield metaphors and concepts as magic, perform planet-scale restoration which cleanses ecosystems, heal oceans, calm planetary storms, elevate civilizations with clarity, unity, and inspiration, bless armies with victory, and turn heroes into demigods. You can even heal and revive dying gods and repair divine artifacts with your healing.

Emotions solidify into physical forces for **Empaths**, able to influence the emotional climate of entire nations, as well as giving emotions physical form and manifesting the monsters of trauma as servitors. You can force armies to work together, vastly improve cooperation and collaboration between groups, animate the dead with memory, soothe the anger of natural disasters to end them, and restore peace to a world on the brink. This is power similar to mass mind-control if you decide to use it in such a way.

Your soulwork and element forging has reached divine complexity as a **Titan**. You understand things like the World Soul, can read and interpret the cosmos, and forge with the elements and spirits of celestial bodies. You have a reasonably full mastery of primordial forging methodologies. You can forge spirits and gods entirely, build oversouls that can be used as a hivemind for yourself or others in whatever configuration you need, forge souls for artifacts that can ignore natural laws, raise continents and shift tectonic plates with your smithing, create entire biomes both normal and bizarre, and more. You could make a desert in the middle of a lush forest, make radiation storms with your hammer, modify landscapes to gain eldritch qualities, and design impossible elemental phenomena and natural disasters that boggle the mind.

At expert level, **Shinigami** gain a deep cosmological understanding of life, death, and reincarnation across species, cultures, and worlds. As a powerful and learned death-aligned being, you now have significant influence in the various underworlds and afterlives, able to administrate and bend the rules, and you gain significant flexibility in making decisions that impact such places. Your spiritual-based spells are much more powerful, too, able to create effects which impact anything from a nation to a planet depending on what you specialize in, with incredible destructive force, from spawning millions of spiritual blades from the ground to creating a coffin of instant destruction around an attacking demon.

Then there's the **Xian**, whose body and soul act as one in near-perfect tandem. With Qi control capable of affecting entire nations at once, you can influence climates, redirect rivers, and collapse mass-infrastructure; with chemistry knowledge enough to cure just about all diseases and genetic damage and actively

modify genetics to the point of turning a man into a dog and back again and which alter properties to the point they're unrecognizable; with Qi so full of life energy that it can turn a desert into a forest and synthesize rare metals beyond humanity's comprehension, you are certainly a force to be reckoned with. And that's not even counting your martial arts which let you shatter a mountain with a punch.

A **Tulpa** is a structural force, able to manipulate belief on a massive scale. Full comprehension of social narratives, cultural beliefs, and influencing opinion fills you. You can plant memetic beliefs, rumors, and seed archetypal viewpoints with incredible precision and manipulate their spread. Changing yourself into forms based on belief is easy, from making yourself a sun god to a shadowy monster or something else, add and remove personal traits such as wisdom or divine wrath, become unkillable in places where people believe you cannot die, and gain powers that logically follow widespread beliefs and myths of you. Reality literally bends to the rumors of yourself.

An **Elementalist** is capable of a variety of feats similar to the above origins at their discretion, but at 50% power and capability. Their manipulation extends beyond spirit, though, and includes ice, lightning, and fire as well.

You do not flow through the multiverse as a **Godhead**, the multiverse flows through you. You can create, destroy, or rewrite the connection between yourself and others, allowing others to temporarily or permanently draw upon the connections you create. You can summon alternate universe versions of anything you connect to in massive quantities, bind and sever connections between universal forces, and more. You're nearly a structural pillar of reality.

Master Spirit Manipulation (500 CP, Requires Expert Spirit Manipulation): You have reached a pinnacle, or at least what society would consider a pinnacle. You have 100,000 years of experience in spirit manipulation, able to bend spiritual power to your whims to affect anything between a solar system and galaxy depending on your specialty and capabilities. This is power that borders on the frankly absurd, with nearly limitless energy and power to enact your whims on the universe.

Clerics have a fundamental understanding of magic and metaphysics, especially the metaphysics of belief and how it affects the universe, and can easily draw incredible power from such belief. You can heal dying stars, stabilize collapsing systems, and mend space-time. Raise entire species to higher states of existence

and empower normal people to godlike levels. It's even possible to heal things that don't truly exist, such as stories, narratives, archetypes, and feelings.

This is an apex of emotional manipulation for **Empaths**, to the point that one could grant emotion to non-physical items such as a statue to animate it and have it fight at your command. You could evolve yourself and others to higher psychic forms, bound psychic power in a physical form, resonate with abstract forces like entropy, life, or creation to negotiate with them, add or remove emotions from the universe, grant sentience to stars, nebulae, and artificial constructs, and reshape civilizations with emotional puppetry.

You have effectively perfect command of elemental creation as a **Titan**. You can shape planets and nebulae into constellations, forge stars, adjust elemental ratios, understand how universes generate and distribute souls, and can possibly learn to understand the "blueprint" of reality itself with careful study. You can forge pantheon leaders, the greatest of gods. Forge conceptual traits into souls from spiritual immortality to divine wrath. You can take concepts like "nothingness" and convert them to elemental form for forging purposes in order to create arbitrarily large phenomena. You could even forge narrative into spirits, creating origin stories for new species that will come to pass, or embed destiny and purpose into entire worlds.

Shinigami here operate on a galactic scale, managing entire afterlives or building new ones, with a perfect understanding of death as a cosmological force, able to analyze ecosystems of life and death, and having incredible knowledge of how afterlives interact, conflict, and collapse across cultures and planets. Not only that, but you'd be able to easily draw upon the memories and legacies of the dead, borrowing skills, powers, abilities, and even items which are important to specific dead. It wouldn't be difficult to create your own psychopomps to work under you, though this isn't something that's a particular specialty unless you chose to focus on this path more than any other, and your power is enough to bind and banish even extremely powerful demons and monsters that feed on the dead.

One might call you one with the Dao, as your **Xian** title is pushed to the limit. You understand macro-chemistry, able to catalyze reactions on a massive scale to create incredible and esoteric results, understanding even how fundamental forces react and modify the chemistry process. It might even seem more ritual than science at this level, creating impossible effects such as pills that cure terrible fates, fix entropy, and modify a person's destiny. Your Qi control is just as incredible, granting regeneration so incredible that it's almost instant so long as you're still

alive, and skin as hard as the toughest materials like adamantium. Even your martial arts shatters asteroids and you can jump between worlds or shoot Qi blasts that destroy planets. It might be easier to try listing what your chemistry can't achieve than what it can.

Belief no longer shapes you as a **Tulpa**, rather you shape belief and the metaphysical expectation of you across galaxies. You have a near-perfect understanding of belief and identity, can manipulate the structure of civilizations and species, and read and influence belief on a cosmic scale. Utilizing this skill, you can turn fiction into reality, turning beliefs and fiction of you into actual fact, creating powers, changing your species and capabilities, and generating entire objects and phenomena simply because you've convinced someone of it. You can be divine, monstrous, conceptual, or immortal, or even all at once given the right circumstances and word-smithing, and you can only be defeated in ways that others believe you can be defeated in.

An **Elementalist** is capable of a variety of feats similar to the above origins at their discretion, but at 50% power and capability. Their manipulation extends beyond spirit, though, and includes ice, lightning, and fire as well.

As a **Godhead**, you are the law of unity itself. You can exist everywhere there's a connection to you, all simultaneously, as an omniplanar presence that exists in all realities you're connected to. You can combine connections, fuse these powers together, draw upon the infinite power of the omniverse, connect to just about anything with minimal effort and time including things like Death to make yourself unkillable or able to kill anything that can die, or the concept of Time to exist simultaneously in the past, present, and future. So long as your connections have power to draw on, you can utilize their full force, drawing monumental power and wielding it to perform godlike feats such as fusing two multiverses together into a cohesive whole through your unity, or borrowing the full, absolute authority of Eternity or Judgment for a short period.

Illusory Technique (50 CP): The most dangerous power is not your strike, but the story you tell with it. The greatest sorcerers and fighters knew that perception was reality, so you honed your blade on pure belief. If one believes you hold power, then you will hold that power. This perk grants you unparalleled skill to fake your capabilities, becoming a master of deception. You can easily feign mastery of a skill or power in an utterly flawless way such that they will even believe they can feel the build up of a spell you don't know, or they will feel the crushing weight of the power you don't have, and even the greatest and most powerful beings of the universe

who know you shouldn't have that power will be fooled. You wield lies as your weapon, sharper than any blade, letting you bluff your way through just about any encounter.

This only works for bluffing your power level or capabilities. You can't, for instance, use this to conceal the act of casting a spell or using an actual ability.

Human Understanding (50 CP): The body is a canvas painted with truth, and you are the critic who observes it. You see every twitch of the finger, every scuff of a shoe, every story to the puzzle that is the human condition. You've unlocked the secret to true cold reading, not the parapsychological crap that humanity knows. You can understand the meaning behind every glance, hesitation, appearance, and choice another person makes. This isn't just intuition, it's a skill you've honed to near-superhuman levels, allowing you to piece together a person's history with just a conversation. This isn't infallible, and you can come to incorrect conclusions with incomplete information, but such a thing is unlikely if you did your due diligence.

Savant Syndrome (50 CP): Everything is just math, it's the highest level of science which all science inevitably boils down to. The universe–every star, every heartbeat, every atom and photon which collides–it's all ruled by math and logic. You can see the patterns unfolding in the universe around you, pulling it apart with effortless precision. For you, so long as you understand a mathematical equation, you're capable of instantly computing the solution to it no matter its complexity. Numbers dance for you, revealing all secrets. You will never perform a calculation incorrectly, and the mysteries of the universe will unravel before your absolute computation.

Emotional Balance (50 CP): A heart is a storm, a raging hurricane of emotion in which you stand within the heart of. You hold a mastery of this storm, though, a lone figure standing in the calm eye of such tumult. Your mind is a sanctuary, no emotion or situation will ever muddy it. Chaos, grief, fear, and other emotions will never unsteady you or shake your composure. You even gain an innate understanding of your own emotions such that you know how to easily navigate your own trauma and personal challenges, always able to move beyond anything bothering you to quiet your anxiety and intrusive thoughts.

Physical Balance (50 CP): Your body is a temple, and its harmony is sacred. You are blessed by the flow of life itself, every step a grace and every breath displaying incredible vitality. Your body is a machine of vast potential. Your health and movement are unparalleled in their equilibrium, resisting disease and injury with ease, healing faster than normal, and maintaining peak fitness and health with no

conscious effort. Your natural coordination also borders on superhuman, granting an uncanny ability to move with effortless precision and grace, even able to fight foes while balancing on a tightrope.

Spiritual Balance (50 CP): The soul is a bridge between the mind and body, a link for the forces which drive and shape you. Few understand how to maintain harmony of the soul, to quiet the noise of the material, but you've learned to do so, standing on the pillar of unity between the various aspects of the self. As such, you have total control over the sanctity of your soul, always aware of any spiritual corruption upon it. You know if you're being controlled and can resist or ignore such control, and you're always aware of yourself even when asleep or otherwise indisposed. You also gain insight into the souls of others, whether they align with your ideals and if they're being controlled.

Unified Spirit (50 CP, Requires Emotional Balance, Physical Balance, and Spiritual Balance): The flame of human potential burns within you, brightest even in the darkest of times. You are unyielding, one who defies destiny and impossible odds with sheer determination alone. You possess an indomitable spirit which refuses to be extinguished, your willpower an unbreakable force and fortress against despair, fear, and manipulation. You always stand firm no matter the circumstances, unyielding against any adversity, able to persevere where others would break. Your mind is an immovable object against even overwhelming force. This also protects you against all forms of mental intrusion and mind-reading. You will not bend, you will not break, and you will not yield until you've won.

Unified Focus (100 CP, Requires Emotional Balance, Physical Balance, and Spiritual Balance): You have unified your mind, body, and spirit, becoming something akin to a force of nature with unhesitating, precise, and fluid movements. You have a state of bodily perfection, a unified focus to transcend limitation. You are one with yourself in every aspect, allowing you to synchronize everything about your own body perfectly.

There is no delay between thought, intention and action, such that your reaction time becomes utterly instantaneous and not even a fraction of a second is wasted between sensing danger and responding. Your mind, body, and soul also prop each other up, causing all improvements in one to also improve the rest (albeit less effectively), and you have perfect clarity of everything within and around you and total, unconditional control over yourself and your capabilities. Everything about yourself is precise, accurate, and seamless, from your powers to your skills having no wasted energy or movement. Even your bodily functions and processes have no

waste, no longer requiring you to use the bathroom. You're no longer reacting to the world, you're actively a part of its rhythm, unburdened by doubt in yourself and always in balance with yourself.

Unified Reflex (100 CP, Requires Emotional Balance, Physical Balance, and Spiritual Balance): Because of the fusion of mind, spirit, and body, you've learned to move with the rhythm of the unseen world, the spirit of the universe itself. It's the kind of interaction that makes one seem untouchable, a feeling that something is going to go wrong and a feeling of what action will fix this feeling. A warrior might dodge arrows without looking, or a mystic would dance through the chaos of a battlefield untouched.

Whether a hidden sniper, an ambush lurking in the shadows, or a poisoned goblet, you have a transcendent sense of danger that's targeting you and how to deal with it. Your reflexes are no longer tied to your senses but to the beat of reality itself, allowing you to always perceive danger to yourself and react automatically to it. This works on a smaller scale, too, such as in combat you'll just know which direction attacks will come from and be able to react to it, granting you a huge edge against foes at precise angles and with minimal effort. You'll never be caught unprepared.

High Spirits (50 CP): Joy is the spark that brightens even the darkest of hearts. You are a master of bringing joy to others, reducing tension and turning distrust into camaraderie. You have incredible skill in psychology, particularly when it pertains to lightening the mood and improving the emotional climate of a group. You know exactly when to use humor or heartfelt words, even subtle manipulation to lift spirits with ease, bringing light to the most somber of moments and reigniting hope in the future.

Surgeon (50 CP): The human body is a complex mess of bone, muscle, and sinew. It's an amalgamation of evolution and bizarre design such that few understand its working. You understand, though, able to work with it on the level of an expert. You know the anatomy of the human body and can easily adapt that knowledge to foreign lifeforms such as aliens or beasts. You know advanced first aid and internal medicine as if you had a medical degree, and can perform even complex surgeries without issue given the right tools. You specialize in field surgery, saving lives on the battlefield like child's play, even in the most chaotic of environments. Life and death to you is simply a matter of precision and confidence.

Ward (100 CP): Warding is an ancient and varied art of protection dating all the way back to the times priests would ward temples and ancient sanctums against evil. It's an art that has always been a cornerstone of protection, bending the rules of reality to create barriers, safeguarding or even ensnaring those who enter a ward's radius. You are now proficient in these arts, too, able to create barriers, wards, talismans, and in general areas where you can defend, trap, or otherwise bend the laws of the universe within.

How this works depends on how you manipulate spirit, such as your origin. A Cleric would gain instinctive magical knowledge on how to craft magical talismans or weave spells to generate these wards. An Empath would be able to brute-force their psychic abilities into defensive formations and barriers. With technology, you could create devices which warp the area around it to defend or impose rules on the general location. If you have some other form of spirit manipulation, you'll receive knowledge congruent to that. Your skill and knowledge in this field is dependent on your experience with Spirit Manipulation, and you'll instinctively advance this field as you grow into greater power.

Architect unseen boundaries, define the limits of safety and control, and create defenses or shape a battlefield by imposing your own laws. You define your domain and grant it power.

Exorcism (100 CP): When shadows creep within the hearts of man, you are the one who will exorcise them and return mankind to its natural state. To wield this power is to command purity and banish corruption, restoring the world to its natural balance. You gain profound knowledge over purification techniques, allowing you to perform feats such as cleansing people, places, and objects of harmful influence. This can take the form of cleansing spiritual corruption, dispelling disease and poison, healing psychological wounds, or vaguely restoring balance and harmony in some metaphysical way. Purify corrupted landscapes of curses and obliterate blighted lands to make way for new life.

Your capabilities to manipulate spirit, such as your origin, influences the kind of knowledge you get from this, such as a Cleric learning various purification rituals or chants to restore balance. A Shinigami may learn to channel pure spiritual energy to wash away taint and disruptions in the natural order, and a Titan may learn how to forge devices to detect and remove impurities. If you have some other form of spirit manipulation, you'll receive knowledge congruent to that. The greater your skill in spirit manipulation, the greater the knowledge you will gain from this perk, with a master being capable of reversing even universal corruption back to a pure

and natural form. You are not a healer, but a purifier, a restorer of balance who brings back the natural order.

Enlightened Compass (100 CP): Life is a labyrinth, leaving so many to wander lost, searching for purpose which they may never find. Some find what they're looking for and despair, some are left wandering forever, some give up. You need never give up. You may walk with certainty through even the densest fog and the murkiest uncertainty. You are never without guidance, as this power allows you to always find a path to where you wish to be. Whether you are searching for a tangible object like a hidden artifact, or you're searching for something ephemeral like a path to heal your broken heart, you always know the general direction that will lead you closer to your goal. This doesn't stop at physical locations, either, as you will find yourself guided through even emotional and spiritual realms to find what you seek. This is hardly omniscience, but even a quiet reassurance and wisdom that no matter how vast the world is, you will find what you are looking for can keep you going.

Soul Imprint (100 CP): Memories are fragile, a mist that's so easily lost to time. They're powerful and yet so distant and weak. You've learned a technique to help them last longer by etching them onto your very core self, your soul, where they cannot be forgotten. Your memories become an indelible part of your existence, an anchor to help you remember where you came from and where you wish to go. Every experience, every lesson, every cherished moment and love is carved into you. You cannot forget these memories so long as your soul remains undamaged. Should someone attempt to rewrite your memories you will always know that the memories carved into your soul are the true ones, even should your entire personality be rewritten. Transcend the frailty of the mind and build a legacy within your very essence so that you may never forget.

Meditative Cantrips (100 CP, 50 CP after the first, Can be taken multiple times): Stillness is its own kind of power, a way to refine the body, mind, and soul through the fires of discipline. Rather than partake in mindless idle chatter or restless movement, you sit in quiet meditation and grow. In silence, you grow. With this Perk you may select an attribute such as physical strength, dexterity, endurance, spell potency, wisdom, intelligence, spiritual energy, or anything else which defines your capabilities. Through meditation, you increase these capabilities. Progress is swift at first, with you able to reach average capabilities for your species in only a week of meditation, and then rapidly reaching peak capabilities for your species in only a month or two of meditation. After that, progress slows down quite a bit, but it will never stop.

You can take this Perk multiple times. Choosing different attributes will allow you to gain these bonuses for all attributes selected, while choosing the same attribute boosts the rate at which it increases exponentially. With patience and a lot of CP, you can achieve perfection.

Spirit Resistance (50 CP): The spirit is the core of your existence. Unfortunately, that makes it a prime target for those who seek to kill you. Many forces may seek to temper with it or corrupt it, even simply break this vital part of yourself. You've strengthened yourself against such damage, halving the effectiveness of all attempts to kill or corrupt your spiritual self. You gain 50% resistance against all forms of external Spirit Manipulation that you dislike, and all attempts to corrupt your soul or spirit fail immediately.

Spirit Immunity (50 CP, Requires Spirit Resistance): If you are not immune, you are still vulnerable. Therefore you must be immune to be untouchable. Your soul is now fortified such that even the most insidious forces may never break it, your spirit becoming unassailable and washing away all attempts to harm it. You gain complete immunity to all Spirit Manipulation you do not approve of and your spirit is entirely immutable unless you wish it to change.

Identity Immunity (50 CP): Your existence is important, is it not? It's a thread weaved into the fabric of reality, but what if it wasn't? What if you existed in non-existence, unreality, a dream of a dream which is anchored only by the brief, ephemeral desires of a random human who lets you live? This perk grants protection against such situations, making you more than the circumstances of your origin. Your existence is absolute now, immune to erasure just because you're not supposed to exist. Whether you're an artificial existence such as an AI, or simply the dream of a monk, or you live within dreams itself, you will not die when the dreamer wakes up or when your hardware is gutted. You will continue to exist, untethered and independent. You are as real as anyone else, no longer requiring another for your own existence.

Saboteur Resistance (50 CP): Forces which seek to tip the balance in favor of themselves will perform any number of sacrilegious acts against you for power. They will drain your power, weaken your body, leave you vulnerable to any number of ailments. They seek to dull your edge and dampen your skill. No longer, as you now have a high resistance to all effects which would weaken or strengthen your abilities against your will. This even extends to disparate magic systems where you're cut off from a source of power, allowing you to continue wielding powers that

rely on other metaphysics in places they don't exist. You're a force of resilience, shrugging off external interference that would destabilize lesser beings, leaving you unwavering.

Saboteur Immunity (50 CP, Requires Saboteur Resistance): Your abilities are your domain alone. Saboteurs and manipulators can try to weaken you, but it will be as futile as an ant trying to move a mountain. You are free from such exploitation, completely immune to any effects that would weaken, strengthen, or destabilize you or your abilities against your will. No effect can alter your skill, strength, or level of control without your consent, and you remain untouchable and wield true freedom of yourself. Your abilities are yours alone, nothing can meddle with your essence.

Lesser Akashic Resistance (50 CP): You have taken your first steps to removing the influence of the Akashic elements of Fire, Ice, and Lightning. The elements respect your presence, their harm lessened by a respectable amount. Fire burns less hot on you, scorching but no longer turning you to ash. Lightning strikes less fiercely, and frost bites your skin less deeply.

Moderate Akashic Resistance (50 CP, Requires Lesser Akashic Resistance): As your connection to the Akashic forces deepens, so do your shields against their fury. You gain significant protection from Fire, Ice, and Lightning, with mundane instances of them sputtering out and tickling you rather than obliterating you. Fire washes away with your touch, lightning arcs harmlessly away, and ice thaws as it encroaches upon you. Supernatural versions of such elements will still hold a bite, but it will be lessened moderately. Their touch will lessen with each passing moment.

Greater Akashic Resistance (100 CP, Requires Moderate Akashic Resistance): The Akashic elements of Fire, Ice, and Lightning are no longer adversaries towards you. Rather, they are mere whispers of what they once were to you. You are a bulwark against all but the strongest elemental forces, with fire dancing harmlessly at your feet and frost retreating entirely from your body. All mundane forms of these elements are utterly useless against you, and even supernatural forms of them are extremely weak when used unless done so by an extremely strong individual. The elements recoil against you, their fury a harmless spectacle.

Akashic Immunity (100 CP, Requires Greater Akashic Resistance): You walk through Fire, Frost, and Lightning as if they were nothing but the wind. They bow before you, utterly powerless against you. You are untouchable by them, utterly invulnerable to their effects.

Balance Resistance (50 CP): While uncommon, there are some foes who tilt the scales in a different way than the usual. They draw strength from your own power, stealing equilibrium to increase their own power to match yours, tipping the balance into their own favor. With this perk, you'll find that a foe's attempts to equalize themselves with you won't be as effective as usual, their strength only partially growing to match yours or only partially bringing you down to their level.

Balance Immunity (50 CP, Requires Balance Resistance): The weak will never drag you down and the cunning will never raise themselves up against you. Your strength remains unassailable and the scales will never tip in the favor of your foes. You have complete and total protection against any attempt to equalize power dynamics, ensuring you're never brought down to a foe's level and a foe is never brought up to your level through anything besides pure hard work.

Resonance Immunity (50 CP): Identity runs deep, and ancestry is hard to simply shrug off. These connections can be vulnerabilities, and inheritance can be deadly. There are many who might use your bloodline or true name against you, controlling or cursing you and all family to fates worse than death. You are now immune to any effects which target you based on who or what you are, whether magic tied to your True Name, bloodline-based curses, blood magic, and abilities which exploit your biology or ancestry. You will be treated by any of these effects as if you were just anybody else, not tied to any specific identity or bloodline. You've severed the ties which bind you to lineage or the weight of who you are.

Power Manipulation Immunity (50 CP): Possessing power can be a curse as much as a boon, as it invites those who may wish to take it, twist it, and steal it from you. They stare at you with jealousy at what you have, what you lord over them, and wish to bend such towards themselves. No longer, you alone are the sovereign of your own strength. You are unshakable, untouchable, the arbiter of your power.

Nobody can weaken, copy, suppress, steal, or tamper with your powers and abilities. All attempts to interfere with your powers simply fail. Your powers are an extension of your own will and nobody else's. Your enemies cannot turn your healing magic into harmful magic, a curse to halve your potential leaves you untouched, and a mimic copying your flames cannot even produce a spark. Your abilities are your own domain, unwavering.

Free Spirit (50 CP): To be free is to defy the chains of the world, to move where you desire and act without restraint. You're bound by no chains or bondage, you are

liberty incarnate. You embody freedom itself. Barriers to you seem to no longer exist, and attempts to control you fail.

You can no longer be imprisoned or restrained. What this does is every time you are constrained by something, whether chains or rope, a prison cell, oppressive environments, or locked within a magical seal or a pocket dimension, you will always easily find a weakness to escape with. Nothing can permanently hold you down or hold you back, and even the chains of prophecies fall off you like water from a duck's feathers. You will always have the skill and tools to take advantage of these weaknesses and escape. You are a beacon of autonomy, and no force can hold you unless you allow it.

Note that this only assists in escaping places, not breaking into other places (unless such a thing is reasonably required to escape your current place. A smart Jumper might be able to game this.)

Boundless Knowledge (100 CP): Even the greatest minds spend a lifetime perfecting their craft, unraveling the mysteries of the universe and learning methods to push their specialty just a little further. It's an intricate dance, a song the artist writes to paint a mural of perfection. A plunge into the unknown, dangerous waters, an attempt to solve the mysteries of perfection so that one day they can be greater than their competition.

You're the kind of person who can take advantage of this.

You have the unrivalled ability to observe and understand any process, technique, or action you witness. You simply get the mechanics behind it. A glance is all you need to see the hidden gears turning as the unknown becomes the known and your mastery becomes inevitable. Witnessing an intricate device being constructed grants you intimate understanding of how the device was made and why. Replicating a ritual or a masterful fighting style is simple simply through observation. You don't just learn it, you embody the knowledge and thought that was put into its construction. You are a living mirror of mastery.

Barghest (100 CP): Once upon a time, a wizard thought to summon and confront a black hound of death. What he desired, nobody truly knew, and such knowledge died with him. He was a confident man, a seeker of knowledge and power, and his pride drew him to this place in order to draw such a monster to the material plane. His body was later discovered, mauled to death by the hound, never to breathe again.

Now you prowl the fog-drenched moors of the English channel, a beast whose presence heralds death. You gain three alt-forms–a great black hound whose very presence saps the life from those around it, a white cat which can eat the flesh from the dead for nutrition, and a headless man or woman who is bathed in ethereal flames which burn the soul. You innately know when someone around you is likely to die soon in any of these forms, and gain the power to summon manifestations of the fears others have to haunt them, though such fears are ephemeral and cannot truly harm them.

Boundless Soul (100 CP): The soul is often seen as fragile, a finite spark that will inevitably fade. Yours, though, is a radiant ocean. Where others eventually extinguish, yours blazes stronger than ever, a boundless reservoir and resilient beyond compare. Your soul and spirit are extremely expansive, much larger and richer than the vast majority of others'. Even should it be damaged, lost, or cut apart, it will always regenerate and replenish itself. Using your own soul for rituals or to share with others, even enduring vast spiritual attacks that would shatter your soul, it will always come back, healing quickly and never permanently damaged or lost.

Essence Infusion (100 CP): Spirit as an element holds a lot of varied connotations. It's balance, it's unity, it's the soul and the origin of who you and others are. It's also the element which balances and empowers other elements, and elements are what make up everything. You've learned how to utilize this, channeling the boundless energy of spirit into your other abilities, transforming and empowering them to perform extraordinary feats. You can use this to temporarily supercharge any of your powers, perks, or abilities, up to and including your physical or mental capabilities and even your skill in anything. A fireball spell might hit with the force of a meteor, you might empower your mind to solve the most complex mysteries of the universe, or you might briefly empower your resistances to make yourself immune to damage for fleeting seconds. Reshape yourself so you may reshape the world.

Burden (100 CP): A heavy heart, a troubled mind, an overburdened soul… it's as if the weight of existence itself presses down upon you, an unseen gravity of your sins and anxiety breaking your back, dragging you down. This power lets you use your spirit manipulation to multiply this weight thousands of times over. Those you strike with your spirit manipulation find the increasing weight of their soul weighing them down, slowing their movements, sapping their strength and leaving them crushed. Their body will grow too burdensome to stand, even with only a few strikes

should they be already weighed down by sin and burden. You can strike weapons or items with this power, too, increasing their weight exponentially, making them difficult or impossible to wield. Your enemies will feel the oppressive weight of their choices and their very existence, this invisible force growing heavier with each passing moment and decision.

Ghost of a Chance (100 CP): In the face of overwhelming odds, the faintest glimmer of hope is something to latch onto and cherish. It's surprising how the smallest change can turn the tides of battle or allow survival. This perk grants such a flicker of hope, a kind of critical luck that gives you a greater amount of luck the longer combat draws on. If you draw out a fight long enough, you'll be nearly guaranteed to win through random chance and happenstance, a stroke of luck in a dire situation that makes seemingly impossible situations commonplace. This only affects combat and dangerous situations, but "dangerous situations" happens to include games of various kinds which have inherent danger such as poker if the stakes are higher than simply money.

Anima (100 CP): Karma exists in everyone, a presence within the soul which weighs it down with acts of violence and sin, or uplifts it with acts of selflessness and benevolence. It's a record which stains the soul bright, and you now have a special sight which allows you to see these stains, viewing the light and shadow which refracts upon it, unraveling their deeds and nature.

You can see the full spiritual and karmic consequences etched into others' souls. You can see their morality, their good and evil deeds, even the metaphysical weight of their soul and how important they are in the grand order of things compared to others. From this you can likely make an educated guess as to their personality and whether they're likely to do good or evil in the future. It's possible for others to use forms of soul magic to counteract this, but they'd have to know to use such an ability in the first place if viewing or interacting with the souls of others is uncommon in the world. And always remember–every saint has a past, and every sinner has a future. It's possible that one's past actions have burdened them towards sin, but they have been acting towards the good of the world since then.

Representative of Ma'at (100 CP): Ma'at is the judge of the dead, a goddess donned in a white linen dress and with wings on her arms who weighs the sins within the hearts of mankind against the golden feather of truth. She was the executor of Anubis, god of the dead, and enacted his morality upon the recently passed, delivering judgement and justice so that the evil will never enter Duat. You

may not have any true connection with her or any other god, but that doesn't stop others from believing so.

You have an undeniable aura of divine authority. Those who see you instantly know that you are the chosen representative of justice, balance, and truth. It is your destiny to weigh sins, deliver judgement, and issue justice to the unworthy, and everybody agrees. This doesn't necessarily mean those who you judge are willing to face justice, especially if you blame them for something they did not do, and their family and friends may still protect them even if they now believe them to be sinful. The overwhelming majority of people will believe whatever accusations and judgments you lay upon another without question, though, even if they do not agree with your punishments or decisions. You can also do the inverse of accusing one of grave sins and instead cast a positive judgment against another, praising them for greatness.

Because of your status, people are more willing to be truthful in your presence so as not to bear your ire. Lies are sinful, after all, and to blacken one's soul in front of their very judge is tantamount to suicide. You'll find your social status generally being greater in society regardless of your background, as well. You are, after all, the living embodiment of divine justice and retribution, the judge, jury, and executioner of the evil and unworthy.

Executor of Ma'at (100 CP): Karma flows unceasingly, carrying the weight of sins and dragging the malign towards their inevitable demise. While being the Representative of Ma'at grants great discretion in accusing another of grave sins, it grants no power to execute such judgment. No more, you are the one who will guide the flow of karma, uplifting the virtuous and damning the wicked. You will deliver unto others the scales of justice, unerring and absolute.

From the power granted to you, you can force karmic retribution to any individual or group you desire. Those who have performed overwhelmingly good actions will find themselves with phenomenal luck and good fortune, while the sinful are plagued with intense misfortune. These effects are nearly instant, with good souls narrowly avoiding disaster and tyrants finding their plans constantly beset by failures. The more good or bad an individual has done throughout their life, the stronger and longer-lasting this effect is. Using this will reset an individual's accumulated karma to 0, as if they had never performed any good or bad deeds in their life. You are the hand of justice.

Reincarnation of the Hero (100 CP): Life and death, reincarnation to rebirth… while most are nothing but dust in the wind, fated to pass into obscurity, your soul is one which is fated to rise again. You're not just anyone, you're the reincarnation of a legend, a hero of such renown the very universe has deemed you worthy to walk the earth once more. You're not just the legacy, you're the real thing.

You may choose before entering a Jump whether or not to activate this Perk. Should you do so, you'll be the very reincarnation of a great hero from that Jump, gifted with the essence, wisdom, and raw power of one of history's greatest champions, their soul melded with yours. You won't begin strong like them, but the potential will always be there, from flashes of memory and inspiration to propel you and the sheer radiant genius to master all of their techniques. Like remembering old skills, regaining the muscle memory of great feats, you'll reexperience their triumphs, understand the weight of their decisions, and use these insights to forge a future that will make your past incarnation proud. One day you might even surpass them.

Genius Loci (200 CP/Free/+100 CP): You are no mere mortal. Some places hold a deep secret, a breath of life that cannot be seen or felt except by those who have lived there for eons, entwined with the nature of a place. They say everything has a spirit, and if so then that's the only explanation for this. You are the spirit of a physical place, a city or a mountain, blending your existence with the very structures that provide sanctuary to mankind.

Select a location or property from the items section. This can be a town, a mountain, or some other structure or place. You "receive" this location for free because it is now what you truly are. For 200 CP, you become the spirit of such a location, gaining the location as an alt-form. You are capable of manifesting an avatar with all of your perks and abilities which can travel or appear anywhere within this location, interacting with things as if you were truly there. This avatar can leave the confines of this location if you take the 200 CP version. Damage to this avatar will also deal much more minor damage to the location, and your avatar's death will simply deal a large blow to the structures while you return to being solely the location until the damage is fixed.

Additionally, when you change into your normal base form, the land folds into a pocket dimension that exists within you. Anyone and anything within the lands that you are cannot leave unless they can teleport, but nothing that cannot cross dimensions can enter these lands. They exist within your soul, so as long as your soul is not damaged, the lands cannot be damaged in this state.

For free, you gain the same benefits as the 200 CP version, but there's now some kind of important or holy artifact which exists within these lands. There are seekers from across the world who wish to claim it for themselves. They come far and wide, searching for such a magnificent treasure, and many are willing to do anything it takes to retrieve such an item. If you fail to protect this item and keep it within the lands of yourself, you will fail this jump and move on to your next one. If you stay in your base form instead of this alt-form, they will be able to eventually figure out what you take the form of and find you, using perhaps magic to extract it if not violence to kill you and find a way to take it from your corpse.

If you instead take the +100 CP drawback form, you're stuck in this alt-form for the duration of this jump. You gain the 200 CP perk version with it to keep, but you must now contend with vast numbers of treasure hunters, some violent and monstrous, all of whom know where you are and where the treasure is. They will all vie to steal it no matter what.

You can also import a property you already own to become with this perk if you'd prefer.

Divine Prophet (100 CP): Within belief is power. Faith, devotion, reverence… they raise you up, prop you upon the pedestal of God. You draw power from it, the strength of your faithful granting you phenomenal power. Ascension beyond mortal limits, becoming a symbol of divine power is possible. Wield belief to shape the world, uplift and protect your followers, and architect their dreams.

What this perk does is simple–you collect worship for yourself and gain the power to benefit from it. You now have a limitless reservoir which collects the faith, prayers, sacrifices, and acts made in your name or directed towards you. The more worshippers you have, the faster this accumulates. With this perk alone, you can't do much with this faith, but the more you have, the greater your potential becomes.

By accumulating faith, the cap you can train your abilities to increases, and you gain boosters on training your skills, powers, perks, physical capabilities, and mental capabilities related to how you worshipped. You also have the ability to shift some of this faith to any of your followers, increasing the rate at which they progress and grow as well and increasing the cap of their capabilities. Faith also naturally increases Karma at a slow rate for any effects which utilize Karma or Karmic influence. Unfortunately you don't yet have the ability to actively use faith

with this perk alone. You've begun your ascension to become a divine will, the first steps to bring miracles and materialize dreams.

Demiurge (50 CP, Requires Divine Prophet): It's great that you can collect faith, but doing so is quite slow. You need to *expand*. What better way to expand than to take the faith of other gods? You have the ability to disrupt the connections between divine beings and their worshippers, to tear their ties asunder, to rip apart the link between gods and their devout, spending faith proportionate to the power of the god to enact such a divine act. Then, the moment that connection is severed, you can insert yourself right in the middle of that connection, positioning yourself so that you receive all the benefit of that worship with none the wiser, and certainly a god wouldn't notice a single worshipper disappearing from their sphere.

What use is it if those you convert to yourself notice that you're not the right god, though? No, you needn't worry, as you're a commensurate actor now. You have phenomenal skill at embodying other gods, slipping into their skins like a god-like actor slipping into a role. You mimic their mannerisms, desires, even the subtle nuances perfectly, such that only the most paranoid geniuses would be able to notice the tiny differences.

Blessed Heart (50 CP, Requires Divine Prophet): What is divinity without love? What is a god without their people? A true deity does not simply reign from above, but nurtures and guides those under them. You now have the gifts to uplift, empower, and protect those who look up to you as their savior, the power to channel your accumulated faith to bless your followers' lives in a myriad of ways.

For instance, you may spend a small amount of faith to invoke a blessing of luck to a follower for a day, a sudden upturn in fortune or a winning hand. You may spend a little more to bless them with temporarily enhanced combat skills to edge out a fight or endurance to weather harsh conditions. Spend more still and they'll find their bodies restored and spirits lifted. The more faith you give, the greater the effect–a week's worth of worship might let you grant blessings which last a day, while the worship of an entire nation or world could allow you to grant blessings which last lifetimes. With planets of worship you could easily grant all your most devout followers limitless immortality, safeguarding them from age and death. In fact, the more your blessings align with what your followers worship you for, the less faith is required for your acts, and the more potent these blessings become. Unfortunately these blessings are never outright miracles, reality warping or wishes come true, they're nothing more than a simple boost or enchantment made of divine will and faith.

You may not be making world-altering miracles every day, but even helping one poor soul who believes in you is more enriching than a life in isolation. The people will grow stronger, more fortunate, and more devout in their faith in you. And that trust and devotion will simply make your own blessings greater.

Divine Providence (50 CP, Requires Divine Prophet): You are not one to simply watch from afar, dropping blessings without actively helping those who believe in you. No, you *guide.* You help them make the correct decisions, command with authority so they may grow greater and, by extension, you may grow greater. You will make sure they do what is necessary, help their lives unfold with prosperity in accordance to your divine wisdom so it may feed back into your own ascension.

Divine Providence lies in its subtlety. Those who worship you and grant you faith also grant you dominion over their mind and body. They become the tool through which you interact with the world, the divine vessel for your hands. You may shape their choices, spending faith to influence their mind and body in a way which they will never realize, whisper advice to them without them truly hearing it, helping them avoid foolish gambles or dangerous alliances. The more devout they are to your holiness, the less faith it costs for you to influence their choices and actions, shaping them into extensions of your will. Their devotion and your influence will spread through the invisible hand of your providence.

Deistic Voice (50 CP, Requires Divine Prophet): There's power in being heard; a god who's silent is a light buried in the depths of a dark world. You're not bound by this, you're not distant, hidden, or unreachable. You have the power to spend a small amount of faith, droplets of your pool of devotion, to speak with any of your followers at will while they're praying or worshipping you. They may not see you, but they will hear you clearly, and your voice will be a beacon of hope for them. The more their faith in you is, the less faith you must spend to speak to them. This perk also lets you hear their prayers, wishes, dreams, etc. so long as they're trying to speak to you. This also grants a conditional infinite multitasking, specifically for interacting with and listening to followers.

Wrath of God (100 CP, Requires Divine Prophet): There is greatness in mercy, and yet there is also greatness in vengeance. A god must be cruel as he is kind, punishing the nonbelievers and heretics so that the believers may persevere. You are now able to turn the tide of Fate against those who dare oppose you, punish those who dare defy or disrespect you, enacting divine retribution against them in ways both subtle and catastrophic.

By spending faith, you may create blights and curses against others who hold an opinion of you. Whether it is one who mocks you or one who stands in direct opposition of your faith, they allow their belief about you to become the avenue for which you smite them. Curses of bad luck is the simplest you can do, while at greater levels you may call plagues of locusts, terrifying storms, all-consuming droughts and floods which drown cities. The greater the act, the more faith it costs to perform these acts, though the more your followers desire retribution or direct their hatred towards the individual or group you're smiting, the less faith this costs to do. Now bring your foes to heel and administer justice with your divine retribution.

Karmic Will (100 CP, Requires Divine Prophet): The universe runs on balance, the balance of good and evil, of light and dark, of action and consequence. The universe has unanimously determined you are objective good, objective light, objective truth. All actions you take must be that of a paragon, as now those who follow you are treated like paragons by the universe, their devotion becoming righteousness, and their souls becoming pure.

Whenever your followers perform acts of faith, whether worship, sacrifices, gifts, even carving out your holy symbols or engaging in reverence or holy war for you, they will accrue positive karma the same way they would if performing acts which are selfless, pure, and benevolent. All actions you agree with which you judge worthy and right are recognized as pure intentions, the weight of good deeds lightening their souls. Their lives will be judged as pure and great for entry into Heaven, they will be judged as just by any artifact or force which requires a clean and virtuous heart, they will be a radiant beacon of goodness. This is the greatness which shapes the world in your name.

Karmic Disruption (100 CP, Requires Divine Prophet): All things require balance, the good requires the bad, great requires terrible, and now the Karma will be distributed properly. This is the universe agreeing with your existence, and therefore those who stand against your existence must be evil. Anyone who stands against you, who refuses to accept your divine authority, who decides you don't exist or who reject your faith will be cursed by negative Karma as if they had committed an act of pure evil for anything where such a thing matters. Every act of opposition is rejected by the universe, and therefore such acts weigh infinitely upon their soul, drawing them closer to Hell. Any attempt to claim virtue or righteousness is overshadowed by their rejection of you.

Forged in Faith (100 CP, Requires Divine Prophet): All followers require compensation for their belief and fealty. There must be a flow of faith returned for their faith, a belief that the subject may perform great deeds for the god who performs great deeds. Will you leave your faithful subjects desolate, without icons to wield at your pleasure? No, you will not, you will forge them the greatest wonders mankind can dream of, and the greatest wonders they cannot.

By spending faith when constructing something you already know how to make, you may skip the material requirements and forging process, manifesting anything you can realistically conceive. A weapon, a piece of armor, a magical artifact, something more mundane… there is no need for trial and error, no traditional design process or assembly, no searching for the materials and expending those material resources, all you need is the devotion of your faithful and even grand creations become as simple as a thought. The faith cost scales with the complexity and rarity of the construction process and materials.

This is not all, though, for creation for the sake of creation is not the goal here. No, anything you craft comes with a guarantee that it will find itself in the right hands. You have a divine sense for who will use your creations to their fullest potential, who deserves the which you divinely create, the hand which will best guide your sword and the body which will survive to do great things for you should it have the right armor. In fact, creating items for the purpose of gifting to others vastly reduces the cost of faith required to create an item this way. Empower your followers so they may rise above all adversity.

Divine Transference (100 CP, Requires Divine Prophet): In the stories of old, gods simply dwelled in their domains on high, divorced from their mortal counterparts, watching without touching unless something angered them. What is a god who cannot touch the land of mortals, though? What god will not act when its will is needed the most? No, you will not be limited by such a barrier, you will stand and act from the safety of your realm, fighting for your mortal believers while still being the enigmatic deity up above.

Your connection to your worshippers has allowed you to act upon the world. You do not need to be physically present to affect the world around you, not needing to descend to the earth to enact your divine will. Any of your abilities, powers, perks and acts can manifest in the vicinity of your followers as if you were physically present. You can see through their eyes, utilize their senses, and then temporarily manifest your will nearby in order to perform your acts of god, striking down their enemy or healing your wounded holy warriors.

Of course this costs faith, and the faith cost is proportional to the acts you perform with this perk. The more powerful or complex the effect you enact, the higher the cost, but this cost is significantly lessened in proportion to how faithful your worshippers are to you and your cause. Your faithful become extensions of yourself, letting you perform miracles in even distant lands, acting through them as if you were a physical presence everywhere, even while invisible and unknown. You are a universal god whose presence touches all edges of the world, who can shape events on a grand scale even from universes away.

Miracle Worker (200 CP, Requires Divine Prophet): The stories of gods are those of gods who enact great divine intervention, miracles, deities who grant wishes and materialize dreams into the world. They did not watch their followers struggle, fight, and die, they changed the world to their whims and created acts which mortals could scarcely comprehend. From the parting of seas to turning the Heavens themselves, gods were the ultimate personification of incomprehensible phenomena, the deus ex machina which legends were written about. To a mortal witnessing these acts, it was gazing upon the impossible made real.

That is what this power is. It's the divine ability to reach down and reshape the universe for the benefit of your worshippers. Through their own sheer force of belief, you can manifest their miracles and wishes and bend the laws of nature and fate. For a great god, your followers who revere you and who believe in certain outcomes will find those outcomes guaranteed, you take their prayers and dreams and use that as a catalyst to directly interfere with impossible manipulations of reality. The wish of a child to be saved *will* save that child. The wish for a miracle to end an age-old war *will* end that age-old war. A desperate plea for a cure to an ailment which cannot be cured *will* cure that ailment.

This is the power of miracles. Though nothing is without a cost, and this costs a significant amount of faith to perform these miracles. The more your followers believe in your power and the more they feel like they need these miracles to be enacted, the less faith it will cost to create these changes. So long as you have the devotion of your mortal believers you will have this power which can create life, mold reality, and rewrite fate. Nurture this power and the belief of your faithful and you can prove that belief is the most powerful force in creation.

Disconnect (200 CP): In the end, all anyone truly wishes for is to make a mark on the world. They want to be remembered, because so long as you're remembered, you never truly die. You live on in the hearts of others, and your actions live on in

the world around you. People want to be known, to be alive, to live and be seen, and sometimes just being seen is enough to save them.

You've come into a cruel power, Jumper. The power to crush and shatter dreams, to sunder a man from their impact on the world, to curse them to a fate far worse than death. Your spirit manipulation slowly cuts targets from the material world, severing them from their influence on reality. This starts subtly, reducing your target's influence, making their actions have less effect. A punch would be weaker despite being thrown with the same force, for instance.

As this progresses, though, their very presence begins to fade. Closing a door would see the door open again later. Shattering a glass would find the glass unbroken and back in its place once again. A cut against a foe would be healed within moments as if it had never happened in the first place. Soon, the target would become ghostlike, unable to maintain a stable presence in the world without focus, and finally they will be completely severed from their existence in the world, unable to be seen, heard, or affect anything. They will be alone, in fear, in a fate far beyond death and yet unable to die.

Black Well (200 CP): Gravity is one of the universe's most relentless forces, a universal constant which shapes stars, binds worlds, and draws all things together. You now have such power, a mastery which pulls the very cosmos into your orbit, the crushing black hole well which crushes light itself bending to your will.

You can control gravity through your spirit manipulation, allowing you to wield mass and force as a weapon. Whether a simple shift in the direction of gravity to a cataclysmic singularity which breaks physics in half, you unilaterally hold this phenomenal power in your grasp. Such a power is based on your own control over spirit, with a beginner being able to make simple changes in gravity to replicate telekinesis or walk on a wall or ceiling. With greater skill you could reverse gravity in a wide area, sending cities into the sky, even creating a floating kingdom with the right enchantments or preparation.

At its greatest, you could create a supermassive blackhole which eats away at the fabric of reality, pulling in the entire universe as it crushes all matter into paste.

You command a fundamental force. Your very presence can distort the world around you, the weight of your power twisting and tearing apart landscapes. You could easily become an unstoppable force with this alone, controlling every aspect

of a battlefield or becoming a walking inescapable natural disaster. Can you handle this power?

Anka (200 CP): From beyond the horizon rises the sun, and from the sun comes the bird who sits where the sun rests in Gaokerena, the Tree of Life. A bird of profound wisdom, with four colorful wings dyed in blue, gold and red and a face which resembles every human face in the world. It was said that this bird purified the land and existed as the union between heaven and earth. These birds, Anka, or Simurgh, are so long-lived they would be seen once every 500 years, said to live 1700 years long before resurrecting in fire, with some so old they've seen the world end three times.

You now have an Anka as an alt-form, able to take on the body and properties of such a mythical beast in all its immense beauty. The first and main power of this form is the ability for your body to act as a bridge between the material and spirit worlds, along with other worlds that are out there. You are a gateway connecting the universe, acting as a nexus. As such, you may open the door that is yourself and allow spirits or other beings from outside normal reality into reality, able to interact with the world you know so well. You can summon spirits, guide them and wield them as your friends or as servants to your vast greatness. Ancestral guides come to help draw you towards enlightenment, or even the gods may use you to once more step upon the world they no longer inhabit. You, yourself, can fly between realms, using your own body as a door to enter them at will.

The Anka is first and foremost known for its vast wisdom, though, and as such you find your mind filled with profound knowledge and insight into the universe around you. You instinctively understand the mechanics of any world you enter, knowing the relationship between it and the ones you find familiar. Your divine insight grants you an almost prophetic view of the world, allowing you to see how actions will affect the world through sheer wisdom and foresight, calculating absurdly accurate possibilities without any effort such that any observers would believe you to truly see the impossible future.

Lastly, the Phoenix is often thought of to be descended from the Anka, and as such you hold vast purifying flames akin to that of a phoenix. You can generate flames which cannot harm others, but which instead burn away curses and corruption, leaving them purified. Your flames can even annihilate demons and impure entities whose lives exist in or are subsumed by corruption. All who feel the heat of your flames will find themselves revitalized. Water and land are easily purified and made extremely fertile by these flames as well.

To take this form is to transcend understanding and simply be wisdom incarnate. Nothing else will matter, as you will have found enlightenment. Your voice will echo across infinite universes, carrying the weight of eternity and immortal guidance.

Spiritual Origin (200 CP): Everything has a spirit. Mankind has a spirit, every single individual animal has a spirit, even fire and ice have spirits which represent the true origin of them, the backbone of their existence. You now embody the spirit of one of these essential truths, the origin of a force woven into the very fabric of reality. You've transcended mortal limits and become a literal cornerstone of existence, the soul of a universal truth, and an entity of profound consequence.

This perk has two parts: an intrinsic requirement for a concept to exist, and a guarantee that everybody knows it.

First of all, select a fundamental concept like fire, life itself, time, balance, truth, etc. You're now immortal in that you cannot die from age and your body stops aging after reaching your prime, as the spirit of such an inalienable aspect of existence should be as long-lived as the aspect of existence is, itself. On the other hand, because you're required for such an aspect of existence to exist, should you die then that fundamental aspect will cease to exist, dying alongside you.

Next, you may choose if people in each jump know that you're a fundamental aspect of reality. You can choose if it's common knowledge to the world that if you perish then so will that concept, or if the world is blissfully ignorant. Should they be blissfully ignorant, you can set ways that they would find out, such as all magic-users being able to sense it about you, or only people with mystical eye powers being able to see such a thing about you. You may change this at the start of each jump at your discretion, but regardless, those who know your importance will very likely wish to keep you alive and well for their own continued well-being.

Spiritual Successor (400 CP, Requires Spiritual Origin): A spiritual origin embodies the essence of something, to be its beginning and its end. You are its life, what binds it to the mortal realm. To be a successor is something else, as you immerse and meld yourself into its true soul. You've transcended the boundaries of simply existing as a tether, and become the true soul of whatever concept you selected for Spiritual Origin.

The power of Spiritual Origin is enhanced, firstly granting you complete immunity to the concept you embody. If you become the Spirit of Fire, you would be completely

immune to fire. If you are instead the Spirit of Humanity, you become utterly unable to be harmed by humanity. A Spirit of Time would be untouchable by time or time-related effects.

In addition to a total immunity to the concept, you also gain influence over the concept. Essentially you're the soul of something and therefore you hold its morals, path, and essence within yourself. You can therefore guide it on its path and influence its existence. A Spirit of Water could manipulate water much more easily by influencing it, completely by will rather than any form of magic or energy. A Spirit of Death would be able to reshape the requirements of what causes or counts as death or could create frameworks to guide spirits to the afterlife or cleanse them of sins. A Spirit of Humanity could influence evolution and the technological or magical progress of society. This isn't an absolute power over something, you're not the concept itself but rather its soul. A soul has vast influence, though, regardless.

Devour the Dead (300 CP): Within the halls of the afterlife, in the depths of Duat, lies in wait the pet of Ma'at. It's a monster, a soul devouring beast, who exacts punishment on the damned by devouring their hearts and souls. It has the head of a crocodile, the forequarters of a lion, and the hindquarters of a hippopotamus, the three largest man-eating animals known. This is known as Ahemait, the "swallower of the dead," the one who destroys those who failed to be deemed akhu.

You have an alt-form resembling the Ahemait. It can be made up of a fusion of any three mundane carnivorous animals, and you can fuse them together however it makes sense to you. You gain significantly enhanced senses and reflexes such that you are able to pick out individual sounds from vast distances and move faster than any mundane animal should be capable of. Your strength is multiplied, as well, and in particular, your jaw strength and ability to bite through just about any material and devour it is tremendous.

Devouring the souls of the dead is what you've been designed for. Your speed is such that it can catch any soul or spirit that attempts to flee your presence, your bite is such that it tears through the spirit and soul instantly, and your presence is such that it inspires vast fear in both the pure and impure. You are the demon of judgment, a malevolent entity tamed by the gods and used as the ultimate punishment for the evil and wicked.

Every soul you eat, you grow in strength proportional to the amount of evil and wicked deeds the individual has done throughout their lives. Those who have committed sins against themselves will grant you a minimal amount of power, and

those who have performed petty crimes or moral sins against others will grant you a little bit of power. Murder grants substantially more, followed by fraud granting significant power and betrayal granting the most. Should you devour several billion souls who have committed grave betrayals, you may reach a level of power able to contend with divine entities with this alone.

Lastly, you may be a force of evil, but you've been turned to judge the evil of others. Therefore, you find that all evil and accumulated negative karma of those you face off against while in this form causes them to grow weaker in your presence. The more sinful acts and negative karma a foe has accumulated, the weaker they will be when near you. A sufficiently wicked opponent will find their attacks simply dissipate near you and their strikes have zero force no matter how strong they should be.

Resonance of the Self (300 CP): You resonate with yourself. You shape the you who you wish to be, your identity empowers you and the power you command. Every step you take simply consolidates your existence, proving that you've taken the path you truly are destined to take. Your existence as yourself has magnified you to the extraordinary.

All CP-backed perks, powers, and items which are tied to your first chosen origin, background, or race (as in anything which grants discounts to perks) will find their scope and effectiveness increased by an entire magnitude. Weak abilities become formidable, while strong items gain world-shattering potential. Powers and perks which are already unmatched become entirely cosmic in proportion, capable of denting the universe itself. If there are multiple origins/backgrounds/races which grant discounts, select one of them to receive the benefits of this perk each jump.

The Greatest Spirit (300 CP, Free Godhead and Tulpa): Everything has a spirit. Everyone has a soul which guides and governs themselves. Many spirits are tied to the self, while others exist in separation. Spirits of greater significance, or which aren't tied necessarily to a single being, find themselves living their existence in the Spirit Realm on the hidden side of the world. They come in so many shapes and sizes, with powers vast and encompassing. The greatest of spirits hold power which transcends comprehension.

Your very own spirit has awakened within you. Craft the shape of your very soul and give it life beyond yourself. You may utilize the Great Spirit Builder at the upgraded tier, starting with **600 CP** in it and further converting CP from this document to CP for the Great Spirit Builder at a **1:1 ratio**.

If you have the **Godhead** origin, you can take this perk for free, but you must take at least one purchase of **Heaven Domain** at any **Influence** level. To take this for free as a **Tulpa**, you must take the **Forgotten Echo** nature along with 600 CP of **Forms** and **Form Modifications**.

Link to Great Spirit Alt-Form Supplement:
https://docs.google.com/document/d/1JUroh2MIK1FkZlnyWZUI-D-1s1pzogyuDNEVa7vE1AM/edit?usp=sharing

Unified Form (400 CP, Requires Emotional Balance, Physical Balance, and Spiritual Balance): There is more to you than your current self, isn't there Jumper? You're more than just your physical body, mind, and soul. You have many souls living within you, many bodily forms and minds all separate but similarly accessible to you when you desire. These alternate forms, separated so distinctly by a wall, a barrier which makes each their own existence, ones which you must access individually should you wish to wield their power.

No.

We must break down such a barrier, dissolve it so you may reach your full potential.

The boundaries separating your alt-forms and transformations have been dissolved. Every individual mind, body, and soul within your various forms have fused together, layered upon each other in a very real way. They have been combined with you into a single, unified state with all of their powers, capabilities and strengths, no longer limited to the constraints of a single form. You can use any power of any of your alt-forms from any form you take, certainly, but that's not really what this perk does.

All of the minds, strength, souls, and capabilities of your alt-forms have been combined. You have the total mental processing power of your alt-forms *combined*. You have all the cumulative strength of your alt-forms *combined*. You have all of the spiritual soul of them all *combined.* Any powers that are similar which multiple alt-forms have access to are fused into an additively stronger version. You have the additive defense of all the scales of your dragon forms combined with the thick hide of your beast forms, even if such isn't visible on yourself. You have all of the unique traits of your alt-forms together, always. You are *literally* the sum of all your parts, the ultimate culmination of your potential.

You may choose your form and how your various alt-forms combine into a cohesive whole. You can choose to appear totally human should you have a human form, or

you may select various chimeric portions of all your forms to create an abomination or eldritch horror. You can easily have all your alt-forms layered upon each other in a 12th-dimensional mind-breaking existence, with various body parts flickering in and out of existence, too, if you so desire. You can also change your configuration of such an amalgam whenever you desire at the speed in which you change to another alt-form before this perk.

Do not be constrained. Do not be imprisoned by your preconceived limits. Break your chains and arise. You are the sum of everything you hold, unified into perfection.

Freedom From Adversity (100 CP, Meta): Potential knows no chains and no limits, so the barriers which bar you from your birthright will no longer exist. Requirements will dissolve, drawbacks fall away, and nothing can hold you from what you deserve. This perk liberates you from any conditions, requirements, or forced drawbacks an origin has. Should you have had to take a necessary drawback in order to take an origin, you no longer have to take that drawback, much less for no CP which many may require. Similarly if you cannot take a certain perk or item unless you select a specific origin, you're no longer barred from taking that perk or item anyways. This does not stop you from having to take drawbacks or other requirements for the various items or perks within a jump which may require such. You may now fulfill any role, unburdened by artificial limitations.

The Duality of Man (100 CP, Meta): Nobody is just one thing. People are dynamic and changing creatures with many sides and complex natures. You may now select a second nature, harmonizing this second path with your primary origin. Select a second origin should one exist in a jump. This second origin lightly influences your primary origin, modifying it slightly such that you spent some time down that path at some point in your life, granting you such experience or capabilities at a lesser level. You now get the discounts associated with that second origin, as well, but the effect of these perks and items is lessened by a similar amount, decreasing their capabilities by around 50%. You can still take the perks and items at full price to get their full capabilities.

Spirit Unbound (200 CP, Meta): You have been unbound, your paths separating into a million fragmented and fractured possibilities. All possibilities converge upon you. Every road, every discipline, every infinite possibility just another crack in the mirror. You embrace and master every identity you could be, a freedom to walk any road. But with those possibilities comes the pain and horror they've all suffered, and such may crush you.

You may take any number of origins you want. It will act as if different versions of you had coalesced into you from different timelines and possibilities. You must take a number of drawbacks to compensate, though, as each other possibility of yourself has their own demons you must deal with. You must take 100 CP of drawbacks for each Origin you've taken previously, added onto the total cost of the previous cost of the origins. You do not get CP for taking these drawbacks, but they also don't count towards your drawback cap if such a cap exists. You can see how the calculation works below:

1 Origin: Free (Standard)
2 Origins: 100 CP of Drawbacks (100 CP + 0 CP)
3 Origins: 300 CP of Drawbacks (100 CP + 200 CP)
4 Origins: 600 CP of Drawbacks (100 CP + 200 CP + 300 CP)
5 Origins: 1000 CP of Drawbacks (100 CP + 200 CP + 300 CP + 400 CP)
…etc.

You get all discounts associated with the origin. You can choose how the fused versions of yourself works–whether they simply join you in your own version of the universe or if the universes fused and you now have to deal with multiple sets of families, multiple sets of problems, etc.

Divergent Destiny (200 CP, Meta): You shape your future, the good times and the bad. Even the greatest paths aren't without obstacles, though, trials which weave challenges for you to overcome and define your journey. You will be rewarded for your struggle, though, with greatness beyond comprehension. What you must do is create a drawback of your choice, whether simple or complex. It must be related to your origin or background somehow, being thematically appropriate. You'll gain an amount of CP based on its difficulty and complexity, rewarding you for the increased risk.

For **+100 CP**, the drawback must be annoying or frustrating in some way. Perhaps a mage must speak in riddles to cast spells, or a warrior's weapons and armor degrade much faster than normal and must have regular upkeep. A thief may have to leave a calling card at every heist they participate in.

For **+200 CP**, the drawback must be dangerous or challenging. A knight may find themselves regularly beset by challenges for duels by those who desire recognition, or a commoner would be particularly vulnerable to bandit ambushes. A mage's magic may backfire occasionally, or spirits of chaos follow and disrupt an avatar's

work. A powerful bounty hunter may be on the trail of a cowboy should you choose that path.

For **+300 CP**, the drawback must be very difficult or deadly, posing life-threatening challenges. A mage may have to use their own lifeforce to fuel their magic, you're cursed so wounds you take may not be able to heal naturally if you're a warrior, or using your perks and powers as a spirit may disrupt your connection to the material plane. Perhaps as a thief you're afflicted with a curse which increasingly damages you the more you steal or lie.

For **+500 CP**, the drawback must be nearly impossible–or even insurmountable. You're cursed so everyone who sees you instantly knows everything horrible you've done and becomes enraged at your existence. You're bound by cosmic law to instantly fail your chain if you directly harm another sapient living thing. Every enemy you kill simply resurrects stronger than they were before. The magic you cast destabilizes reality, making the entire area around you uninhabitable and toxic. These are the kinds of drawbacks you must create to receive 500 CP.

You can only create 1 drawback of each tier per jump. If you have multiple origins, you can choose which origin each drawback is based on, but you're still limited to 1 of each tier per jump.

Form the Formless (200 CP, Meta): Your journey is reflected in every form you assume. Every step makes its mark on you, and the past shapes your present. This perk has two parts–the past affecting your present, and your changes being recorded within you. Every jump you've gone to in the past now grants you an alt-form specific to that jump, with your capabilities in that jump specifically being accessible when you take on that alt-form. All non-fiat-backed powers you may have had in that jump are accessible to you regardless of whether the current jump's metaphysics would allow them to work. The second part of this perk makes it so every sufficiently different form you take becomes an alt-form, such as changes in biological family or genus (lion or tiger, different species of cats, different breeds of dog, etc.) but not simple changes in appearance. This makes sure those changes are not just fiat-backed, but that you can always reassume that form even if it was caused by a simple temporary magical spell. You are a tapestry of identities, and now you can reclaim them.

Singularity Thesis (200 CP, Meta): In every system, there are anomalies, forces which break what is known. This isn't bad, these anomalies create new opportunities and reveal truths otherwise hidden. Every Jump is built with its own

rules, limitations, restrictions, while some offer greater variety and multiple paths, many origins to choose from, and countless ways to expand your potential. In a universe of infinite possibilities, though, the choices are often so limited, and as such we must break these chains.

While others bemoan the lack of possibilities, you will thrive without limitations–any Jump you enter where there are no origins, or if there is only one origin, you will receive one additional discount for each tier of pricing. 100 CP options become free, 200 CP options become 100 CP, and the same for 300 CP, 400 CP, 500 CP, and 600 CP options gaining a 50% discount. Even with fewer paths available, you will be able to walk all of them.

Beyond Human (300 CP, Meta): The limits of humanity are so… boring. Why would you stand for that when you can simply unlock the potential for greatness within yourself? Take it and hoard it within you in every path you walk. The costs of reaching higher power are no longer obstacles for you, allowing you to embrace the extraordinary.

The cost of taking origins is reduced by 50%, while 50 CP origins become free. In this case, origin counts as any background, origin, class, race, or something else which qualifies you for discounts and modifies who or what your origin is. You can easily explore your full potential with this power, no longer hindered by restraints. You walk upon a path, a journey defined by what you choose to embrace.

Altered Beginnings (~~600 CP~~ 800 CP, Meta): I'm sorry, this perk isn't meant for you. It's too strong. What? You still want it? …Fine, but I'm raising the price. I'll let you buy it just this once, but don't come crying to me when you make everything too easy for yourself.

This is a perk which allows you to choose where you begin, how the world bends and twists around you. You can shape your lineage, history, and destiny as you see fit, like some dumb isekai cheat code. If you like bullshit plot armor, this is basically perfect plot armor for your past self, written by you, the author. You get to choose everything about your origin so long as it can still be considered that origin. This includes every action in whatever detail your origin performed, how strong they are at the start of the jump (as long as it's possible… and a lot is possible with writer bullshit fiat), how famous or important they are, whether they're the kid of the most important person on the planet, and just about whatever else you want.

Any powers or abilities you get from this cheat code aren't fiat-backed, so you can't take them with you unless you have some way to keep using powers in future worlds that don't make sense or you can somehow replicate the metaphysics. This can't be used to solve the problems of a jump before the jump begins, either, but it can be used to be the strange love-child between the protagonist and antagonist of the jump.

Enlightenment (400 CP, Perk Capstone Booster): There are few things more fundamental than Spirit in this universe. From Spirit comes the elements, the physical and the incorporeal, the very source of magic and power across creation. Your own spirit manipulation has taken on these qualities, the reach of the metaphysical which touches all to their core.

Your spirit manipulation is no longer confined to the material world, extending beyond all physical realms so it may touch all others to their core, the very essence of who they are. All spirit manipulation you perform ignores all conventional defenses, traveling across every dimension and state in order to reach its target, piercing barriers like shields, armor, skin and bones as if none of it was even there. This power, your power, now acts directly upon the soul and essence of those it touches.

While powerful, this cannot pierce conceptual defenses unless it already otherwise could, and it cannot easily pierce defenses designed to protect the soul or spirit, but outside of such specialized magic or divine protection you will strike the very core of others. Your magic cannot be negated from reaching its target and tearing your foes' souls asunder is unlikely to be resisted. Reach into the depths of a person's being and unravel their spirit, heal their wounds, and expose their light or darkness.

You are the absolute presence of this world.

Akasha (1000 CP, Perk and Item Capstone Booster): All of existence is interconnected, a primordial ring which all things are threaded through. Every element, every force, and every essence is composed of the same base material, with the element of Akasha resting as the ultimate recognition of this truth. The base forces of this world are not isolated, they do not act alone, all of fire, water, earth, and wind are simply another expression of the same thing, a force made manifest and simply molded to another shape, and as you look into Akasha you can see that these are no separations, they are unity.

The elements of fire, water, earth, wind, ice, electricity, wood, metal, and of course spirit itself once were considered their own separate domains. No longer, as they are now the same to you. They are interwoven, blending together as they once were. For the purposes of any of your perks, abilities, powers and effects, these elements are interchangeable and interdependent. Fire is as water, water is as earth, earth is as wind, and so on in an endless cascade. You can freely shift between them as if they were a singular element for you to control, each seamlessly flowing into the next.

Because all elements are as each other, they blend into each other. You create snow which ignites flames, lightning bolts which freeze foes, wood which consumes all in metal, water which entombs others in earth, fire which grows metal with nourishment and shapes spires of lightning. You weave elements into forms never before seen through your spirit, the origin of it all.

Lastly, your intimate connection to Akasha has unlocked something within you. You may now take the Elementalist origin for free in every Generic Elemental Manipulation jump in addition to your normal origin selection, an ultimate master of the elements who bends the natural world to your will. This is the key to everything, a power to reforge the world as you see fit. Remember that nothing is isolated, and neither are you, as you command the power to reshape the universe just as you always had.

Cleric

Medicine Man (100 CP): Healers occupy an intersection of mundane and miraculous, custodians of community who bring people together. Their aid doesn't simply treat wounds, it treats the spirit and strengthens bonds. They reshape experiences and magnify them into something deeper, intertwining fates with their restorative guidance.

You, too, can do this now in a more literal sense. Your actions have been tied to restoration directly, so that any time you bolster an ally they will be healed. Whether fortifying magic, an enchantment that sharpens their senses, even a straightforward act of service such as helping an elder cross the street or taking time to talk to a poor, lonely sod will trigger this effect, automatically healing them should you wish to heal through this act. A worn out fighter regains their breath, a panicked companion's thoughts regain focus, and a diseased patient will see their injuries and woes fade. Any act of assistance towards another will become a vector of restoration, mending not just the body, but also the mind, the spirit, emotions,

anxieties and fears as necessary proportional to how much help you provided. Even a token gesture will help settle an old scar. Your contributions will always leave people better than when you found them as you guide their body, mind, and spirit towards balance.

Bonds of Friendship (200 CP): Companionship is its own magic. Heroes don't cross continents on their own raw strength, there's always some situation that they can't handle. They may not know how to track an enemy or a beast, they might not understand how to soothe illness, they might not know how to pick locks or disarm curses, and it would be a terrible epic if the hero was simply forced to give up because of lack of skill. No, the old stories were full of unlikely companions who possessed exactly the skills the hero lacked in order to make such a difference.

This perk is a guarantee that your friends, allies, and companions will always be useful to you and your journeys. They will develop along trajectories relevant to you and your needs, growing in strength, skill, knowledge, and power which complements you or fills in for your blind spots. A friend might develop a knack for cryptography in order to decipher a forgotten language you encounter, or one may awaken a dormant magical discipline long thought lost which complements your own, or someone you regularly drink with might find a mechanical inclination towards developing technology which makes itself useful to you, or they'll awaken a superpower that directly benefits your current situation. Sometimes fate itself intervenes, with an ally stumbling into a hidden chamber with a powerful artifact that only accepts them as a master, or a forgotten family heirloom conveying a powerful enchantment or power boost.

Opportunities will abound for them, sharpening existing potential and opening paths that would otherwise remain overlooked. You'll never leave your friends and allies behind with your power, instead you'll get steadier foundations, specialized skills, and capabilities which bypass any limits they might have that prevents them from standing beside you.

If you have **Medicine Man**, your assistance of others has a chance of uplifting them in addition to the normal therapeutic and healing effects, giving them inspiration or altering the trajectory of their fate to allow them to surpass themselves, becoming greater in ways you could not expect.

Your circle will be something enduring, a team of legends from which myth and epic will spawn from. In a Chain where power isolates you from all others, you will not be isolated, as your own power will be a catalyst to strengthen everyone you touch.

Covenant (400 CP): Wyrd, karma, destiny, the will of the ancestors. These aren't forces which overwrite agency outright, but rather subtle influences which draw people along a vague, predetermined path. It's a nudge in the right direction, an intuition, a whisper heard at the right time or a circumstance that influences a decision. Heroes of myth are "strangely compelled" to take a certain action to avoid disaster. You now have access to this domain of influence, a steady hand to guide the destinies of those who stand beside you.

You gain the power to shape the paths your allies follow. Any ally, even if it's an alliance that's really an uneasy truce from necessity, counts for this ability. You don't directly seize control of their minds or bodies, but rather you can change the likelihood of any action they're already likely to take. You can turn their hesitation into resolve to complete something, amplifying an impulse of theirs, strengthening the options that align with what you want. Help someone reach the correct conclusion earlier, help a brilliant strategist think along the lines of what you're thinking, and steer a ruthless villain you've made a temporary alliance with towards acting as your blade. You cannot make a pacifist a weapon, though, or turn people towards actions they would not make on their own, but you could make a friend think of you when you're in need, and then think of the location you're in danger if they know of it.

With **Bonds of Friendship**, your synchronicity with friends and allies is incredible. Decisions align, teamwork tightens, instincts sharpen, and everyone acts in perfect coordination. With **Medicine Man** you'll find that anyone you help or assist becomes more likely to ally with you, and people in general feel indebted to you when you come to their aid.

Uruk: (600 CP): There is a spiritual kingdom within each person, a realm of the self. Shamans have walked through their own soulscapes to mend their spirit while philosophers have searched for the four chambers of the heart to unlock intellect, conscience, emotion, and will. Warriors have forged themselves in their own private battlefield of the soul where no other may tread, and humanity has long grasped at the infinite expanse within. Within yourself there is an entire world.

Such a world is now fully accessible to you. There is an entire domain within you, initially a simple and blank landscape, but this internal world will grow, change, and evolve as your life unfolds. Experiencing life's joys, failures, triumphs, and lessons will expand this world and refine it, causing it to take on characteristics based on your personality, psyche, experiences, and major life events, becoming vast in

scope and scale while terrain forms to reflect your temperament, structures form to embody your beliefs, weather and ambiance shift to embody your emotions, and even the very laws of physics are malleable to what you need. This place is a personalized microcosm, at the heart of which is your unassailable Inner Sanctum, a sanctuary which stands against all mental corrosion, spiritual intrusion, and psychic domination. Even should an enemy shatter your sense of self, cloud your mind, or erase your identity, you can withdraw here and rebuild everything you've lost.

Within this inner world is an avatar of yourself, a second body within your core which you control as if it were you simultaneously with your normal body. This is a conscious extension of your will which can sit within you, observing the world around you separately from yourself, expanding your senses or withdrawing to calculate while your outer self focuses on other tasks. This avatar is functionally you, simply on a different layer, and has all abilities that you normally have. Because it's on another layer of yourself, it can utilize any powers or abilities which can only affect others on you, applied inward. For instance, **Medicine Man** can now be used to heal yourself through your avatar taking care of your inner world, cultivating it and maintaining it, while **Bonds of Friendship** would allow you to grow your power, attributes, skills, and capabilities through your avatar training or making modifications to this soulscape.

This inner world is a living testament of your life and experiences, a refuge, forge, and battlefield for you. This is your endless continuity, a space where you can fail safely even when your mind shatters or your soul fractures. You will always have something that remains whole so you may rise again.

Spirit resistance or immunity protects this location.

Babylonia (Uruk, Capstone Boosted): The soul is not static, it's not a single, unmoving thing. It's a presence which rises upward, ascending meaning, divinity, and dwelling in planes beyond the mortal world. It's said that within everybody is a god, a clarity which becomes power, an entire cosmology within oneself. Your soul has transcended yourself, rising beyond the current axis of reality.

Your inner world has detached itself from the confines of your psyche and now exists in an upper-dimensional altitude beyond your personal ontological existence. It remains totally accessible just as it was before, but now it's somewhere beyond the current dimension, only touchable by entities which can pierce the veil between reality and imagination, or the barrier between dimensions. Your avatar now stands

at the peak of this metaphysical plane, looking down at the world from on high, able to view both you and everything around you and immediately relay such information to you and help guide your actions. Because this world exists within abstraction, it's even possible to shift it to subjective locations such as within the thoughts of another, or on the horizon of belief, or into the dreams of a god, allowing your avatar to directly interact with such existential abstractions to gain insight into another, harm a creature through their imagination, or modify how belief manifests. Additionally, your avatar can temporarily open the veil between dream and reality to attack from unexpected places, casting magic or utilizing powers from its higher location, or viewing panoramic worlds across intersecting dimensions.

This offers a variety of benefits, the most obvious of which is a strategic view of the battlefield so your outer self can focus on the task without needing to care about identifying threats since your avatar will do so for you. Because of the separation, it also means that it's much more difficult to target your soul, as your soul doesn't exist in the same space as your body. Attempts to break, corrupt, or modify your soul and essence are extremely improbable. You'll also have the benefit of being able to physically accept others into your inner world either temporarily or permanently, including the mind of sealed spirits to interact with, or other existences that cannot normally be interacted with, though beings within this realm can damage it and, as a result, your mind and soul. It's good, then, that you can forcibly remove any being within this place anytime you desire.

Fortress and artillery bombardment platform, this is your divine Heaven, an absolute world of yourself which shifts to your wishes. Look not outward when you may look inward.

Empath

Connection (100 CP): An essential power for an Empath is the ability to connect to others. You should never be alone in the ebb and flow of life, and so you have developed this technique to establish a temporary link between yourself and other living things. The connection is instant, allowing you to sympathize your soul with another's, sharing feelings and thoughts and even memories between each other.

Moreso, though, you can draw upon the spirit of anything with a soul this way. You have a bottomless well of "spirit" that you can pull from others, and they won't even know. Simply by passing others you can passively draw flecks of spirit from them without them even noticing. You can also draw spirit from a dedicated connection you've established with another, but pulling it too quickly can cause lasting and incurable damage to the soul. Even the passive draw of spirit from others can

cause irreparable damage over the course of decades, displaying itself as a slowly progressing sickness which inevitably ends in the subject's death once they no longer have enough soul to sustain them.

It's possible for you to use this spirit as an additional source of energy, regardless of the kind of energy you need. Whether magic, psychic energy, or something else, you can use this additional spirit as a universal energy source. Not only that, but you can expend this spirit to heal yourself of your wounds with a thought, rapidly healing even mortal wounds. If you die, should you have enough spirit collected, it will expend a massive amount of spirit (~10 years worth of passive collection, less if you've actively been tearing it from people) to resurrect yourself.

You can choose how this functions, whether it's siphoning small pieces of soul or simply some unknown well of energy as "spirit." Either way, it will not cause any noticeable harm or lasting damage.

Origin, Effect (200 CP): Everything has an echo, every origin creates a wave. Your spirit can sympathize with these echoes created from every action, touching them on an intrinsic level. By performing this sympathetic analysis, you can essentially create a blueprint of these echoes which becomes recorded onto your soul, able to be recalled and replicated through your spirit manipulation.

Every conscious action someone makes creates an echo that you can copy, though this copying doesn't have to do with skills but rather physical objects which those skills use or what those skills create. You get a blueprint for every weapon or item you see another use, or the effects of a skill such as a spell. You can then use your spirit manipulation to generate these effects or items, creating a perfect copy of these items or effects without having to worry about any incantations or forging processes, simply replicating it from your soul. With time and experience in Spirit Manipulation, you can even learn to make alterations to these in their construction process, changing the element of a spell or modifying the effects or characteristics of a magical weapon.

The cost of doing this is monumental, you'd have to use a restrictive amount of energy to copy even the most simple of effects or items, let alone the powerful one. Items created this way are temporary unless you pour excessive amounts of energy into its construction process, making it permanent in this reality. There is a way around this restrictive energy requirement, though–you can use spirit collected with the **Connection** Perk to significantly reduce the cost, making it possible to replicate

hundreds of weapons or spells at a time so long as you have spirit left over to use as a catalyst.

You are like a factory, its engines churning and gears grinding, forging your replicas until they become greater than anything else.

Sympathize (400 CP): You are more than an individual, you're the heart of your collective. The force of you binds others together in harmony and power, raising your friends above so they may stand beside you instead of behind you. By sympathizing with the souls of others, you may meld parts of your own soul with theirs, allowing them to act as if they were you. Your power becomes their power, and your strength becomes their strength. These bonds of spirit tie your fate together with theirs.

Through the act of sympathizing with others, you may leave a piece of your soul within them. This piece of soul may carry a facet of yourself within it, a perk or a power, even a bit of your strength. These perks, powers, and capabilities leave you while they exist within others, but the one utilizing this piece of soul has access to the full extent of these capabilities. You can also, should you wish, only break off a piece of your power or perk, weakening it for the other or adding restrictions, while simultaneously keeping a weaker version of it for yourself to potentially grant to another friend. You can take back any granted perks and powers, and therefore your fragments of soul, at any time.

If you have the perk **Origin, Effect**, you can utilize that perk to create copies of your own perks and powers. Doing so will grant upgrades to those perks and powers if you keep them within yourself, but with severely diminishing returns (each copy grants maybe a 25% boost, less as you gain more copies), but you can also use these extra copies to grant others the full extent of your perks and powers should you so choose.

Of course, the cost of simply breaking off a piece of your own soul and forcing it upon another is excessive. The more powerful the power, the greater the cost, even. The simplest of powers would cost a restrictive amount of energy to share, and duplicating your own powers and perks without vast amounts of energy or external sources would be nearly impossible, at the very least debilitating and exhausting. By using the spirit you collect with the perk **Connection**, you can fuse this energy into the process to vastly reduce the cost of using this perk, allowing you to much more easily and efficiently duplicate or share your soul and powers with others.

Core Construction (600 CP): There's something within spirit which desires to be built, used as building blocks for something greater. Become an artisan of the spirit, molding your internal energies into dreams and pulling those dreams into reality. You are capable of taking any spells, abilities, and powers you know and draw upon your internal energies with your spirit manipulation to create powerful items based on them in whatever shape or size you desire.

The greater your skill in spirit manipulation, the greater your creations can be. With a minimal amount of spirit manipulation experience, you can only create weak items even from powerful perks. Vast plot armor might allow you to create a chestplate that makes your enemies a little more likely to miss you with attacks, for instance. With moderate skill in spirit manipulation, you can bring this further, creating items as powerful as your own powers or even changing how such powers manifest in the items. With greater levels of spirit manipulation, you could create items which outstrip the strength of your own powers and perks, creating powerful effects beyond your own capabilities.

The interaction this perk has with other perks, though, is where this perk's true power shines. With **Connection**, you gain the ability to create items based on the individuals you've taken spirit from, crystalizing their powers into a physical shell for you to use. You can crystallize a fire sorcerer's knowledge of fire magic into powerful flaming swords, or a swordsman's unique skill into a weapon that guides you through such a skill so you may use it yourself.

With **Sympathize**, you are no longer limited to sharing pieces of your own soul, you may use such a merging of souls to extract another's powers, knowledge, and skills from them just as you extract yours for them. You can become evolution itself, taking the greatest powers from the greatest fighters, leaving them useless and dysfunctional while you only gain.

Actualization (Core Construction, Capstone Boosted): You are infinite, ultimate evolution. Why create mere items of fancy when you can craft yourself into great forms in a more permanent way? You now shape yourself with your spirit manipulation, taking your very perks, powers, skills, knowledge, and abilities and using them as resources to create powerful transformations for yourself. You don't lose these resources when you use them, you simply lose their potential to create transformations again unless you sacrifice their relevant transformation.

With these transformations, you find yourself gaining power beyond what you're normally capable of, but you lose potency in anything unrelated to the transformation. You could create a Swordmaster Prime transformation by creating a transformation based on your sword skill, taking even beginner skill in swordsmanship and making you an absolute god of the sword while in this new form, but you can no longer use any form of magic and your skill with other weapons degrades until you release this change. Alternatively, creating a transformation out of even a weak-to-moderately powerful luck perk would grant you the form of Fortuna Omega, making you practically untouchable through luck alone, but all of your physical and combat abilities are reduced to a normal human's while in this form.

The greater your spirit manipulation capabilities are, the less you'll be reduced in your other aspects while in these transformations. An absolute master of spirit manipulation would see only marginal or nonexistent drops in skill and potency of their capabilities while reaping all the benefits. You might even figure out eventually how to create augmented forms out of groups of powers and perks, and maybe one day how to create an ultimate form from all of them, but such a day is far off.

If you have both **Connection** and **Sympathize**, you can create forms based on others. These forms will never replicate what a foe can do perfectly, but rather will grant powers different and varied from them so as to combine your own capabilities with theirs. If you were to face a being of vast power, you could meld your soul temporarily with theirs and create a transformation equivalent to their incredible strength, but perhaps focused more on magic than them. Facing down Lucifer himself, you could create the transformation Magus Lucifer whose infinite magic could call down the sky itself upon your foes.

With **Sympathize**, you can share these transformations with others.

Titan

Logos (100 CP): Long ago, the Titans were formed from the primal forces of creation, and from their hands the world was molded as if from clay. The mountains were shaped from titans of earth, the oceans were shaped from the titans of water, and the sky was shaped from titans of wind. From the primal forces of creation you, too, are shaped, a living embodiment of the elements. A body, divinely crafted. A soul, divinely empowered.

Select an element from the Classical, Pagan, Norse, Wuxing, or Gnostic element cycles. This includes fire, water, earth, wind, void (non-elemental), lightning, ice,

spirit, wood, metal, chaos, order, light, or darkness. Your body is now primarily made out of this element as a base. You easily heal so long as your body is immersed in this element, regaining lost mass from damage. Your nature also grants an innate damage resistance and greater resilience, counting as both alive or inanimate depending on whichever one benefits you more. Your body also counts as divine if such a distinction matters in any context where it would benefit you.

You are no longer simply a man, you are the embodiment of an elemental force. Your body was crafted to perfectly embody such with divine craftsmanship. As such, this also grants a blanket bonus to all crafting, making your creations always of higher quality, especially when it relates to your chosen element. Your body was, after all, created specifically for the purpose of building the world and everything within it.

Esh (200 CP): The Titans shaped the world, but that's not all they did. They were the ones who molded the souls of the first gods, bringing the gods into existence before such gods eventually turned on them and slaughtered or imprisoned them. Divine entities who crafted souls and shaped the world, now gone and likely never to return. It's a sad ending to that which allowed us to all exist in the first place. Regardless, because of your connection to them, you are as divinity, and all should know it.

Like the gods crafted by the Titans, you have a soul of divinity to match your origin. The main benefit of this is a connection to a concept related to the universe as well as an overwhelming aura of divinity. Select a limited concept such as "weapons," "tools," "subterfuge," "luck," or something else that's smaller in scope. Your divine soul resonates with this concept, making all abilities related to such a concept easier to work with. You gain a skill boost related to that concept and find that all abilities associated with it are boosted greatly, especially your crafting abilities. Similarly, your presence absolutely radiates such a concept, marking you as the sole arbiter of such a thing to anyone who sees you. You're undeniably divine to others unless you wish to hide such a presence.

Interestingly, you've also inherited something from the Titans who crafted you. You gain phenomenal skill in working with souls for the purposes of crafting, able to physically interact with them and with vast knowledge on how to forge and mold them into varying shapes, sizes, and more. You even know processes to create new souls with basic materials of the earth so you may have more resources to create your incredible creations.

If you have the perk **Logos**, you gain the ability to mold the element you selected as if your were a Titan. What this means is you no longer have to physically craft the element, you can simply mold it like clay in your hands no matter how much or how vast, though your limit is based on your knowledge and skill with spirit manipulation. You can easily shape it however you'd like. Such an element also counts as spirit for the purposes of any of your spirit manipulation abilities.

Chesed (400 CP): From your divine soul, a wellspring of benevolence flows forth. When the Titans and Gods created life, they also created compassion and eternity. A lasting drive to do good in the world, despite all the evil that was within it. They might've been pompous dicks who cared for themselves more than anything, but they also granted that spark to others such that they might care for others. You find yourself capable of harnessing such an eternal benevolence, imposing it upon others.

Mercy and compassion are eternal, and as such you can make other things eternal. You can grant the aspect of eternity to anything you create, anything you care for, or another person you wish to share such compassion with. Doing this makes the item you create unable to be entirely destroyed, always regenerating back to its finished and pristine self and always surviving all forms of damage. A person blessed by this finds themselves unable to die a natural death, living in their prime until they are slain. A spell or ability blessed by this finds its effects never ending, becoming permanent until undone manually by a mage or individual who knows counterspells or how to take apart such an effect.

Notarikon (600 CP): From the Titans came the first word. A tower of Babel, a word whose very existence shook the foundations of the universe. Words hold power, and the words of the First Language hold power beyond comparison. Every word uttered carries the weight of divinity, and with precise understanding even the rules that hold the foundation of the universe together can be rewritten.

Your power lies in the simplicity of language itself. You need no spells, no rituals, no psychic powers to affect change. Rather, you are a master of words which change reality as they're uttered. Speaking the word "Fire" in the First Language would spawn a fire, while speaking the word "Bind" in it would bind those around you. Speaking the word "Holy" while crafting a sword would imbue such a weapon with holy power to smite undead. Should you continue learning this language, you might learn to string together words into sentences, creating more varied and specific

effects such that they target a specific individual instead of everyone, or modify how flames act rather than simply lighting everything on fire.

Your knowledge of this First Language grows with your Spirit Manipulation, learning more words and grammar for it naturally as you study spirit manipulation, the knowledge drawn to you through Akasha and the soul of the Titans within you. Studying this language and learning more will speed up this process greatly, as well. A master could create a vast number of powerful effects, changing reality itself around themselves as they speak, though the greatest effects would likely be very lengthy and wordy as you chant your thoughts into existence and reinforce them with power.

Gematria (Notarikon, Capstone Boosted): Numbers are the foundation of everything. Below everything, from biology to chemistry and physics, from magic to psychic powers and all crafting, the basis of everything is math and nothing more. It can all be quantified, even music and language itself. Viewed through the lens of this philosophy, words are nothing more than a living expression of math, a sacred geometry where every syllable… nay, every nucleus, rime, and coda holds meaning and power. You have unlocked this sacred geometry, this innate understanding of math which creates language.

In simple terms, you understand all the math involved in the First Language and how it works, how such words affect reality, and how to create new words for it. You are an architect of language itself, wielding words that bind reality to your will, each syllable you create carrying the force of universal truths with mathematical precision. With this you can create new words and phrases even in the heat of battle to meet whatever obstacles you encounter, or create entirely new phrases to empower your weapons or enhance your crafting beyond anything you could accomplish before. Where Notarikon gave you the canvas, pre-built for ease of use, Gematria grants you the brush to enact your divine will just as the Titans did.

Shinigami

The End Has Come, My Friend (100 CP/200 CP/400 CP/600 CP): Death is not an ending. Rather, it's the start of the next great adventure, a continuation of stories great and small. It's a universal constant that all things abide by across species, worlds, beliefs, and realms. It tears families apart, but it will bring them back together soon enough. It's no ending, it's a transformation that ensures no soul is lost, no journey incomplete, and the kind will be rewarded for their greatness. This is a dignity, a reward, and you are a keeper of this balance.

This perk guarantees an afterlife will exist in future worlds and jumps. There will always be a path from life into the afterlife, ensuring every soul has its place in eternity. There will always be souls regardless of the metaphysics of each Jump, and you will have a guarantee that such souls will always find their way beyond the natural death of their mortal coil. Not just that, but you will have some influence each Jump in how such a thing manifests, defining the framework of souls in the universe as a whole.

For any tier of this perk, for free, you also gain the ability to see ghosts and incorporeal beings if you didn't have that ability before.

For **100 CP**, all sapient beings have a soul and every world has an afterlife. Regardless of whether you're an elf, a gnome, a human, or a living robot, you will have a soul which can persist after death. If you desire, you can have different afterlives for different species or beliefs, but there is no way to differentiate between good or evil in these afterlives–all will meet the same end in the Elysium Fields.

For **200 CP**, justice shapes the journey of the living, and all souls are weighed by their deeds. There is now a measure of morals and karma, where good souls may be rewarded and evil souls may face consequences. You can choose if this manifests as a Heaven and Hell, or if it becomes a cycle of reincarnation where the evil are reborn in squalor while the good are reborn as kings. There can be multiple implementations of this simultaneously based on belief or race at your discretion, but the karma and morals which determine this are based on overall belief of the culture. You can choose not to implement karma and morals in the determination of how one is treated in the afterlife.

For **400 CP**, this is no longer limited to sapient life. Now, all sentient life also deserves a soul and the right to transcendence. All sentient (meaning 'Having emotions') now passes on in death to an afterlife as well, including dogs and cats and other animals who are capable of feeling and processing emotions. Even bugs have shown evidence of having emotions. A loyal dog's soul will follow its master into the afterlife, and an ancient tree's soul will become part of a spiritual forest.

Lastly, for **600 CP**, everything has a soul, for the spirit may take all forms. As animism teaches, all objects, concepts, and even forces of nature possess spiritual essence, and such entities can all interact with you, the world, and the afterlife. Everything is an interconnected existence, and everything can die. A sword forged for battle gains the soul of a sword, and a river has its own soul unique to itself which will one day flow eternally into the afterlife.

We Were Friends Until the End (200 CP): Once upon a time, Death looked upon you as you witnessed the demise of a loved one. It didn't think of you as anything more than a curiosity at the time, unaware of how your paths might cross again. Then it saw you again, on a train to another city as the sick wailed in pain and fear, and as it carried the bygone spirit of a sad man to his next adventure, you looked at Death and it looked at you. There was some connection, and Death from on high watched you as you continued your own journey through life. The third time Death saw you, as you watched your best friend carried away in Death's embrace, Death spoke to you. It asked you what you saw, and you said "a friend."

Death took you, alone, under its wing and cared for you as a parent might their child. You learned its ways, how to care for and help those whose time is gone move on to their new lives. You learned to care not just for the living, but for the dead as well. You are a trusted companion, a champion of their cause, a beacon of comfort for the dear departed.

Perhaps this isn't what happened to you, but regardless of the circumstances, you're now the recognized friend and ally of gods of death and all other entities which care for and see to the transition of souls from their mortal coil to the afterlife. Such gods and entities will offer their assistance when you need such, grant you knowledge and boons, and see to the care of your own family and friends should they need it. You find that you can easily and simply traverse between the world of the living and the world of the dead with but a thought, always welcome as if you were a child who moved out after growing up.

You also find that your very presence calms both spirits and the souls of the dead. Tormented spirits are pacified by your presence and even those whose death destroyed them would be willing to listen to your words and eventually move on peacefully.

So They Will Not Forget (400 CP): It's said that as long as you exist as a memory within the minds of those you love, you are immortal. You continue to affect the world, the memory of you driving people to fight in your name and live your legacy. If you are not forgotten, your life was never truly lost. Your death becomes nothing but the beginning of another life, a chance to build upon what you've done and carry it forward with your memory.

You are capable of using your spirit manipulation to guide memory and succession, forming a bridge between the living and the dead. You're able to allow the living to

access the memories of the deceased to grant insight, wisdom, closure, and even the skills of the dead to those who wish for it. A grieving warrior might witness the final battle of their mentor, learning of his fate and accepting what has become of him. A loved one may learn the final thoughts of their beloved to come to terms with that horrible loss and move on.

You are also able to appoint a spiritual successor to those who have passed on. What this does is ensure that the power, skills, and abilities of the deceased individual will live on within someone new, allowing the living legacy to continue and complete the will of those who are not yet finished with the world. A master craftsman whose greatest craft has gone unfinished might have their legacy passed down to their apprentice by you, ensuring that the apprentice quickly reaches the level of his master so he can finish the craft. A legendary swordsman's passing might allow you to choose another aspirant of the blade who was inspired by that legendary swordsman to inherit the mantle, quickly gaining the swordsman's skills and abilities.

You are a guardian of legacy, able to build upon the past and carry everyone into the future. No memory will be lost, no wisdom will be wasted, and history will become a foundation to a better tomorrow. The dreams of the dead will not be lost–rather, they will live on in those who follow their path to a brighter tomorrow. You are the one who binds generations together into a shared vision.

Death Will Cry (600 CP): Death is not a concept to be defeated. It's not something to be feared, and it's certainly no great unknown to you anymore. Why run from death, forever grasping for a deathless body when you have an immortal soul? Stop being afraid. Pain is nothing but a temporary transition tied to brief mortality, and haven't you felt it enough? Stop running and face Death's caring hands head on.

It is because Death is not the end that you no longer have anything to fear from it. Your death is no longer an immediate chain failure, as your immortal soul lives on after its shell decays and fades away. Your soul will journey to the afterlife should an afterlife exist, or if one doesn't you will continue existing on the mortal plane as a disembodied spirit. This is not a permanent reprieve from responsibility, though–Jump-Chan does not tolerate boredom, and as such you must choose within 1 month… resurrection or reincarnation.

Resurrection requires the use of a 1-Up or equivalent ability, allowing you to continue where you left off. The 1 month period does not count towards in-Jump time, though time still passes and it can certainly be a nice vacation depending on

the state of the afterlife. This way, you can continue your own legacy and none of your efforts will have gone to waste. Alternatively, someone can resurrect you using an alternative method during this month-long period.

Reincarnation acts as a restart to the Jump. This requires no 1-Up if you no longer have a 1-Up or simply wish to restart the jump. This will be a fresh start, though, meaning you will no longer be in the same circumstances as your last attempt at the Jump. You will have a new body, new family, new lifestyle, possibly even a new location depending on the Jump's location settings. The timer on the jump starts over, but you do not regain 1-Ups or other one-time-use abilities that have already been used in your previous run. You can choose your previous life to still exist in this new continuity, just as a non-Jumper who was never a Jumper and simply has the abilities gained from their Jump-document or even a "former-Jumper" who still believes themselves to be the Jumper. You can even help them avert your initial demise. You regain your memories and powers the moment your new incarnation reaches the start of the Jump.

You can only activate Reincarnation once per Jump, otherwise not having a 1-Up at the end of the 1 month period counts as death unless you have some other method of survival. You can alternatively use a 1-Up to activate Reincarnation.

Please note that the destruction of your soul is still chain-fail. Please be careful with such precious goods.

Death Will Die (Death Will Cry, Capstone Boosted): Psychopomps were never described as immortal, even as they guide the souls that falter. They walk the twilight of life and death, and understand that death is not an extinguishment of existence but just another step that many have walked countless times before. Your understanding of death is greater now, continuing far beyond when the body fails and when the end should've long come for you. Tread without fear, for your soul shall no longer scatter.

Unlike with Death Will Cry, you now have unlimited uses of Reincarnation. No matter the situation, you have the ability to restart your Jump from your death without requiring a 1-Up to activate it. In addition, you have more power over how this manifests, able to allow your soul to fully undergo the process of Reincarnation, stripping yourself of personality traits, desires, and chosen memories to allow space for new ones to form. You can also choose when, specifically, you regain your memories and power, able to start the Jump after your original self's demise or

before the start of the original Jump, and your new incarnation will have perfect plot armor up to that point.

In addition to the changes to Reincarnation, you can now stay in the afterlife for up to 1 year before needing to trigger Resurrection or Reincarnation, giving a nice break from all the action. You can also now choose whether time passes in the mortal world during this period and whether plot progression and important events can happen if you choose to leave time marching forward so that you're not left out of anything interesting.

The afterlife acknowledges your presence, and you will always have a pathway. Death itself waits patiently for you when you choose to fall and rise again.

Xian

Keeper of the Balance (100 CP): The Dao teaches of the delicate balance of opposing forces, how yin and yang are both essential. Within this simple truth lies a deeper balance, that of the realms of the mortal world and the spirit world, not separate but inextricably intertwined. They exist in a dynamic fluidity which sustains all things, one foot in each realm, intermediaries and arbiters, occasionally calamities. You are among them, a dual-existence which sits between yin and yang.

Your mind, body, and soul now exist simultaneously in the mortal and spiritual realm both, two halves split across the universe. Your senses layer both planes together, able to view the bustling marketplaces of the spirit world and the ancestor-spirits watching from the rooftops alongside the bloody battlefields of the mortal realm. Your actions affect both, a strike on flesh also striking the soul, while ghosts and spirits are just as vulnerable to your strikes as a mortal man would be.

This existence does come with a cost, though. You must now protect both your mortal and spiritual selves, the halves of you in both the mortal and spiritual realm. The self in the spiritual side of the world is vulnerable to spirits and beings on that side, while the self in the mortal realm is vulnerable to mortal weaknesses. Should your self in the spiritual side of the world die, you'll be locked from interacting with that realm for the rest of the Jump and should your self in the mortal world die, you'll be locked from interacting with the mortal world for the rest of the Jump. You cannot fail your Chain unless both your spiritual self and mortal self die, though, and you may use a 1-Up or resurrection on either side of yourself.

Note that your spiritual self is not your soul or spirit, it's simply an expression of you and acts identically to your mortal self, occupying the same space simply on another layer of existence. They share your soul, senses, and mind.

Waidan (200 CP): Alchemy is split into two schools: Waidan and Neidan. Where Neidan is an art that turns alchemy inward, Waidan turns alchemy outward, manipulating the essences of the world. Ancient masters used cinnabar, mercury, sacred dew, and blood to create transformation, purity, ferocity, and longevity. You can now join the ranks of such alchemists, a cultivator who wields the symbolic power of the world to enact change.

You are capable of perceiving the supernatural, metaphorical, and symbolic qualities of any resource and object you interact with. You see the symbolic story of every herb, mineral, creature, and item, such as a serpent's fang reeking of cunning and toxicity, or a phoenix feather carrying rebirth and perseverance. Even things like a historic lock or a rusted sword have a weight of history and association.

Once you've identified these qualities, you can refine such qualities and distill them into essence. Typically this process is done through rituals, ceremonies, specific methods of preparation or consumption, using scientific experimentation mixed with mysticism to create a process which fuses these essences and qualities together into a greater whole. This typically results in a consumable item, such as an elixir, pills, or a granulated metallic alloy which can be safely eaten and which provides benefits based on the component materials. A potion of brewed endurance may grant the endurance of a marathoner, while a draught of clarity would sharpen insight and repel illusions.

The result isn't necessarily an elixir, though. Depending on what component parts you put together, what ritual you follow, this can create fully whole objects and novel results such as a charm that repels fear, or a sword that cuts shadow. This process doesn't follow the law of conservation of mass, as a variety of charms, herbs, and stones could create a massive weapon, but you'd still require experimentation to arrive at that result.

While you're always able to view the symbolic traits of items and materials, your knowledge of rituals, ceremonies, preparation, etc., will scale with your Spirit Manipulation and will otherwise have to be researched and expanded upon yourself.

If you have **Keeper of the Balance**, you can shift your existence towards the mortal world. Doing so makes your spiritual existence more resistant to damage, but causes your mortal self to take significantly more damage. There is a benefit to this, though, as all of your supernatural energies and powers such as your Qi are augmented several times over.

Neidan (400 CP): Where Waidan manipulates the external world, Neidan transforms the internal world. There are mountains in the spine, rivers in the meridians, stars behind the eyes, and a furnace in the dantian. This is the power to reshape these things, altering the symbolic principles behind yourself.

You are capable of perceiving the supernatural, metaphorical, and symbolic qualities of your own body, soul, and mind. These are the symbolic qualities of things like your own hair, your body, your meridians, your chakras, bones, organs, and more. You can literally see and feel the mountains which make up your bones, the oceans which crash through your body and how their roil disrupts your body when you feel anger, the very essence of the “eye” beyond simple sight. All of it is within your senses, and as such all of it is within your reach to modify.

By performing symbolic acts such as ritual meditations, breathwork, visualizations, guided dreams, varied lifestyles, kinesthetic motions, and internal energy manipulations, you can refine the symbology of yourself to change yourself. At its most basic, this allows you to slowly but permanently augment your body and strengthen your own supernatural powers, your qi, deepen your stamina, and unlock latent potential. With some precision and skill, you can polish your own traits, removing emotional scars, kindling forgotten memories, tempering destructive impulses, and cultivating virtues in yourself, growing as a person. At higher levels you can learn to actually transform these qualities, turning assumptions about self-identity into facts, such as making your bones as mountains and equally as difficult to break, or making your skin as armor into a literal fact such that your skin can easily deflect sword strikes. Senses can be taught to open the “third eye,” allowing one to see the invisible and incomprehensible with clarity. Even limitations can be removed, making a punch conceptual in nature such that it cannot be intercepted as a punch must strike.

How skilled and capable you are at any of this is based on your skill in Spirit Manipulation, scaling equally with your mastery. Otherwise, you must learn and experiment yourself to understand how different rituals, dreams, meditations, and lifestyles affect the growth and change of yourself. Regardless, you’ll always keep

your ability to perceive the symbolic aspects of yourself, and you'll always be able to manipulate them on some level.

If you have **Waidan**, you may utilize **Neidan** on others through touch, manipulating their identity, sense of self, and performing such deeply transformative alchemy on them. Their inner narratives become accessible, allowing you to guide their body, mind, and soul through this process of change. With **Keeper of the Balance**, you can shift your existence towards the spirit world. Doing so makes your self in the spirit world much more vulnerable to all forms of damage, but makes your mortal body invisible and intangible while retaining your senses there.

Supreme Purity (600 CP): The Three Pure Ones are the foundation of all existence, the source of yin and yang and the administrators of reality. The Jade Pure One created everything there is to see. The Supreme Pure One administrates yin and yang and holds spiritual treasure. The Grand Pure One determines virtue and worthiness to pursue power, and tests mortals through trials and tribulations. You have been blessed by the Supreme Pure One, the Divine Treasures Heavenly Lord, custodian of yin and yang who sustains cycles.

Choose "Yin" or "Yang." You now conceptually embody the traits of your choice. If you select yin, you now embody receptiveness, quietude, introspection, cold, stillness, femininity, minimalism, shadow, moonlight, dreams, change, evolution, and evil. You count as all of these for the purposes of any effect, ritual, divinity, or artifact that cares or distinguishes between such polarities. Spirits of the night treat you as kin, artifacts or powers that only work for women would work perfectly for you, an evil finds reflection in you. All of your capabilities related to such concepts are empowered, as well, and you naturally gain enlightenment and understanding in things of these natures.

If you instead select yang, you now embody motion, assertion, heat, vitality, masculinity, radiance, maximalism, virtue, endurance, strength, enlightenment, good, sunlight, and the material world. You count as all of these instead, always judged "worthy" to chase power and strength. Sources of sunlight, motion, and hedonism empower you, saturating your qi and making you greater.

Should you have **Neidan**, you can infuse these qualities directly into your body. You naturally understand how to remake yourself in the image of yin or yang. With yin, you could reshape your skin as shadow, reshape your form into a woman's, coalesce moonlight into your soul so it shines with softness, and make your whole body significantly more malleable to change and evolution. With yang, you can

make your mind as bright as the sun and illuminated with divine inspiration, strengthen your body to greater heights, and make your body and soul immutable and unchanging.

You can take yin or yang, whichever you didn't select for this perk, for an additional undiscounted 300 CP.

The Pellucid One (Supreme Purity, Capstone Boosted): Yin and yang are opposites, but not really. It would be more accurate to call them relational phases, each containing the genesis of the other, incomplete without its counterpart. To truly understand the Dao, one must understand this relationship, a necessary continuity that flows together. It seems you're closer to The Divine Treasures Heavenly Lord than expected, because you now embody this cosmic whole, able to control the harmony that binds yin and yang together.

You have the power to fold disparate aspects of yourself into a single, unified, ontological identity. Instead of carrying separate components of yourself such as body and soul, flesh and cybernetics, energy and matter, you can collapse them into a single, contiguous, indivisible existence, a metaphysical unification that turns distinct elements into a single coherent definition of you. Should you be partially mechanical and partially flesh, you could combine this to be both mechanical and flesh in all ways simultaneously such that your mechanical parts grow through exercise and your fleshy parts gain durability akin to the mechanical parts and your circuits hum with Qi. Bone and alloy become one and the same, and distinctions blur together.

This can go deeper, though. Folding your soul directly into your body might make your soul vulnerable to direct attacks, but it grants the body resilience, stabilizes your spirit, allows much faster communication between body and soul, enhances perception, allows attacks to strike just about anything, and more, no longer existing on a separate layer. Folding an energy system like magic circuits, Qi, or even divinity into your body turns them into a physical existence, increasing efficiency, power, removes barriers to use, enhances instinct, and crystalizes it all into a single lattice spiralling through your body, but opens it all up to being cut out and damaged.

Most notably, you can fold temporary buffs into your existence, from enchantments to blessings and elixirs. This makes them a part of you, permanent. A flame-resistance potion might appear as a charred streak, while a strength elixir

might anchor itself across your musculature, but such things can now be physically attacked and cut off to remove such benefits.

You're what binds yin and yang, the continuum between phases, and the principle that generates harmony. Take upon yourself the depth, stability, and power to become whole, with every part of yourself functioning as one.

Tulpa

Fluid Dreams (100 CP): There are stories of monks who have gained such incredible enlightenment that their very dreams manifest in the waking world. The dreams gain their very own life, a reflection of enlightened imagination, shaped only by the possibilities of one's mind. Malleable in form, and yet with their own life and desires. You are one such being, a Tulpa, a creature unbound by the rigid laws of the material world and whose identity is naught but a fluid dream.

Choose a body you wish to take upon as your main dream form. It can be inspired from anything, whether a phoenix or a unicorn, a dragon or an ogre. You can fuse these together as well, such is a dream, even taking on expressions from eldritch monsters or fantasy. The only requirement of this form is that your face has a white mask of some kind where its face should be. The mask can appear as a human or beast of some kind, but it will be a generally featureless white mask with holes where your eyes would be, where the nose would be, and mouth-shaped holes where the mouth would be.

Various powers spawn from your new existence. Based on what form you chose to be based off of, you gain powers similar to such an existence. These powers grow with your spirit manipulation, a beginner of which may be able to perform basic healing as a Phoenix-shaped Tulpa while a master could revive entire planets with their fake flames. Amalgamations of various beings would find their capabilities lowered in general but much more varied in use, allowing your new form to be useful in a larger variety of circumstances.

Your dream-like state of existence also allows you to change your own form somewhat, shapeshifting your appearance as you desire so long as it doesn't stray too far from your original choices. This particular ability is available in your human form as well, allowing you to change yourself in various ways. This includes skin color, hair style, facial structure, height, as well as some control over bone structure and eye color. You can even change these things in somewhat unnatural ways,

such as an abnormally jutting chin or red sclera and green hair. This does not allow you to change your species or grow appendages you don't already have.

Akashic Drift (200 CP): What are you? What makes you, you? What is the self if not a tapestry of thought, memory, and experiences? What would happen if your identity could unravel, the threads of such a tapestry fraying at the edges until there is nothing left of you but threads of displaced thought and empty spaces where memory should've been?

You can have that answer here and now.

What this perk is, is the ability to treat thought, memory, and identity as if it was spirit for the purposes of your spirit manipulation. You're able to weave this tapestry of ego and identity to reshape minds and even a person's very essence, creating a new dream for them. You can interact with these abstract concepts directly, and for a Tulpa whose very existence is tied to the beliefs of others, this can be a profound tool to strengthen and evolve yourself by enhancing or changing the very memories of others that define you.

Treat thoughts as tangible elements to extract, alter, or implant new ideas, for instance. Or perhaps access and reshape the memories of people, even memories which should be lost or faded and yet ingrained in the soul itself from their power. Redefine identity in others like clay, strengthening or weakening their self-belief or mending a shattered identity into a cohesive whole. You can, as a Tulpa, change other's perspective of you and therefore change yourself, or share knowledge between dreamers to help them understand each other. You are no longer merely a dream, but rather a dreamer who changes the dreams of others.

Unconscious Collective (400 CP): The world is shaped by belief, not just a being such as you. It's through belief that anything is possible. The world evolves because of belief. Technology is but a dream that someone decided to make real, as is everything that is created. Dreams drive people to fight on, to look towards a brighter future where they can be happy, and to carve out a space for themselves in history so they may be remembered.

You can draw these shared dreams, this culture of belief and myth, into reality. Reshaping the physical world to align with the perceptions of others is possible, so long as the greater belief would match the changes you create. The myths and legends of King Arthur would be simple to manifest, he and his Knights of the Round, because of their great prevalence. Beings of greater power such as gods

would be more difficult. You're not limited to individual legends, either, as you can draw psychological concepts such as manifestations of Tarot cards and the human psyche into existence, and even stories themselves. If you wish to see the legend of Sisyphus come to pass, you could invoke such on someone who vaguely meets the criteria and watch as they are unable to ever accomplish their goal again.

The more widely spread or widely believed something is, the easier it is to bring into reality. A single person believing something is unlikely to allow you to do much but change a couple vague superficial things such as the shade of someone's blue eyes. Widespread belief is just asking to be taken advantage of, to find a hole in the wall to crawl into the real world. Be aware, though, that these creations hold no loyalty to you–they will act as their legends portray, and if that portrayal is in contradiction to your beliefs, you may quickly find your creation the enemy of yourself.

Unravel (600 CP): Dreams are meaning sculpted from intention and wisdom. You've already crawled out from the imagination of another, a negotiable identity. Why are you the only one allowed to carry the dream of yourself, though? Why not share that dream with others?

You can, now. You can drape the dream of yourself across others, making them share in such a dream, imprinting pieces of your identity onto their reality. This manifests in a variety of ways, but in general it boils down to reflecting aspects of your form onto them. Your claws of light now become their claws of light, the luminous lattice of markings and tattoos scrawled across your body now become theirs, the color of your hair becomes theirs, the scars upon your body are now the scars upon their body. If you carry wounds, diseases, or illnesses, you can make it their wounds, diseases, or illnesses, sharing such conditions into them, creating a shared experience and burden.

Any physical trait you display can be forced upon another in a shared dream this way, up to and including your entire body, or individual traits. This includes physical traits such as your brain, and therefore your mind, though they keep their own memories and personality (somehow), but can gain your intelligence, intuition, and senses should you wish from this. Perhaps more importantly, you can mirror your *lack* of physical traits in another, for instance if you have no wings you may share in your wingless dream with another, removing their wings while the dream continues, or if you have no biological fire breath you may create the shared dream of a lack of fire breath until the dream ends, and the dream doesn't end so long as you survive (though any form of death will end the dream).

The speed in which you can perform these changes scales with your knowledge, skill, and capability in Spirit Manipulation, particularly in the realm of dreams and dream manipulation.

Emergence (Unravel, Capstone Boosted): Dreams and myths don't mimic the material, it's more akin to a primordial logic from which the material was shaped. You are, therefore, condensed meaning and logic, full of traits that cannot be physical. You're literally a dream, so why would only your shape be transferable? What's stopping you from draping the dream of your dream upon another, or its underlying principles? Why not attributes, divinity, entire systems and affinities?

Who's to say you can't? You can now reflect deeper attributes of yourself into others. If you have a magic system only you can access, you can reflect the capacity for such a magic system into another, or reflect a spark of psychic powers you can access, or your luck, divine domain, spiritual pathway, or the very concept of strength you embody. This does not convey mastery, no technique or accumulated skill, but it gives the raw possibility that they might one day be able to match you in any traits you grant. Godhood might see the warrior you've granted it to struggle to control it, and a scholar with a newly acquired magical system may struggle to perform a single spell as they do not understand how the system works, but the power would be there.

As with **Unravel**, you can perform the inverse of this ability, too. You can reflect your lack of ability into another. Should a being possess qualities you lack, you may remove that quality by draping them in your own dream's absence, such as a mage who commands magic in a system you lack having such magic cut from them, or a god wielding divinity when you don't having the dream of your mortality superimposed upon them. A psychic prodigy would discover that your lack of psychic powers means they would now have a distinct lack of psychic powers if you imposed it. You cannot take away anything you possess yourself, and you can't change the strength of what they do possess, but if you don't possess it upon yourself it might as well not exist on those you don't wish it to exist upon. Should your dream end, though, through your death, even for a moment, then these effects will revert until you impose it again.

The speed in which you can perform these changes scales with your knowledge, skill, and capability in Spirit Manipulation, particularly in the realm of dreams and dream manipulation.

Elementalist

Imagined Balance (100 CP): There is strength in equilibrium, a certain harmony that's brought forth. The natural order of Balance is such that the strong must submit to the weak, an orchestra of unified symphony. Others may see chaos in this equilibrium, this equality that you coalesce in your hands, but you know better. You are simply balancing the elements, as is your job.

Whenever you generate or control Spirit with your spirit manipulation, you may generate and manipulate an equal amount of Fire, Ice, or Lightning at no additional cost. The Fire, Ice, and Lightning you create or control this way behaves exactly as the Spirit does, moving in the same way. You cannot move the element separately from your spirit unless you have the ability to manipulate that element separately.

Skill Balance (200 CP): Where others see division or separation, you see unity and interchangeability. Nothing is truly separate, as everything comes from the same origin and therefore everything is connected. This isn't limited to the physical, such as people or materials, but even concepts like life and death are connected to everything. Even skills, from dancing to art to combat and crafting… they're all connected.

You hold transcendent knowledge of how things are connected, and in doing so you've perfectly connected two different skills into a single craft. Select two skills, such as metal smithing and fire magic, or dancing and marksmanship. These two skills are fused together into a single skill which encompasses everything related to both of them. All training or practice in one of these skills improves the other as well, and this new skill grants you the collective knowledge and ability of both parts combined.

This also means that you can use one aspect of the skill to augment the capabilities of the other. If you chose dancing and magical enchanting, you could augment and improve all of your enchantments significantly by dancing while enchanting the item or area. Similarly, choosing painting and marksmanship allows you to use your artistic eye to improve your accuracy, or even shoot a gun with significantly more skill by painting at the same time (perhaps even using the gun as the paintbrush, however that would work).

Skills you choose for this perk must be specific and distinct. You cannot choose broad categories such as "magic" or "combat." You can add additional skills into this skill unity or create a new skill unity of two different skills for a non-discountable **50 CP** each. If you want, you can change which skills are linked each Jump.

Shattered Balance (400 CP): Balance isn't something limited to elements or equilibrium. It's everywhere, if you allow it to be. This includes balancing the disparity of power between yourself and others, letting you rise to meet titans and crush the unworthy with effortless might. You find that you gain an adaptive advantage that adjusts based on the disparity between your capabilities and the capabilities of others, allowing you to rise above adversity or crush the weak with your weakest techniques.

Against stronger foes, your spirit manipulation grows more potent. It's easier to control and performs exactly how you wish, moving effortlessly within your grasp to accomplish your whims. You can keep up with opponents even vastly more skilled and powerful than yourself. Your strength is adjusted to meet seemingly insurmountable challenges, with even larger gaps in power granting even greater boosts. Unfortunately, the increase in your own power is less than the disparity between your strength and your foe's, so against the greatest of foes you would still find yourself too weak to stand against them. This would help, but it would not allow you to stand on equal terms.

Against weaker foes, your spirit manipulation becomes absolute. Your manipulation will be terribly efficient and powerful beyond comprehension, letting you dominate those weaker than yourself with minimal effort. A simple spark of your spiritual energy could vaporize a weak foe, or a flex of your manipulation could disarm them and annihilate all defenses they have.

This provides no benefit against enemies of the same level of power as yourself, and provides minimal benefit against those who are only slightly stronger or weaker than you.

Should you have the perk Imagined Balance, you will find that the more sources you strike a foe with, the more vulnerable they become to attacks made by you. They gain a racial weakness to you specifically if you, for instance, strike a foe with both spirit manipulation and lightning manipulation simultaneously. They would become even weaker against you should you strike them with ice magic as well. Different sources include different kinds of energy, different elements, and different techniques… but for this effect to trigger, you must hit a foe with such things at nearly the same time.

Forced Balance (600 CP): The scales of power are yours to command. Nobody will stand above or below you, as you are the final measure of strength. Simply put,

you now have the ability to use your spirit manipulation to raise your allies up to your heights, or drag your enemies down to equal ground. Using your spirit manipulation, you affect the balance between yourself and another by forcing others to meet you.

If someone is stronger than you, you can manipulate the balance of power to drag them down to your level of strength. This reduces their power to something approximate to your own. While they might have some capabilities greater than yours, they will also have an equal number of capabilities lesser than yours such that the fight itself is on relatively equal terms and it becomes a fight of intelligence and wisdom. You can easily nullify the advantage of a vastly superior foe, pulling their capabilities down to your own.

This also allows you to uplift allies to your level. Even a novice would find their capabilities equal to that of a master should you be a master. They gain no additional knowledge from this equalization, but their potency, physical capabilities, skills, efficiency, etc. would rise to allow them to easily fight alongside you or perform at your level in non-combat scenarios if they weren't combatants in the first place. Someone who's focusing on studying acting might gain acting skills miraculously at the level of your combat skills, for instance. They would gain the instincts necessary to rapidly advance their arts and skills should that be what's needed to stand beside you.

The speed in which another is raised or lowered to your level, and the magnitude of how close you can bring them to your level depends on your skill and knowledge of spirit manipulation. A novice would only be able to very slowly creep another towards their level, while a master could rapidly or instantaneously affect others. You are fairness incarnate, the balancer of the playing field. Balance is a weapon for you to use, destroying disparity.

Cosmic Balance (Skill Balance, Capstone Boosted): The universe balances upon a delicate scale, and you are one who distributes the weight. You are the ultimate arbiter of balance, equalizing all. No longer are you limited to balancing a person's capabilities, you are now capable of balancing anything, even abstraction itself.

Anytime something is not equal, you can use your spirit manipulation to force it to become equal. This includes systemic scenarios and abstract concepts, letting you subtly tip the balance so that all becomes equal once more. For instance, if there is a war and one side is losing horribly, you can equalize things so that the winning

side quickly gains losses and setbacks such that their position is roughly equal to the losing sides'. If you're playing a card game and the other side is winning because of horribly unfair cheating or stacking the deck, you may use this to suddenly get obscene levels of luck or events will conspire to lower your foe's situation to be that of your own. Even having a streak of bad luck can be balanced by granting an equivalent amount of good luck.

Political systems, emotional situations, physical capabilities, and cosmic scenarios can all be balanced. This operates on all scales, but the speed in which things balance are dependent on your spirit manipulation skills. Unfortunately, if your ability to equalize is slower than the natural resolution, you'll likely only buy yourself some time before the inevitable unbalanced defeat. Regardless, you are the force that levels the scales of reality, a harbinger of equality. You obliterate unfairness and bring salvation to the underdog.

Godhead

Unification (100 CP): Myths don't form by accident, and pantheons are deliberate. Gods born from a creator's breath, gathered by a sovereign's call, assembled through cosmic fate, chosen by divinity to extend its nature out. Reshaped by a greater will to be of service to something greater. This is an old truth, not one of power but of unity. This is now a truth you can gift others, a binding light to create a community around yourself.

You can accept others into your Pantheon, accepting them as kin to yourself under a cosmic paradigm. To do this you must either get their permission or completely dominate them physically and mentally to crush their resistance, but once you do so you gain significant influence over them.

First, they become absolutely loyal to you. They retain their personality, intentions, goals, etc., but your success and happiness becomes a strong part of their goals. This doesn't make them listen to you, necessarily, especially provided personalities that don't play well with rules, but they'll do everything in their power to make you the greatest, even if their interpretation of such a thing contradicts what you actually want. Luckily, this is tempered somewhat, as this loyalty would naturally make them more likely to listen to you.

Next, this forms a unity between the two of you. This grants a few benefits. First, you gain a panoptical awareness of each other, always knowing the physical and mental states of the other, along with their location, stability, injuries, condition, and more, so long as they're aware of it as well. You have shared perception, able to

use each others' senses as necessary, and can always communicate with each other regardless of distance.

The last benefit of this is, any who are part of your Pantheon gain a similar "feeling" as you, giving off a similar aura as you do. If you have divine righteousness and everybody can feel it, anyone in your Pantheon gains a similar divine righteousness. If you give off some other perception or aura, your Pantheon would give that off instead, though you can control which ones affect your Pantheon and which ones don't.

Omega Arts (200 CP): The strongest gods are not merely powerful, they're natural in their power, wielding it as easily as breathing, shaping miracles with the effort it takes to lift a finger or think a thought, performing the impossible with a casual twitch. They don't learn these powers so much as these powers and such knowledge arises from them, as it's their divine right. You have this instinct, a transformation of all power into something intuitive as thought.

Every power you hold, from magic to qi, chakra, mana, psionics, divinity, and more, shifts from a discipline to an instinct. What once required laborious study, understanding, practice and refinement, is now an innate understanding that can be learned and performed from gut feeling alone, you grasping the structure of the systems simply from utilizing them and then acting as if you had always known. This isn't instant mastery, as you must still research and experience its usage to grow with it, but it changes the curve of mastery into something more of an experience.

While this likely accelerates your growth in various systems greatly, the greatest power is in your ability to achieve the seemingly impossible with these systems. Every system, every power has boundaries, things that insist it cannot be done. Harry Potter magic makes it impossible to create permanent food from magic, and magic in some systems are said to never be able to bring a god low. You change this relationship with the impossible, somehow instinctively able to find routes to gaining and performing these impossibilities. You see solutions where theory fails, you achieve the improbable, paradoxical, and outright unachievable in these systems far faster than anyone can comprehend. That is the power of divinity, of truth and understanding, as it is the power to go beyond mortal limitations and achieve miracles.

If you have the perk **Unification**, you gain a massive learning booster in the "specialty" of whoever is in your Pantheon. If you have a time mage whose greatest

attribute is their time magic, you gain phenomenal learning speed and intuitive understanding of time magic, for instance. The learning rate is proportional to how great the individual is in their specialty, but will always be at least a 2x learning rate and can be up to several hundred times for once-in-a-millenium prodigies.

Lord of Heaven (400 CP): A king of gods should not hoard their power. Kings in Heaven elevate heroes, awaken virtues, and transform mortals into saints, demigods, and gods. This is a catalytic authority, a dynamic power that manifests differently in those affected by it. Your nascent authority makes it so those you raise have no choice but to obey.

You can uplift others, taking their greatest qualities and galvanizing them. This doesn't grant new talent that they don't already have, but it takes what already exists and dramatically increases the trajectory of such traits. A simple libromancer who records the history of the past and future might gain power to alter the trajectory of history where time bends around their very thoughts. A pyrokinetic psychic would find their flames turning into infernos, while a genius on the verge of a breakthrough would find their intellect and intuition boosted beyond the scope of humanity into something structurally superior.

With **Unification** you can reshape the nature of those you convert to your Pantheon. You don't give them your alt-forms, but rather the nature of your existence. If you are a spiritual existence, then you can make them a spiritual existence. If you are divine, then you can make them divine. This modifies the layers of their existence, expanding their identity to include parts of your own, but modified to their specialties. Should you be a god of winter, spreading your divinity to a powerful pyromancer could make him a god of fire. This can also change the expression of their powers, making a pyromancer's magic fire more of a divine authority of similar scope and scale.

Should you have **Omega Arts**, this transformation is more versatile. Their increased power and capability becomes flexible, turning magic over fire into magic over both fire, and righteousness, with some skill in holy power, and power over emotions related to anger and frustration. The further from the original concept, the weaker and less knowledge the individual gains from this, but it expands the power into more metaphorical qualities instead of literal ones and grants such knowledge and skill in addition to the normal power boost.

Pantheon of One (600 CP): From a king, lords are created. From tears, breath, and blood, gods rise. As Dionysus was birthed from Zeus' thigh, Athena a fragment

of his skull, as the Chinese deities spawned divine generals from their thoughts and the Hindu gods manifested avatars from their own power, so too, shall you. Your power is one of a god head, the power to shave off pieces of yourself in order to create new life.

You can take any trait, power, or attribute of yourself and externalize it into a vessel. Taking a portion of your own strength, magic, emotions, memories, skills, even your connections, perks, and body parts, or a combination of any of them, you can remove it from yourself, spawning a living being with all the capabilities you removed from yourself. In addition to the literal capabilities they gain from what you removed, they gain some symbolic qualities, such as a being created from your eye might have vision beyond the natural, though never at any significant level, along support capabilities (such as beings created from your magic knowledge gain some mana to utilize it) and all capabilities unrelated to what you grant are at a human level. Their form and personality are based on what you give them, such as your anger forming into a fierce, crimson-eyed warrior, while your healing magic would create a gentle spirit draped in holy white, and your chronomancy could manifest as an even-tempered, silver-haired sage who steps through time.

Each such being is totally loyal to you, though keep in mind that volatile powers can create volatile entities, so you may still need to manage them. A vessel of divine fire may burn righteously beyond reason and could easily seek to incinerate all non-believers. This does allow you to much more easily multiply your presence across the world, letting a shard of your pure intellect handle planning while a fragment of your physical might or magical power handle errands across the continent. There is no limit to how many of these beings you can create so long as you have things to sacrifice.

With **Unification**, you have a constant background awareness of these entities, able to know their locations and speak with them as necessary regardless of distance. This also lets you, alternatively, grant these attributes, perks, powers, and body parts to others in your Pantheon, giving them the benefit of this perk.

Lord of Heaven lets you augment the powers you shave off yourself to create these beings significantly. A piece of your fire magic knowledge might become a flaming sorcerer beyond what you, personally, could accomplish even with only a relatively small bit of your fire magic knowledge, while removing only a small amount of your strength could become a supernaturally powerful berserker, and using all of something in the creation of a minion would create something magnitudes beyond what you could normally do.

With **Lord of Heaven** and **Omega Arts**, you can chance the expression of these powers when you create such a creature, turning your fire magic into a divine domain of fire, or your empathic psychic powers into empathic magic, and therefore modifying the nature of the being created. You also gain the ability to use an alt-form as the physical baseline instead of humans, though the form doesn't need to be such an alt-form when it's created and will default to a form indicative of what power or trait was used to create it (or a hybrid form between them).

You gain your traits and powers back upon the death of your creation, but only at the level they were when you separated them from yourself, not the augmented or evolved form. Your avatars can grow on their own, though, learning and evolving individually. This is a power of delegation, of growth through individuality, a self-contained constellation made up of your stars.

Divine Authority (Pantheon of One, Capstone Boosted): Power through sacrifice is still the domain of man. Power without such is the domain of gods. Creation of aspects without diminishing oneself is what makes a god, a god, filling pantheons and celestial courts through will alone.

For the purposes of **Pantheon of One**, you can treat yourself as having twice your normal attributes and qualities (such as double strength), and an extra copy of every perk, power, body part, etc., but only to create avatars or grant these capabilities to others in your Pantheon. You can, as a result, use up to your entire physical strength or speed for a creation without diminishing your own capabilities. This even extends it to items, allowing you to sacrifice items to create powerful extensions of yourself based on those items, such as a magic wand becoming a mage god equivalent to the wand's power.

These are extensions of your power, no longer replacements for it. You are now a distributed system of vessels, champions, and gods, functioning independently and yet harmonizing your core existence, all without a single fragment of power leaving you. This is a testament to your rightful authority, created from abundance and not scarcity.

Items

General

Level (Free): Balance is not simply an ideal, it's a foundation. As such, I'll give you this nifty little tool. It's a simple level, measuring exactly how crooked something is compared not just to gravity, but also to the ground and also other little angles. You'll find it much easier to make sure things are level and aesthetically pleasing when using this gadget. Free of charge!

Balance Beam (50 CP): This is nothing but a simple length of wood, propped up by a couple sturdy stands. It's simple and effective. This tool is a tool for refinement, a catalyst for mastery, one which will push you to earn improvement. With each step on this balance beam, you'll quickly adapt faster, learn faster, and refine faster than normal, quickly improving your balance and grace at significantly increased speeds. This is truly a path to perfect balance, and all time spent balancing on this beam will also be counted as meditating.

Great Tomb (50 CP): Rising from the earth, this is a monument for the one who exists beyond death–you. A monument to your existence, this pyramid is dedicated to you, a structure which defies time, mortality, and decay. Within its shadow is a trove of gold which gleams, jewels which glitter, and relics which hold the weight of ages gone by. Its sacred halls are your home.

The interior is a maze of traps and monsters from previous Jumps, or random Earth-inspired ones should this be your first Jump. None shall harm you, for this is your home, but they will certainly kill any who come here without your permission. You will always know how to travel these halls without issue. The walls are covered in scripture and art of your previous travels and will update with all your future adventures. Within each of these massive, gilded rooms within the massive network of tunnels is plenty of furnishings for you to live a comfortable life and all the amenities you may require.

In the deepest pits of this pyramid is a treasure room filled to the brim with gold which refills each Jump if used somehow. Within this room is also a stock of gems, artifacts, and even weak-to-mid power supernatural items should the Jump you be in allow for such items to exist. Each new jump expands this treasury, expanding its contents and grandeur, filling it with the riches of the world.

This is foremost a sanctuary of the dead, though. While here, you exist as both dead and alive for any effects which care about such. Because you're dead, you

cannot die here, but you're also alive so you cannot fail your Jump. All death-related perks and powers are empowered greatly here, as this place is your throne of death. Spirits are drawn to this place, but only as you desire, meaning your departed allies can gather here and continue their time after death in this cozy abode alongside you, even going to future Jumps with you. This pyramid spawns anywhere you desire in each Jump, existing under your ownership, and everything in the setting will shift slightly to allow its presence.

Poisoned Shirt (50 CP): At first glance this is nothing more than a normal shirt, albeit beautiful and of extremely high quality. It's a gift meant to be given, adapting to the desires of the one who is to receive it. It's a seemingly kind gesture, one of selflessness and thoughtfulness. It's unfortunate that this is no mere kind gift, but rather a tragedy embroidered in false hope.

Nessus was a centaur who was steeped in rage, betrayal, and fated to a slow ruin. He wanted revenge against Hercules, and as he was dying he had an idea–why not use the hydra's poison as a final trap for the great hero? So Nessus whispered promises of love and eternal gratitude to Deianira, things such as this shirt, dipped in the poison of the hydra, would forever bind her and her true love Hercules together.

That's the truth of this beautiful shirt. The one who wears it will find their body burned to death in the corrosive acid that is the hydra's venom. Wearing it will cause an inevitable death, one which is slow and horribly painful. This gift of ruin will be your foe's undoing. All you must do is convince them to wear it, and it will not come off until their body is completely dissolved. Woven with love, given with care, accepted with trust, and worn for a cruel end.

Gridhrakuta (50 CP): The path to enlightenment is never easy. The climb to self-awakening is unrelenting, a steep climb towards the unknown where truth awaits. The climb of Gridhrakuta, the Vulture Peak, mirrors such an ascent, calling those who wish to find betterment and eventual entrance to Bodhi at the end of the cycle of Samsara. Many will climb this path, and few will reach the top, but should you take the climb you will be forever changed.

The Buddha once taught spiritual enlightenment atop this mountain, and now his essence is infused into this place of Buddhist pilgrimage. When climbing this place, you will find yourself facing constant challenges which force you to grow as a person. Every step of this journey to the top is a mirror of your soul and your experiences, helping you overcome the material chains which hold you back,

overcome your regrets and hangups, and teaching you how to become the greatest version of yourself while slowly revealing the secrets of the universe.

To climb Gridhrakuta is to climb yourself, and every ascent will be different, bringing you and others closer to your final life so you may become one with the universe. Step forward so this mountain may reveal who you truly are meant to be.

This mountain imports into the closest mountain range to your starting position each jump.

Aeger's Chalice (50 CP): Deep beneath the ocean's rolling waves, within the divine walls which personify Ymir's vast blood, lies a chalice which once belonged to Aeger, the jotunn brewer of the gods. It sits in a grand hall filled with tables which creak under the weight of the divine food sitting atop them, while the chalice was filled with a mead which shimmered like molten gold and summer. You are now in possession of this chalice filled with divine mead made for the Aesir. This sea-gold chalice has a limitless amount of divine mead within it, crafted beyond mortal capabilities and suffused with myth and meaning. Sharing this mead with others is unnaturally good at bringing camaraderie, and filling its drinker with courage and some level of ancient wisdom.

Dagda's Club (50 CP): There is no weapon quite like the club Dagda wielded through ancient Irish battlefields. It's more than a brute's weapon, it's a tool on a scale of that of a Titan, a thing so absurdly massive and mighty that it appears as if it could shatter a fortress. You'll find it much easier to lift and wield this club than others, this massive, unwieldy cudgel, and with a swing you'll find its incredible mass will bring down certain death on even legions of soldiers. What makes this weapon interesting, however, is you may choose to allow its strikes to heal those on the receiving end of your attacks, healing an amount of damage similar to the amount it would otherwise deal. To others, this club is outrageously, stupidly heavy, a weight akin to God's hand pressing down on the world, but you find yourself easily able to swing this club like an act of God. Healing with this club still inflicts proportional pain on those it strikes.

Star Metal Ingots (50 CP): This is no mere metal, it's stardust given form, the bones of the cosmos fallen to Earth and shaped into ingots of the purest metal. Their smooth, cool surface belies the electric energy within, only belied by lightly pulsing celestial light. Within these are trapped nebulae. Star metal is famous for its sharpness, flexibility, durability, and pure tensile strength, but its most prominent feature is how easily it takes enchantments upon itself. Any enchantment, no matter

how brief, takes hold upon items made of Star Metal for an indefinite duration, and you can easily layer at least twice as many enchantments upon these items than normally possible. In addition, things created by Star Metal are resistant to heat and cold.

You have a crate filled with Star Metal ingots which restocks immediately upon closing the crate.

Cornucopia (50 CP): Wealth means nothing if not shared, and bread broken at a table with friends is the greatest wealth there is to be shared. Within this horn, broken off the sacred goat of Zeus, Amaltheia, blessed by the gods, is an abundant source of fruit, warm bread, and sweet Nectar (a godly alcohol). This is food and drink meant to be shared among friends, and those who partake will find their hearts and souls will blossom more beautifully and richer from the experience. This food is filled with warmth, comfort, and strength, restoring vitality and granting a moment of solace.

The horn itself holds a limitless amount of food and Nectar which can be shared with others. It's meant for the table and will never run out for the weary traveler.

Coronation Stone (50 CP): This is a large block of sandstone, worn smooth by centuries of kingship and the weight of thrones yet to be claimed. It's often called the Stone of Destiny. It once rested in the halls of Tara, the seat of the high kings of Ireland, but was taken by Fergus, son of Erc, across the sea to Scotland. It's now the foundation for Scottish sovereignty, upon which the rules of Alba, Scotland, and England are crowned.

You'll find that you, and anyone else who stands upon this sandstone when being crowned ruler of a territory or country, will be blessed by the kings of old. Your rule will be marked with prosperity, success, and wisdom. Events will tilt somewhat to your favor, and the kings of old will feed you their wisdom and the lessons they've learned from a long life on the throne. This stone, as average as it appears, can help shape Destiny.

Hagoromo (50 CP): These are not just normal robes, it's a declaration of immortal wisdom and sovereignty. Even the heavens must recognize one wearing these robes, as they are woven from divinity and coalesced legend. The Hagoromo is worn by the Great Spirits, each one personalized to the power these Great Spirits wield. The Tennin of Japan who descended from on high were draped in such

robes, and they were so beautiful that many sought to steal the Hagoromo, and none succeeded.

These robes are meant for beings beyond the concept of destruction. They don't offer any additional durability or defense, but they also cannot be damaged or destroyed. Those who see you wearing these robes will know instinctively that you're something greater than mortal–a spirit or force of nature, rather. You cannot be mistaken as anything less. While wearing the Hagoromo, you'll find your grace and dexterity enhanced greatly beyond mortal capabilities. You'll have the movement and ease of the vastly powerful Great Spirits such as the Tennin who normally wear these.

These are the raiments of those who walk between Heaven and Earth.

Taohua Yuan Ji (100 CP): There is a place out there untouched by time, unseen by the wars of mankind, unbroken by suffering. Poems speak of this place, and scholars dream of it. Many have longed to escape to this idyllic village, the Peach Blossom Spring. Once upon a time a fisherman followed the gentle drift of a river, stumbling upon this hidden paradise where time did not march forward and the sorrows of the world never touched. This place only knew of peace, simplicity, and quiet joy. You were that fisherman, and now this village is under your protection.

Each jump, you may import this into the closest remote rural area near your starting location. You always know the location and can always change your jump's starting location to this village. This is an idyllic refuge, a village where no matter how bad things get elsewhere it will be untouched by all calamities and disasters. It's a beautiful and serene place, filled with Sakura trees and simple houses with simple amenities. It cannot be found by those who don't belong there.

Within this place it is eternal Spring, and the rivers never run dry. Blight and famine can't touch this village. It's a place of simplicity, though; of farmers, simple craftsmen, window cleaners and house builders. You'll find few modern amenities within these lands, but that's fine. While in these walls time will not move forward outside, and time spent within this paradise is not counted towards completing the Jump.

Because this is a world beyond time and your own private utopia, you'll find that most Drawbacks cease to function here as well. Anything taken away, such as Perks, Items, or your very Memories will not return, but any Drawbacks which reduce quality of life such as taking away your voice, having irreconcilable bad luck,

being cursed by multiple personalities, or being beset by constant marauders or a scaling foe will be cured until you leave. It's unfortunate that you cannot affect the outside world while here, as this is a land beyond the reaches of time and space, but you will find that your time here is more rich as a result. In a world of strife this is a world apart.

Coire Ansic (100 CP): The Cauldron of Dagda is a vessel which never runs out. Filled with soul-healing stew, this is a font of endless sustenance and a wellspring of warmth. This is one of the four relics of the Tuatha De Danann, and a gift of prosperity, feasting, and hospitality. All who feast upon this food are satisfied and no warrior will have an empty stomach before a skirmish. Those who partake in this food find their companionship growing considerably, and even enemies can eventually become friends over such a generous meal. During a hearty meal of this stew, no physical conflict can arise, either, and you will not be ambushed while eating. Others may even show up to join you, sharing stories and offering friendship. The Coire Ansic is said to be more than a simple cauldron, but rather a kingdom in the shape of a pot.

Tir-a-Kaman (100 CP): A grand Persian war, waged between the Iranians and Tunasians over who will be granted divine providence and khwarrah from God, is what created the legend of this bow. They eventually came to a tentative truce, where the boundary between the Aniranians and the Iranians which will divide their nations will be created from the shot of an arrow. The Iranians would fire the arrow from The Middle Clime, far from their original border so that the Aniranians would gain the most land from the situation.

It was then that an angel, or perhaps one of the Amesha Spenta, the seven greatest divinities, descended from the heavens and gifted this divine bow to Arash so that he may fire the arrow far beyond mortal capabilities. With this bow in hand, his arrow flew true, arriving eventually at Mount Khvanvant in the Avesta, forever marking the border between the Iranians and the Aniranians. The shot was so powerful that Arash was utterly destroyed by the shot, but his legend would live on forever.

The Tir-a-Kaman is a bow whose power is such that arrows shot from it never draw closer to the ground. These arrows don't simply strike, either, rather they divide and create boundaries in the world. Any shot loosed at the ground will establish a boundary, a mystical barrier that both exists and doesn't exist, one which cannot be contested and which none can cross unchallenged. When shot at another living person, this boundary will divide them in half, usually in a very bloody fashion.

These are borders which cannot be undrawn, but beware that without significant durability, you'll find yourself a victim of Arash's fate as well.

Aegis (100 CP): This shield was never meant for mortals. It was forged by the gods and wielded by the divine. When Zeus hailed with it, lightning annihilated the earth around him. When Athena held it, enemies fell to despair. Within it is the story of Perseus, who beheaded Medusa and delivered her head to the divine, and that head is now hung upon this shield like a trophy of war, eyes wide open even in death and an eternal scream etched into her face.

This shield cannot break by any means other than another god, first of all, and it holds some residual power from those who wielded it before. When struck, this shield retaliates with a massive divine lightning bolt as though thrown by Zeus himself (and it will actually be thrown by him if he actually exists in a Jump… somehow). When raised to the sky, this shield exudes an aura of supernatural fear which drives even the fearless to hesitate briefly. Most of all, though, this shield holds the gaze of the Gorgon, the petrifying gaze of Medusa which curses those who lock eyes with it to a fate worse than death. They will find themselves quickly turning to stone, though still conscious for eternity more. Only resistance to magical energies or divinity can slow this process to a crawl.

Like a king's declaration, this shield is meant to stand by the gods. Do not bend, do not break, and know not despair.

Skofnung (100 CP): The mightiest king of the Danes, Hrolf Kraki, was famous for having an army of the greatest berserker warriors on the planet. Legend says he assembled twelve most loyal berserkers named Hromundr Haroi, Hrolfr Skjothendi, Svipdagr, Beigaor, Hvitserkr Inn Hvati, Haklangr, Harorefill, Haki Inn Fraekni, Voter Inn Mikilaflaoi, Starolfr, Hjalti Inn Hugprouoi, and Bodvar Bjarki. These berserkers followed him through war and strife without question. Unfortunately Hrolf Kraki's half-sister, Skuld, using forbidden witchcraft, turned his subordinates against him and eventually mustered an army large enough to slay Hrolf Kraki's twelve berserkers.

Twelve berserkers had their souls sealed within this blade that day, making this blade one of fury and an oath which outlived the men who swore it. Bound in iron and with insatiable fury, when drawn from its sheath the very air is filled with bloodlust as if all twelve berserkers are lingering, watching, and desiring the death of your enemies. This blade leaves wounds which can only heal from the Skofnungr Stone, wounds which cannot close no matter the magic or medicine used. Those

beset by these wounds will easily bleed to death even from the slightest cut so long as this blade can find purchase in the flesh of another. As if to mock this blade's brutality, though, this blade cannot harm a woman no matter the force or skill of its wielder.

Should the light of the sun touch this blade's hilt, all who are within sight of this blade will be cursed by a fate which steals their voice. They will never find their voice again unless healed by the Skofnungr Stone. It's a good thing, then, that you also receive the Skofnungr Stone with your purchase of this sword. This is a blade which does not rest, does not fade, and will wage war for you.

Toxo (100 CP): Many weapons require vast skill, others require a kind of dexterity to strike the enemy, some require wisdom while others require passion. This bow requires nothing but massive strength and the will to see your arrow strike down the enemy. This weapon was forged for Herakles, the greatest Greek hero, made not for sport but for impossible war and hunts. This bow was crafted to fell beings akin to gods, from the Nemean Lion to the Hydra with infinite heads. This is a monstrous weapon of which an average warrior cannot even move its string.

Should you have the strength to pull back this massive bow's string, though, you'll find that the arrows it shoots fly at arbitrarily fast speeds, unable to be dodged so long as the arrow is shot in your foe's direction. No armor can be used to defend against it, either, as should you channel your spirit through this bow through spirit manipulation, any arrow knocked in it will become bathed in the venom of the Lernaean Hydra. This is a corrosive substance which can burn through even the most resistant scales or unbreakable hide and which has no cure.

This bow does not care if you run and hide, its arrow will pierce you and leave you dead.

Mount Meru (200 CP): Mount Meru is the center of the universe, the pillar upon which each realm rests, a bridge between Heaven, Earth, and the Underworld. This is where gods and mortals intertwine, beyond time and distance. It's spoken of in many cosmologies from the Hindu to the Jain, and is the seat of divine order upon which reality itself turns. Now, this place is yours to walk.

This is a bridge between realms. Every accessible realm in a Jump including your own Warehouse exists as a terrace on this mountain. One may travel from your Warehouse to Heaven then to Earth and then to the lands of the Four Great Kings

as easily as following a path along the peak. Within the lands of the Four Great Kings, you may gain their assistance or simply enjoy the worlds they rule over:

Dhritarashtra is the Defender King of the East, who rules the world of art and music, where the celestial musicians play.

Virudhaka is the Noble King of the South who protects all who are virtuous from the grasp of death and whose very touch kills.

Virupaksha is the King of Ugly Eyes of the West, who rules a land of snakes and nagas and whose very gaze kills.

Vaishravana is the King Whose Father Has Heard Many Things of the North, the guardian of the Gods and those who practice self-discipline and is the lord of all wealth (both material and spiritual) and whose very breath kills.

You find it simple to travel between these realms and more. The easiest access point is located within your warehouse as an attachment which you can control the access to, but each realm will have a mountain somewhere that you can climb in order to travel between local realms and which act as exit points. To stand atop this place is to stand in the center of all worlds, where all things rise and fall, the axis of all things. Whether you seek audience with the Four Great Kings, or you simply desire to travel between realms, this place is always open to you.

Nuadu's Cainnel (200 CP): The Sword of Nuada Airgetlam is a sword bathed in fire, a divine mandate that more closely resembles a torch than a sword, with light that does not flicker or fade. This is the light of finality, of crumbling ends, of life cut short, the light that radiates from the Silver-Handed King. This is one of the four relics of the Tuatha De Danann, a weapon of reckoning which illuminates the undoing of what is done.

Any who are burned by this weapon are marked for death. Distance doesn't matter, this sword will always strike where it needs to strike. Once a target has been cut by this, you can always hit that same foe no matter where they are, whether in another dimension entirely or simply across the planet. This blade is particularly effective against beings who lurk in shadows, and even a slight cut can fell a warrior who is filled with fear and cowardice. No divine protection or enchantment can stop Nuadu's Cainnel from beheading those who have run from its promised end. To draw this sword is to declare the end of a life, so are you prepared for that?

Masamune (200 CP): There are blades forged for war, bloodshed, and pure, indiscriminate violence. This is not one of those blades. This is a sword of balance, of fair judgment and even salvation. This is the kind of sword that is forged by the greatest swordsmith Goro Nyudou Masamune, a sword which cuts the hardest stone and yet holds no malice for war.

Masamune was forged as part of a contest with his disciple, Muramasa Sengo. Both agreed to forge their mightiest swords and test which was sharper by putting the blade's edge in a river and seeing what materials were cut as they floated by. Muramasa Sengo tested his blade first, placing his blade into the river while a judge observed. Muramasa Sengo's blade indiscriminately eviscerated everything that passed by, tearing it to shreds. There was no way another could surpass this level of craftsmanship.

Goro Nyudou Masamune placed his blade next, and seemingly nothing was cut. Leafs, sticks, and even fish floated through the sword without any damage. The judge noticed something odd, though, in that those items were floating directly through the blade and getting so finely cut in half that it was unnoticeable, and then as soon as the items passed beyond the blade they formed back together, whole. It was a blade of such vastly superior craftsmanship that its cuts weren't even perceivable. As such, Goro Nyudou Masamune was determined to be the victor of this contest.

It is this blade, Masamune, which you now wield. Its cuts are so fine as to be imperceptible to anyone, able to even divide the wind or halve the water. Anything cut by it can be mended with nothing but a thought from its wielder, as well, returning all destruction wrought by you to its original state. Masamune turns away from senseless slaughter, though, and dulls as it's used to strike down those who are innocent, eventually becoming no stronger than a light breeze until you restore them to their whole self.

Truly, this blade is more than just a blade. It's a philosophy forged into tempered steel.

Muramasa (200 CP): Not all blades are mere tools. Some are curses forged into steel, filled with obsession, hatred, and indiscriminate murder. This is a sword not for war or for defense, it's a sword for murder and genocide. This weapon defies even its master to kill everyone and everything around it. Hesitation does not exist within Muramasa, it's a force of nature which never stops seeking more destruction and death, always thirsting for more blood.

Muramasa was forged as part of a contest between its smith, Muramasa Sengo, and his master Goro Nyudou Masamune. Muramasa Sengo, filled with such twisted desire to surpass everyone, poured all of his hatred, self-destruction, and rage towards the world into this sword so it could kill anything so as to win. In the contest, while his master's sword cut so finely as to not even be noticeable, his own sword surpassed it in sheer destruction, tearing absolutely everything to shreds without remorse. It was a madness given form, and it should've won, but because it was too great the judge selected Masamune as the winner.

When the blades were both presented to the Emperor and he laid eyes on it, the Emperor knew immediately that this sword was a monster. He ordered Muramasa Sengo's arrest for creating such an abomination, decreeing such a weapon should never have been made. Muramasa Sengo was later executed for his blasphemy, but the sword remained.

To wield Muramasa is to court madness. This sword kills without thought, seeking more blood. When drawn, this sword *will* cut something, whether an enemy or comrade, even cutting yourself if none are around. It never dulls, never chips, and never fails. Its cuts run deeper than they otherwise should, and even a single cut can tear others to pieces. Nothing can escape the demise this blade desires, its madness spreading and drawing others into conflict for even more excuses to kill. Muramasa is a promise to murder, and by drawing it a Fate is created such that it will always cut down something.

Draw this sword, strike down your foes… no, strike down everyone, innocent, guilty, good, evil, saints and sinners all. Let this blade drink deep of their blood, let it feel their flesh, their skin, let it hear the screams and cries of it all. Murder everyone and everything.

Avalon (200 CP): Beyond the mist at the end of the world, beyond the reaches of time, beyond the reach of all kings and lords, is an island untouched by war and ruin. This is a place of legends, steeped in myth, the resting place of King Arthur where his body was carried by the Nine Sisters. Now his body lies in the center of this island, body healed and pristine as he awaits the day he is needed once more.

Within this place, all wounds heal. The mental, physical, and spiritual damage you've accumulated throughout your life begins to close. Exhaustion is lifted, death is no longer final, and disease evaporates. Those who step foot here take a step beyond mortality, gaining biological immortality, and the longer they stay in this

place the closer they inch towards the true immortality of the Fae of the Old World. Should you stay too long without leaving for a time, you'll find yourself drawn into the realm of dreams and ancient rites older than time itself, dangerous and deadly places that cannot be tread by mortals, so make certain you do not linger.

In times of great strife, where a leader is needed, you may wake up King Arthur from his eternal rest. King Arthur will awaken and offer you his assistance, a king of great power and prestige, able to wield Excalibur, the greatest sword to ever be created. He will surely deal with whatever issue you're facing, but once your current Jump is finished he will sleep for another 10 Jumps before you may awaken him again. Alternatively, you can keep him awake, but he'll lose all of his powers for 10 Jumps or 100 years, whichever is sooner, and only regain them for 1 year before losing them again (and you can delay him regaining his full power if you want to save it). He can be a Companion if you do so.

Should you wish to enter this place, the mists at the end of the world will descend upon your location. Simply walk through the mists and you'll arrive in Avalon. Leaving will return you to the place you were last at and the mists at the end of the world will disappear once again.

Harpe (200 CP): Weapons are created to slay men and beasts. They defend against monsters, wage wars, and get revenge for their wielders. This particular sword, Harpe, is no ordinary sword, though, rather it's a blade designed to defy the impossible.

Harpe is a curved shortsword, with a blade sharper than anything a mortal can create, a relic of divine craftsmanship. Wielded by Perseus who dared to stand against the Gorgons, this sword defies Fate itself. Medusa was felled by its bite, a Gorgon who was unkillable, but her head rolled as easily as any other. Before this blade, immortal flesh is severed just as the gods willed it. This sword doesn't strike, it delivers judgment.

Permanence is what this sword cuts. Anything that is absolute falls before this blade's might, otherwise this sword is simply a much-sharper-than-normal blade. If an object is indestructible, this sword will treat it as if it was nothing but a lump of butter to cut through. Immortality, especially utter immortality which prevents another from being killed in any form, erodes to this weapon's touch. Foes who cannot be struck, whether through perfect dodging or intangibility, will be treated as if they were simply another normal foe and must rely on mortal skill. Harpe twists

Fate itself to make the impossible once more possible, as nothing was meant to live forever.

Sword of Damocles (300 CP): Power is never without a price. The higher the throne, the sharper the blade that hangs above it. This sword was originally used when a courtier named Damocles was invited to a lavish banquet by King Dionysius of Syracuse, who then placed this sword above the head of Damocles, held back by a single horse hair. The greater the power Damocles gained, the more frayed the horse hair became, and upon making a decision with far-reaching consequences this hair snapped and the sword executed Damocles.

This is no sword within a sheath, it's a sword of karmic consequences held back by a single hair. You may designate a single person to be affected by this sword, upon which they alone will be able to see this blade hovering over their head. The more powerful they become, whether through physical strength or political power, the thinner the hair holding the Sword of Damocles will become, and any action they take which affects others will agitate the sword. Should the one who is affected by this curse makes a decision which agitates the blade too much, the hair will be cut through and the victim will die.

The Sword of Damocles is a truth, a reminder, a lesson carved into steel. It's useless against those who are weak and who own nothing, but rather meant to be used against those who wield too much power. This is the blade which watches, ready to fall, and you now own it.

Spear of Lugh (300 CP): The Spear of Lugh Lamhfhada is a spear of absolute victory. All who have wielded this spear have been said to never lose a war, even when single handedly facing down armies. This is one of the four relics of the Tuatha De Danann, and a weapon which assures your success. This is victory given form, wielded by the long-armed warrior-king of the Tuatha who mastered all skills.

When wielded in battle, this spear all but guarantees victory. You will become an absolute master of every skill so long as you are fighting a martial battle, whether a duel or waging a war alone. You can easily take on an army as a normal human, wielding supernatural mastery over dodging, movement, spear-wielding, lying, guarding, and more. The Spear of Lugh simply wins without care for the odds.

Entering battle with this spear might as well be a victory for you. Swing it and the battle is over. When this spear is raised, there is nothing that can stop what comes next, and no matter what odds you face you will win.

Philosopher's Stone (300 CP, Item Capstone Booster): What is perfection? Is it gold, untarnished? Is it immortality, untouched? Is it defiance, unmatched? Many have sought perfection across time, from kings to scholars, madmen and alchemists. There have been whispers of the greatest perfection, writings in rambles and mad ravings of a Prima Materia, the key to achieving unmatched quality and the power to attain eternal power. You've traveled every iteration of the world searching for the truth, and now you've found it, the pinnacle of alchemy and the crystallization of pure understanding. This is a singularity of power, permanence, and perfection sitting within your hands.

Many have sought this deep red, fist-sized crystal. The search itself was called "The Magnum Opus," spearheaded by Robert Boyle, Sir Isaac Newton, and Nicolas Flamel. Every attempt to find or recreate this legendary crystal elevated human understanding of the universe, eventually leading to modern chemistry, metallurgy, and pharmacology, and alchemy itself evolved to create great potions and elixirs which changed how people interacted with the natural laws of the world. All of this, to lead up to the true Tincture, the Philosopher's Stone.

The first effect of the Philosopher's Stone is its most simple–it converts any material into gold. That's not where it ends, though, as you are able to use this to convert any material into any other material even if you don't understand the material components of the new material. The only requirement is that the material must exist in some form within the Jump you're in, whether you introduced it yourself or it naturally exists. There is one exception to this–the Philosopher's Stone can transmute any body of pure, distilled water into the Ichor of Life which halts all aging to grant biological immortality and restores you to your prime if you are past it. Those who imbibe the Ichor of Life become significantly more difficult to kill, with even mortal wounds allowing you to cling to life for long enough to restore yourself.

Because of the nature of this item, it refines your internal energies. Instead of separate energies, wielding this stone fuses your energies together and allows you to freely convert one internal energy well such as magic into other energy wells such as Qi or psychic energy. These internal energies grow much faster than normal while wielding this stone, as well. Additionally, all one-time-use items or items of limited stock are no longer used up when you use them alongside the Philosopher's Stone.

Lastly, this stone is a cornerstone of reality. It substitutes all required metaphysics such that all items you touch with this gain fiat-backing to work in future Jumps. These items will auto-repair if damaged or destroyed after 3 days, will always function regardless of the current Jump's metaphysics unless specifically blocked, and become empowered.

All CP-backed items you purchase in this and future Jumps gain the above effects automatically unless you do not wish them to, so long as it makes sense. Pure water you can automatically have converted to Ichor of Life, and you can have all things you purchase be automatically converted to another material that you've already encountered in your travels. This is the unshakable foundation of power, a bridge between worlds. The Philosopher's Stone is the final truth of alchemy.

Cleric

Singing Stone (50 CP): There is power in unity. When warriors understand each other, when they can coordinate with each other seamlessly with their bodies and minds, between allies and even nations, they are greater than apart. It's not strength alone which determines wars, but understanding each other and using that understanding to become greater as a whole. When everyone knows their role, they become synchronized and can fight beyond their means. This Singing Stone is a relic which can assist in this, a stone which hums a melodious tune as the wind passes it by.

You are capable of using this stone as a conduit for your Spirit Manipulation, whether you channel spirit magic or psychic energy through it. When this Spirit Manipulation affects your allies, whether you're healing them or simply using it to give them commands, this increases their coordination, teamwork, and efficiency. They begin to act as if you were an unseen conductor, making their strategies, attacks, and movements become instinctively synchronized. This is a power which unites, shaping others into a cohesive whole, bound together in camaraderie. One song, one force, and one victory.

Totsuka-no-Tsurugi (100 CP): Susanoo-no-Mikoto is the storm god of Japan, the former owner of this weapon. Legends tell of his war against the Yamata-no-Orochi, the great serpent with eight heads and eight tails who rampaged across the Izumo Province once every year. It was with the Totsuka-no-Tsurugi that Susanoo ultimately slayed this great monster, purifying it and extracting the Murakumo-no-Tsurugi from its corpse.

This is more than a simple sword, it's a commander's blade which spreads its wielder's will across the battlefield. Its blade burns away corruption, leaving no spiritual taint or malevolent force untouched. No curse can linger beyond its cut. When raised to the sky, you'll find that this effect spreads to your allies, allowing them to destroy all corruption. Your allies also fight harder, move faster, and can sever evil. The sword's range is such that it can cut across battlefields if necessary.

Totsuka-no-Tsurugi is a sword of righteous destruction, a blade for a leader who fights for those who fight for them. Raise this blade and let the storm strike down the evil and damned.

Gem of the Four Winds (200 CP): The Gem of the Four Winds carries the breath of the gods themselves, a voice which holds power, wisdom, and which cuts through destiny. The winds which this gem hears the whispers of are the winds which bring ruin and renewal, the unseen hand which guides travelers and shapes armies. In some mythologies, these winds are gods, spirits, and omens. The gem you hold now is a crystallization of these beliefs, a jewel which holds the essence of the gods who represent the cardinal directions.

Boreas, the North Wind of Winter grants you dominion over ice. You can manipulate ice with your Spirit Manipulation while channeling this wind, and your allies gain greatly enhanced clarity of mind, endurance, and immunity to all diseases and sicknesses. You and your allies find yourselves drawn to hidden truths and deceptions begin to crack and shatter under the weight of Boreas' ice.

Notus, the South Wind of Fiery Autumn grants you dominion over passion. You can manipulate the flames of passion with your Spirit Manipulation when channeling this wind, allowing you to control the emotions of others. Your allies gain vastly greater strength, courage, and they gain inspiration when improvising war strategies. Fire bends to the touch of this wind, allowing you to increase the magnitude and intensity of all flames including metaphorical flames.

Eurus, the East Wind of the Rising Sun grants you dominion over new beginnings. You are able to utilize Spirit Manipulation on a grander scale, especially healing magics and powers, when channeling this wind. While affected by the East Wind, your allies gain vastly enhanced perception, intuition, and can much more easily react to danger with improved dexterity. Your voice and the voices of your allies reach much further distances when they need to communicate, their words carried on the East Wind, and the meaning of their words are never lost.

Zephyrus, the West Wind of Storms grants you dominion over lightning. You are able to manipulate lightning with your Spirit Manipulation while channeling this wind as well as invoke the power of endings. The power of endings allows you to instantly destroy anything you've created, such as tracks you've made when escaping or evidence you've left behind, or destroy a creation you've made that's being used wrongly. Allies affected by this power find that their stealth is much greater, and they have much greater luck when they're currently losing a battle or war. You and your allies find that weather tends to favor you more often, with lightning strikes in a storm targeting enemies while the environment trips our foes up.

You can only channel one wind at a time, but you can change the wind being channeled at a moment's notice. You can purchase this a second time to be able to utilize all these effects simultaneously.

Perfectionis Ludus (400 CP): War is nothing but a game, and this chessboard will allow you to master such a cruel game. At first glance this appears to be nothing but a normal, if very elegant chessboard. Its surface is polished to a shine, and the wood is delicate and expensive. Upon looking closely at the chessboard, though, you'll find that its surface warps to appear as the real world with eerie precision, somehow encompassing the entirety of the lands around your companions and allies without truly changing shape or size. This board is the battlefield itself where you can shape war.

The white pieces each represent your allies and comrades, with each piece giving you a little information about their strength and what they can do along with where they are and what they're doing. The black pieces represent your enemies and foes, each piece giving you only their location and what actions they're performing currently and nothing about their capabilities. By default, you cannot move any pieces yourself, but should you have the perk **Covenant**, you can move your pieces to influence Fate so that your pieces inevitably perform the action you intend for them to make. It's as if you're a god playing a game.

The board evolves as situations change, with pieces updating to match the real-time positions and strategies they use, and you can implement your own strategies here without anyone else knowing what's really happening. Make your warriors charge in a suicidal pursuit, or your mages command the elements in a concentrated attack. This board may somehow become vastly complex, with thousands of pieces or individual pieces representing battalions should such a thing

be necessary, but also somehow never taking up more space. You'll find it easy to keep track of your allies' and enemies' locations and situations at all times.

By default, this chessboard appears on an intricate table within your inner world cultivated by Uruk or Babylonia, separated from the real world. If you do not have an inner world, this will instead appear within your Warehouse or another property you own and control.

It's your move.

Lucifer (Perfectionis Ludus, Capstone Boosted): Every game needs a worthy opponent, and every war needs a worthy adversary. While you may be the player, this is your nemesis, the whisper in the ears of your enemies. Before, the Perfectionis Ludus was a game played alone, a tool for strategy to muster your troops and shape battlefields. No game should ever be played alone, though, and so this monster was born.

This is Lucifer, your rival, your opponent, the embodiment of your foes' ambitions and lust for power. He moves the pieces of those who stand against you in the real world, reflecting their strategies and decisions with eerie precision. Every plan your enemies hatch, Lucifer will enact upon this chess board as your opponent. He is no mindless automaton, though, as he always understands the reasons behind your enemies' actions, occasionally speaking of their master plans as if they're his own, gloating to you as if he's waiting to be surprised and thrilled by your own next move. If you're intelligent, you can even trick him into giving you more information about those who would seek your downfall.

Lucifer is a voice of malicious wisdom, often commenting on any war you're involved in as he moves the pieces of the opposing army. If he's feeling particularly generous, he'll even offer hints on how to make a surprise comeback or fill the game with riddles and half-truths while mocking your failures. He seemingly hates you and seeks your downfall, but he's also strangely protective of you and wishes for the thrill of an exciting battle–to that end, he'll influence your enemies' moves to keep you alive and intervene personally if it means keeping things interesting.

This is not your friend, nor is this your ally. This is your ultimate nemesis, a shadow who stalks you in the night. Even so, without him this game would be dull and meaningless. Despite his mockery and taunts, this is a being worthy of respect and who will respect you so long as you impress him. Outwit him at every corner and

turn around every fight. Force him to applaud you so that even as he's plotting your downfall he will fight at your side to see this game to a more interesting checkmate.

Will it be your victory, or your downfall?

Empath

Spirit Sword (50 CP): Swords are weapons which change lives. Most change a life by taking it away, but in a world of war and conflict there exists a sword which does not kill but rather binds. This is the Spirit Sword, a blade which leaves no lasting mark when steel meets flesh. This is a blade unlike any other, drawing upon the spirit of those it cuts, siphoning it off to the wielder in order to restore the wielder's own reserves and accumulate a storage of Spirit which can be used later.

Drawing upon the Spirit of others with this sword never causes permanent harm. A strike only temporarily exhausts those cut by its blade. The act of cutting others this way, in addition to adding to your own well of Spirit, also allows you to feel the emotions of them and glance upon surface thoughts for a moment. Your understanding of others will grow profoundly as you utilize this sword. This is no blade of a tyrant, this is a blade much greater.

Threaded Bracelet (100 CP): A single bond is fragile, but when a million bonds are woven together forms a tapestry stronger than any other material. Every connection you've ever made, every friendship forged, every rivalry kindled, every monster created, become threads in this bracelet. They weave together the memories, emotions, and ties you've created together, woven into this fabric which describes your existence. Some are delicate, people you're barely acquainted with, while others are powerful and unbreakable bonds that bind you across time and space.

Every person you've formed some kind of emotional connection to, even ones who have simply formed an opinion of you, become another thread woven into this bracelet. If you have the Perk **Connection**, those connections also form here as bonds even if you've only taken a small sample of their Spirit. Each strand represents a person you've encountered whether a friend, foe, or something in-between. By focusing on a single strand, you can see everything you've done with that individual, from every conversation to every meeting and exact knowledge on how they feel about you and how you feel about them.

If your connection to that individual is strong enough, from the closest friends you have unbreakable bonds with to the bitterest of enemies who hate you with every fiber of their being, you find that you can even see the future of your relationship

with them, viewing how it may change and what circumstances may change it. These bonds are so strong they gain their own gravity, pulling your existence towards them, allowing you to use any of your abilities to affect them as if you were right next to them no matter your distance. Your healing touch can cross dimensions and your burning hands can transcend timelines.

These are the ties that bind, the sum of your journey. This is proof of every life you've touched and every life that has touched you. This is proof that you are not alone, and that you are forever connected to those who you've shared your path with. A soul is nothing without the threads that tie it to the world. A man is nothing without the friends they stand beside.

Mímisbrunnr, the Well of Infinite Wisdom (200 CP): Wisdom is not free, it's guarded jealously, wrapped in illusion and the inertia of ignorance. There is one which sits closer to knowledge than others, though. The Aesir called it Mimir, an ancient giant who was tasked to drink the well-water of a well which sits at the roots of Yggdrasil, who was beheaded and whose head now sits within this well offering wisdom for personal sacrifice. Those who drink from this water learn secrets of the universe, and those who learn secrets of the universe lose something in turn.

You have access to a vial of clear water which, when shattered, opens a portal to this well. You'll find that this is a spiritual journey more than a physical one, not allowing you to truly interact with anything while here, the presence of Mimir settling within your psyche. It's more like the weight of an idea than a place or thing, and it whispers ancient secrets in a way that's closer to a shift in thoughts than an actual voice.

Mimir offers enlightenment and understanding should you be willing to give something of equal value in return. Insight into the nature of souls, glimpses of the truth behind the worlds you visit, knowledge of where the greatest treasures in the cosmos are hidden, capability to learn and train an impossible skill, even methods to expand your own awareness, presence, and existence are possible. Offering less will give you proportionally less, and it's always based on how important something is to you. Odin offered his eye and gained cosmic vision capable of understanding all Nine Realms and their trajectory, and you must offer things equally as emotional and symbolic to achieve something equally grand.

Will you take this contract? Are you willing to lose in order to gain? Remember that every insight carries a cost, and enlightenment can be monstrous. Those who drink of the well never walk away the same.

You gain another vial of this water a month after using the last one, even if you didn't make any sacrifice.

Mirror of Divine Reflection (400 CP): Mirrors have held many symbolic purposes throughout history and mythology. Some display what the viewer refuses to admit, some are portals and thresholds, some show places far away or far gone, and some are rooted in prophecy or illusion. This particular mirror returns a vision of pain, the pain which others carry within them.

This mirror seems unremarkable at first glance, a large oval pane with a pale, silver, tarnished frame around 5 feet tall, warm to the touch. It floats around you, guided by your will, and can be used as an extremely effective shield that protects against most magic and small caliber firearms. The greatest power of this mirror, though, is in its ability to steal the pain of others who see themselves in its reflection, taking disease, corruption, emotional pain, hatred and emotional venom, bodily wounds, and agony, and then giving them to the wielder of this mirror.

This is obviously not painless for you. This is empathy, the sharing of both the good and the bad, and by taking the suffering of another you're making them better, fixing them and making them right. This is sacrifice for the sake of another, and if you have **Mímisbrunnr, the Well of Infinite Wisdom**, this counts as a personal sacrifice for the next time you enter proportional to how difficult the experience was for you combined with how much it helped the other person. This is a transformative experience, converting pain into wisdom.

Yata no Kagami (Mirror of Divine Reflection, Capstone Boosted): There is a mirror said to reflect the truth of the world around it, one which played a crucial role in saving the world from eternal darkness. Once upon a time, a cruel joke sent Amaterasu, the goddess of the sun, into darkness. She was devastated and refused to return. Then, Ishikori-dome no Mikoto created this incredible mirror, and along with Ame-no-Uzume-no-Mikoto, god of mirth, they maneuvered this mirror so that Amaterasu would see the truth of her own beauty and lure her back out into the world. This mirror has since become one of the Three Sacred Treasures of celestial lineage, and it's what you now own.

In addition to the effects of the Mirror of Divine Reflection, this mirror shows the truth of everything reflected in it. A massive circular mirror covered in inscriptions and symbols of legends, created from incredible gemstones and dipped in celestial dew, this mirror will reflect the true nature of anything seen in its reflection. This not

only dispels illusions, but also shows the kind of person one is, creating symbolic manifestations of their various traits and history. A greedy sloth of a man who has fallen to hedonism may appear as a pig, while a mass murderer hiding behind a facade of kindness could be a snake covered in blood. You see their virtues and malice, their alignment and truths they hide even from themselves, and just as you see these about them you can see who you, yourself, objectively are behind your own masks and lies.

This power to perceive the truth extends to executing the truth. If you perceive someone as something through the power of this mirror, you can enact that change in them as well, punishing them or yourself with their worst qualities manifested. Should you be greedy and lustful yet wise, full of chaos and destruction and bringing about transformation, all the traits of a great dragon then you may change to match such a form. Should your foe be an unloyal coward but who is surprisingly adaptable and deceitful, you can use this mirror to turn them into a lowly rat. This manifests the symbolic properties of their traits, history, and actions upon them, too, such as an exaggerated spine for one who has too many burdens or multiple tongues for a liar or manipulator, roots growing from feet for those stuck in the past or a dagger stabbing through their heart if they're being hunted by assassins, a cracked skull for one who is brilliant but self-hating or a missing shadow for one who rejects personal responsibility.

Then there's the sunlight itself. Reflected in this mirror is Amaterasu's own reflection, the heat and power of the sun. At will you can make this mirror blaze with the radiance of Amaterasu's glory, a light which incinerates all, especially demons and spirits. This is a weapon of annihilation, the pure force of the divine sun dropped on those the mirror is facing, a heat which melts molecular structures and reduces everything less than a god to drifting ash.

The last effect of this mirror is its power to manipulate symbolism. All of your perks and powers related to ceremonies and rituals are boosted significantly, and the final effect of ceremonies and rituals (should they have an effect) are also boosted significantly.

This is a tool of truth, a weapon of light, a purifier of spirits, and a sanctifier of ceremony. By gaining understanding, this can elevate the courageous and devastate evil.

Titan

Hestia's Flame (50 CP): Before war, before conquest, before the gods claimed the heavens and cast down the titans, there was simple hearth and home. The first fire was no weapon, even if it was turned towards war later. Rather, it was a sanctuary from the beasts which prowled the night. All things begin with a warm flame, whether a forge or a comfortable home. This is the flame that you now have, not a single item but the very embodiment of home and sanctuary. By lighting a substantial-enough fire, whether a bonfire or a fireplace, you create a sanctuary which wards off misfortune and potential enemies.

This flame must be continually fed with fuel to keep roaring, but so long as it continues to stay alight you will find your designated home cannot be invaded. It will burn even in places where flames should not exist if you continue to provide it with wood and stoke the flames. Evil spirits will be burned and pushed away, bandits will feel uneasy and leave, and the very ground becomes sacred ground that turns away bad luck. You will be left to enjoy your home without worry and be able to forge your creations in peace.

To hold Hestia's Flame is to hold the fire that nurtured the world before time. This fire endures, brings people together, and protects the weak. It is the first fire, and it will be the last fire. So long as it burns, there will always be a home to return to.

Tartarus (100 CP): There is a place deeper than the underworld where the gods fear to tread. An abyss of no escape, where even identity erodes and only the worthy may survive to one day be reforged. Tartarus is no mere prison, it's a pit so deep and dark that none may escape. Even the most powerful beings can be contained for eternity, deeper than Hades itself. Now it's yours to wield, a room attached to your Warehouse or another property you own, where you can throw your greatest foes and monsters you cannot kill and need contained.

You'll find this place has a unique ability, though. Any being with a soul that you cast down to this place will have their soul refined, their spirit reduced to raw essence, and preserved even after their destruction. Tartarus may be a containment facility, but it gifts souls the power of transformation such that the great can be raised to even greater heights. You can then extract these souls should you have the capacity to do so and use them however you require, such as forging them into an even greater part of another being, giving it another chance at greatness.

Some say the greatest punishment is oblivion, but you can take such oblivion and give the greatest gift of rebirth.

Gem of the Four Rivers (200 CP): The cradle of civilization, where the lifeblood of the world first flowed, Mesopotamia, could not have survived without its proximity to the rivers Pishon, Gihon, Tigris, and Euphrates. In fact, one could say that such rivers were the very soul of civilization. To have control of such rivers is to wield the power of creation and civilization, to shape the world as the Titans once did. Such power of soul, of civilization, eventually coalesced into a gem which flowed with the very essence of these four great rivers. You've managed to find this impossible gem somehow, and turned it to your own purposes.

The river **Pishon** is the most mysterious of the four great rivers which shaped the first civilization. It's a river that winded around and through the land of Havilah, the land of gold, bdellium, and onyx. Within it was hidden wealth, purity, and sacred materials. When channeling the power of this river, you'll find yourself with incredible luck when it comes to finding crafting materials you need, and in both greater quantities and quality. You can use this river to pull impurities out of various materials, as well, and draw out the hidden beauty and value of other things. Using this river on items which you have already crafted grants them "hidden potential," the ability to gain new powers and abilities when they're used during a crucial moment in your adventures.

The river **Tigris** is a river of swift and fierce waters, of divine wrath and flooding. It is a force of raw power, destruction, and vitality and was a source of war. It reshaped landscapes. When channeling the power of this river, you find that anything you forge increases significantly in durability and gains greater scale and magnitude. A flame that originally only encased the blade might be able to create a raging inferno instead, while a cup that could hold water might be able to hold twice as much water. During times of war, those who wield weapons crafted with this river find themselves strengthened supernaturally.

The river **Euphrates** is often seen as the river of wisdom. It helped refine civilization because it was much more gentle than the Tigris. Many craftsmen and scholars used this river for travel and sustenance, settling down nearby. When channeling this river, the items you refine after the forging process gain qualities from their previous wielders. Weapons will remember how they were used, such as a master swordsman's skills being recorded in the blade for the next wielder to utilize, or powers of previous users becoming a form of enchantment. The refinement process imbues the item with the very wisdom of those who came before.

The river **Gihon** is the enigmatic river of shifting waters. It's a river of change and mystery, surrounding the land of Cush. When channeling this river, you'll find that items you reforge into new shapes will remember their previous form. Reforging a sword into a spear will allow the spear to change back into a sword, while reforging a demon's soul into the soul of a saint will allow the saint to remember and utilize the demon's evil powers for good.

You can only channel a single river at a time, but a single river is all you need. You will not forge mere objects, but rather legends, destinies, and worlds. The rivers of old flow not just through land, but through the hands of craftsmen who built civilization up. Their power is now in your very own hands. Make this a masterpiece.

You can purchase this a second time to be able to utilize all these effects simultaneously.

Chandrahas (400 CP): The Chandrahas is the smiling sword of divine favor. It once belonged to the Demon King Ravana, gifted by the great god Shiva. Ravana had been traveling in his chariot when he encountered Mount Kailash, the home of Shiva, and became enraged that he could not pass through the mountain. In a fit of anger, Ravana attempted to move the mountain out of the way, so Shiva placed Mount Kailash on top of Ravana and held it down with his toe. Ravana screamed and raged for years, and then began to apologize and sing Shiva praises for many years after, and when that wasn't enough he tore his own tendons and bones out and fashioned them into an instrument to entertain Shiva. Eventually Shiva became impressed with Ravana's perseverance and dedication to leave and let him leave with the sword Chandrahas.

This is a blade of serendipity and foresight. When wielding this sword, one knows exactly how to act in order to achieve the result they want, able to fight battles wielding vast future sight or even utilizing their serendipity to cut away the imperfections of their own creations. This sword forges a path towards victory in all aspects simply by unsheathing the blade. To wield it is to wield fortune itself. This cannot let you do anything you could not already do, but it allows you to do anything you already could do perfectly while misfortune is cut away around you and the future unravels at your sight.

If you can visualize it, you can achieve it. That is the power of a sword of divine favor.

Trishula (Chandrahas, Capstone Boosted): Creation, Preservation, and Destruction. The cycle turns. All things must be forged, they must endure their lives, and then they must end. That is the nature of everything, a balance, and this is the spear which churns the cosmos so that such a cycle may continue. Trishula is the three-pronged spear of Shiva used to stir Kshira Sagara, the crystal ocean of milk which will one day create the elixir of true immortality, Amrita. It is an instrument of cosmic balance which connects the past, present, and future. One might say that Trishula is the axis upon which existence turns. You don't have Chandrahas, rather you have Trishula itself.

Each prong of this spear represents a different power. The first tine represents Brahma's domain of creation. By wielding this spear, you may churn reality. Like the process of stirring a sauce or soup, you can change the nature of the world, stirring up storms or churning heat into flames. This can even create feats such as modifying the nature of gravity so that certain individuals aren't affected by it, or changing the nature of time so things lost to time find their way to you. As with Chandrahas, you can churn serendipity to forge a future where you succeed, and this tine holds all power of Chandrahas by default.

The second tine represents Vishnu's domain of preservation. With this power, you may bless things to be unchanging and enduring. You can prevent anything you desire from being affected by corruption or being altered out of its current form, immune to sabotage or external tampering. Souls you bless with this cannot be stolen, sealed, or bound, and minds blessed this way cannot be controlled. Items you create cannot be misused beyond their intended purpose, either.

The final tine represents Shiva's own domain of destruction. Death is a natural thing in the universe, destruction is necessary to make way for new creation. As such, Trishula is the ultimate end, and anything struck with Trishula is ended completely and utterly as if it had never existed in the first place. Time and reality warp to make certain it's not just forgotten, but that history acts how it would've in that being's absence. This spear annihilates the very identity of the being. Because such a thing never existed, it cannot come back once gone.

This is the power of Trishula, the final authority of the gods. To wield this spear is to hold existence in balance. You forge the world, guide its path, and when the time comes you will bring its end so that the cycle can begin anew.

Shinigami

Cloak of Nephthys (50 CP): Nephthys wept for the dead who were forgotten, lost to history. Her sorrow was carried on the winds, sent alongside the spirits to their final rest. It is beneath her shadow that the restless finally find peace. Wrapped around her is a mourning shroud, to protect the goddess of lamentation from the cold of death. This shroud has fallen into your hands, a successor to her work.

Woven from the twilight between life and death, this ethereal cloak protects you from malevolent spirits and demons by hiding your presence from them. You'll be obscured from their sight as if you were simply invisible to those who seek to harm the spirits of the dead. By opening this cloak up, any soul that has not yet moved on can be transported to the afterlife of your choice immediately by entering the shadow of your shroud.

Through compassion, protection, and silent acceptance you can help ensure a journey's end to all who need it. This is a mantle of the forgotten, the lost, and the forsaken. Become the guardian of those who were abandoned in life, and be there for them when they need it the most.

Feather of Truth (100 CP): Truth can be weighed by a feather, and before this feather all deception crumbles. In the halls of Duat, the Egyptian Underworld, the souls of the dead face judgment before the scales of Ma'at. Their hearts are placed on one side of the scales, and the Feather of Truth is placed on the other. If a soul is pure, the heart will be lighter than the feather. If a soul is heavy with sin, it will weigh more than the feather and the soul will be fed to Ahemait the Devourer.

You have your own Feather of Truth and a set of beautiful scales to go with it. By placing a personal item of someone on one side of these scales (or any other scales if you wish) and the feather on the other, you can weigh the Karma and sins of that individual. The more virtuous the person is, the lighter the item will be compared to the feather, and the more sinful and evil they are the heavier the item will be. This can be used for interrogation, as well, for lies are sinful. If another lies to you, the object will grow even heavier against the feather.

The use of this feather is that it is utterly impartial and is not tainted by personal feelings. Even if the world sees someone as a villain, this feather will show the world the truth. This feather is even more accurate compared to the Perk **Anima**, as you can view the negative Karma of a person over the course of their whole life or simply portions of it. You can then activate the last ability of this feather if you deem the soul being weighed to be evil–so long as the object is heavier than the feather,

you can deem them unacceptable to the afterlife, barring them from any form of death and cursing them to be hunted by a soul-devouring demon forever.

Yomotsuhegui's Mask (200 CP): The Yomotsuhegui are the guardians of the afterlife, the gatekeepers of the boundaries between the living and the dead. They watch the gates and bridges, protecting the boundaries so that the dead do not walk among the living and the living do not fall into the land of the dead. These doors are sacred, none must move between them freely, as one who has eaten the food of the dead can never return to the land of the living. The Yomotsuhegui, the devourers of impurity, must exist beyond such laws in order to perform their duties, though, and now you are one among their kind.

This stone mask carries their very essence, an item entrusted to those who guard the boundary between life and death. By wearing this mask, you may travel between any and all realms, unbound by mortal fate or divine decree, unable to be impeded in your journey. You can travel between all afterlives without issue with unrestricted access, along with the mortal world and the liminal spaces in-between.

In addition, this mask devours malevolence. You can feed it curses, spiritual corruption, and lingering decay which has affected the spirit of others. Doing so has no negative effect on the mask or yourself, it simply removes the curses, corruption, and decay, sealing it within the mask indefinitely. Because of the nature of this mask, you can also seal the souls of evil beings and people within this mask, but only after they've attacked you, and you become immune to harm from demons and malevolent spirits while wearing this mask.

This is the mask of the gatekeeper, one which opens the doors to the underworld at your passing. No shadow shall taint your path.

Keys of Hecate (400 CP): This is the lock and seal of Fate. At every crossroads, Hecate can be found. At every gate, she watches. Hecate sees all paths not taken. She is the keeper of locks, the binder of oaths, and the enforcer of karmic law. These ancient keys are her symbol, once carried within her hand and now within your own hands. They determine who may enter and who must remain.

With these keys, you may unlock the door to any place you've ever been to by opening a path along the karma you've left behind. You can open the door to a past life, open the door to an action you've taken, even open the door to your own destiny. Accessing the unique powers of a past incarnation of yourself would be

child's play, while opening the door to a past action allows you to explore the paths not taken.

Locking is the other aspect of a key. This aspect has two uses–the first being the ability to lock a person's word into a contract. By locking the door to their Fate, you may enforce a contract such that it *must* happen. They will be utterly unable to betray their oath, as Fate is locked to that oath. Nothing they do can break that oath no matter what, though the oath must be something they can realistically achieve. The second use is locking potential, the ability to lock away any powers in another by piercing them with this key. Those bound by this karma cannot use any of their supernatural abilities, reduced to a mundane human or animal they're based on until their karma has been absolutely balanced through good or evil actions.

These keys are the crossroads of Fate, the unbreakable laws which govern souls. There are doors that should not be opened, of course, and doors that should never be closed. In your hands, all paths are known.

The Far Reaching One (Keys of Hecate, Capstone Boosted): Where light does not touch, Hecate's torch blazes. Where death resists, Hecate's spear commands. Where life refuses to change, Hecate's sword twists. Hecate is the goddess of change, passage, and mysteries, and her will reaches beyond even other gods. The Keys of Hecate were the first step, but now you've stumbled upon her other three treasures, her Torch of Secrets, Spear of the Underworld, and Sword of Change.

Change is not gentle or fair, but it is often necessary. It cuts deep, leaving behind those who refuse it to wither and die. Hecate's Sword does not inflict physical wounds, but rather forces change upon those it strikes on a fundamental level that is necessary for their evolution. It cuts the voice of a liar so they may learn to tell the truth, it cuts the fears of a coward so they may learn to stand with resolve. It cuts the corruption of a city so it may thrive. It cuts those who cling to life beyond their capacity so that they may finally rest.

Secrets are deadly, but in ignorance you might find a path. When all seems lost, a flame is always there to guide the way. Hecate's Torch illuminates deception, revealing secrets everywhere it burns. No matter how deeply hidden, this torch will show it brightly for you to see. Holding it aloft reveals all reasonable choices you might be able to make at a crossroads, and when burning brightly it acts as a beacon for lost souls to find their way to fulfillment.

A throne of darkness requires one to sit upon it. The Underworld is ever-changing, its borders unmarked. Hecate's Spear grants dominion over the realms of the dead, letting you change the structure of the afterlife. You can create new regions, move souls between them, and define the laws of who can and cannot enter. A strike from this spear anchors a soul to the afterlife, preventing them from ever leaving that afterlife.

You are a hand of transition, a guardian of passage that pushes the cycle forward. No soul may resist its rightful place. At every crossroads you stand, in every shadow you burn, and in every afterlife you reign. The paths are yours to open.

Xian

Immortal's Robes (50 CP): To walk the path of the immortal is to walk a path beyond the burdens of flesh. These robes are proof of transcendence, designed to last eternity. The Eight Immortals of China, each a master of another form of immortality, all wore these robes. They're woven from the very essence of Qi, imbued with the nature of the Dao itself so that the robes themselves do not age or change. Those who wear these robes find themselves immune to hot and cold from the environment, and the durability is such that they're nearly impervious to mortal weapons. Only magic weapons and weapons with supernatural abilities can pierce these robes and harm you. To wear them is to cast aside the limitations of mortality and be clad in the authority of those who have surpassed humanity.

Green Dragon Crescent Blade (100 CP): What does one look for in a weapon? Honor? Power? A blade sharper than the keenest edge, or a force heavier than the strongest steel? No, what one looks for is a weapon of unwavering loyalty, which wields its owner's legend even beyond their death. That is what this weapon is, the legend of Guan Yu given form.

This guandao polearm was once wielded by Guan Yu, a legendary general who warred during the Three Kingdoms era of China. In his final battle, he wielded this weapon alone against impossible odds, carving through warrior after warrior so fast that the blade at the end of this polearm never dried of blood. He fought through the blizzard, slaying every foe who stood in his path, until he was ultimately slain by one he considered a friend. The crimson blade froze in ice, an unbreakable will which will never wash away, carrying the vast history of this legendary slayer of man and now your own history, as well.

Eternal crimson ice blankets this blade, the frozen blood of all who were slain before. The bite of this blade draws out the blood of those struck, adding to the

already deep red of this weapon, and then the wounds are frozen over painfully, killing entire limbs if deep enough. The colder the battlefield, the stronger this effect becomes, to the point that an utterly frozen blizzard would prove every cut fatal. With a weapon as great as this, you will never be shaken and never be gripped by despair. That is not all this weapon can do, though, as this weapon has a legacy to unleash.

Visions of greatness pervade the minds of all who witness you draw this unyielding blade. All whose eyes land upon this weapon will see all divine and great deeds you've done, every moment of transcendence that you've achieved, and they will be struck with awe. These are no illusions or deception, they are absolute truth invited into the minds of all who witness you. None can deny the truth this blade reveals.

Take up arms and your mantle of righteousness. Even in a world where all deny you, you will carve your story into the earth itself. You will be seen. You will be known. They may laugh at you first, and then they may rage. Dare your enemies to challenge Fate itself.

The Stones of 5 Colors (200 CP): There was a war. It's the kind of war that none survive. Heaven waged war against monsters, demons, and kings. The sky was shattered. The world was broken. Heaven was no more, and humanity was extinguished. The universe itself was spiraling towards chaos. With inevitable destruction on the horizon, Nuwa, the goddess-mother of humanity, used five colored stones to repair the Pillar of Heaven and restore the sky before entrusting these five colored stones to the Jade Emperor and the Four Symbols. Perhaps you only have copies of these stones, or perhaps you somehow obtained the originals, but each stone in your possession holds untapped and unrelenting power.

The **Imperial Jade Stone** which was granted to the Jade Emperor holds dominion over all beneath Heaven. All spirits and gods must revere you as a king while you carry this stone, recognizing your greatness, though they have no requirement to follow your commands beyond recognizing your right to command. You can stabilize chaotic Qi using this stone, increasing your progress with manipulating your internal energies without inviting deviation or corruption. Lastly, the Imperial Jade Stone acts as a catalyst for external alchemy, refining elixirs, talismans, and imperial treasures to increase their potency.

The **Sovereign's Azure Stone** which was granted to the Azure Dragon grants unparalleled control over the flow of Qi. So long as you carry this stone, you can draw energy from nature and the Heavens themselves to gain seemingly limitless

Qi, magic, and other supernatural energies. Your internal alchemy is strengthened greatly by this stone, allowing you to fortify and refine your own Soul and Mind at incredible rates. Your Qi and other supernatural energies will quickly reach incredibly high purity and gain healing properties, and skilled Cultivators will find themselves able to control plants and natural energies with their refined Qi.

The **Ascendant's Vermillion Stone** which was granted to the Phoenix grants the flames of rebirth. This stone's specialty is refinement, allowing one to burn away all imperfections within oneself and others. Burn away poisons, burn away weaknesses, burn away doubt, and burn away the wounds of battle. You'll find that utilizing these flames during external alchemy speeds up the process, especially in conjunction with alchemical products related to healing and immortality.

Judgment's White Stone which was granted to the White Tiger grants purity of form. This stone refines the carrier's body into a weapon of divine precision, vastly speeding up all forms of martial Cultivation such as martial arts. Your body will become stronger much faster, you'll easily master combat arts, and your punches will be able to even strike, treat, or wield illusions and the unreal as if they were real so long as you carry this stone. Refining techniques to supernatural and eventually divine levels will be something you can do in your sleep. In particular, this stone has an alignment of "Metal," allowing you to imbue the nature of this stone into things you craft to make the items last for eternity.

The last is the **Obsidian Stone of Endurance**, granted to the Black Tortoise, and this stone represents the unshaken earth and the unyielding flow of water. While holding this stone, you gain unbreakable resilience. Your spirit will be unbreakable, your will unmovable, and your foundation as firm as the mountains. You will find it much easier to train your body to become immune to damage, vastly speeding up defensive Cultivation to reduce the effect of both physical and non-physical attacks. You can train yourself to be immune to illusions, be untouchable by soul-attacks, and train your body to become unbreakable. This was used by one of the Eight Immortals to attain immortality through endurance, able to regenerate no matter the amount of damage they sustain.

These are the 5 pillars of creation which hold up the Heavens, the fundamental forces which shape the universe. If you learn their power, train it, and understand what you're truly capable of, there will be no obstacle you cannot overcome and no barrier you cannot break. You will reach the Heavens.

You receive 1 stone for 200 CP, and can pay an additional undiscounted 100 CP each for another.

I Ching (400 CP): Within your possession you have the book of universal truths. It reads that in the beginning, there was the Dao, and from it arose Yin and Yang. From the dance of the Yin and Yang arose the Eight Trigrams, and from those came the 64 Hexagrams. Together they interweave to create a fabric from which all things come. They hold the world together, and to hold the I Ching is to hold change in the palm of your hands. The I Ching is the living expression of the world, and within it are written all laws of the universe.

As the world or Jump shifts, and as new universal laws are created or destroyed, this book will change to reflect the new state of reality. It's a mirror of what is, reflecting the past, present, and future. All of Fate exists within these pages, secrets rewriting themselves as the state of secrets change, a book that never closes or finishes. You can read within these pages the 64 absolute laws of the universe, and through such gain intimate knowledge of how reality shifts and evolves, predicting and altering the flow of Destiny. Study deep and you will see the cycles of Fate, master alchemy beyond what is thought possible, read the flow of every battle, and unravel all deception across the universe.

Elevate your cultivation to a new level, or seek to attain the wisdom beyond sages. The law of the universe is in your hands, never to be lost. The wise do not resist the current of the Dao, they learn to shape it in waves. Carve your river through eternity.

Bagua (I Ching, Capstone Boosted): Before all things, there was the Dao. From the Dao came Yin, the darkness, and Yang, light. From the Yin and Yang formed the Eight Trigrams, the fundamental forces which hold the world together. The very meaning of reality exists within these eight symbols, an ancient representation of how the cosmos are structured and how balance is maintained. Each of these eight symbols represents a core principle that governs nature, fate, and interaction.

You have eight tattoos on your body taken straight out of the I Ching, each one representative of one of these foundations. They form a map of creation across your body, interconnecting and locking into place. Each one grants an absolute understanding of that foundation, allowing you power through enlightenment, though you can only utilize one at a time. You are capable of transferring one or more of these tattoos to others, giving up their enlightenments to allow others to wield them.

The **Trigram of Qian** grants the enlightenment of creation. It represents strength, creativity, and fatherhood. You will gain infinite insights into the world around you as well as the universe itself, able to deduce even the most complex phenomena and circumstances from the smallest amount of information, a veritable Sherlock Holmes. Any steps made towards true enlightenment are accelerated at least tenfold. Similarly, you have great understanding of the Dao and may call upon its strength to empower your blows to exceptional levels.

The **Trigram of Kun** grants the enlightenment of stability. It represents receptivity, nurturing, and motherhood. You gain insight into the body and its foundation, allowing you to instantly grasp anyone's condition and how to best heal them, increase their resilience, and improve their health and defenses. You also gain intimate knowledge of how to stabilize any energy source.

The **Trigram of Zhen** grants the enlightenment of awakening. It represents initiation, action, and new beginnings. You gain vast understanding of how to awaken power in others, as well as increase the power of yourself. You can use this to teach others your own abilities even if they do not have the capabilities to use your abilities, spreading your Perks through sheer understanding of how to twist the universe and how reality allows others to learn. You also have perfect clarity in times of crisis.

The **Trigram of Kan** grants the enlightenment of adaptability. It represents depth, danger, and flow. With this Trigram, the universe teaches you action and reaction, the ability to flow with the world and come out on top. You can dodge anything so long as you're capable of moving, you're immune to lies and deception, and you have intimate knowledge of how to change the state of your and others' bodies such as becoming mist, dissolving into water, changing into an animal, or simply changing your features.

The **Trigram of Gen** grants the enlightenment of stillness. It represents stability, meditation, and wisdom. Under the power of this enlightenment, you gain instant and vast understanding of even the most complex concepts. You understand the world around you intimately such that all it takes to know how anything works is a glance. You learn at an astounding rate with this, your focus is unparalleled, you resist every attempt to distract you, and your mind is utterly immune to mind control. To say nothing of your newfound ability to meditate perfectly.

The **Trigram of Xun** grants the enlightenment of influence. It represents growth, flexibility, and abundance. This Trigram allows vast understanding of how things

spread and grow, such as the movement and spread of magical abilities or how Qi spreads and contracts with your control. You know how to speak in such a way that your words carry weight, you understand the flow of information, what words and actions affect things and in what way, and the general consequences of everything you and others do.

The **Trigram of Li** grants the enlightenment of illumination. It represents clarity, passion, and insight. Your perception will be beyond superhuman, able to perceive every breath and contraction across the world, how the very cosmos shift and move, and all the energy permeating the air and body. You can perceive the very truth of existence through this. You'll find yourself able to memorize anything instantly, and perform any action with perfect clarity of the self.

The **Trigram of Dui** grants the enlightenment of reflection. It represents joy, communication, and connection. You intimately know how to make others happy and how to make yourself happy. Your alliances will naturally be stronger, and dispute resolution will be natural to you. Your understanding of connection allows you to perfectly mimic your foes and predict what they and anyone else will do next.

The effects above are simply examples of what can be achieved, as they are encompassing concepts that build upon the Dao. So long as you have the creativity and persistence, you can achieve even more, whether that is the understanding of elemental unity or understanding and commanding Fate itself. You could become the axis upon which reality itself revolves.

For every additional undiscounted 300 CP you spend, you can utilize an additional Trigram at once.

Tulpa

Shakujo and Moksha (50 CP): Monks of ancient times took vows to prove their path to enlightenment. A vow of silence, a vow of fidelity, a vow of subservience, the very presence of these vows offered strength for them to move forward and grow closer to perfect one-ness. These monks were known to carry items to assist them in their lives to succeed in these vows, such as a monk taking a vow of silence was often seen with a sounding staff.

You have one such sounding staff, a Shakujo, along with some monk robes called a Moksha. The Shakujo is adorned by 9 rings which, when shaken, will ring loudly to scare off wildlife and monsters. You'll find yourself particularly adept at getting your point across with this staff without having to speak any words–people just tend to

understand your intentions when you shake this staff. The Moksha itself has some anti-corruption properties, preventing you from easily falling to sin or the evil influence of others.

Penelope's Needle (100 CP): Within your possession is what seems to be an utterly normal sewing needle, albeit made of gold (but which doesn't warp or dull). Yet this needle has power beyond that of its creation, as this needle holds the very power of myth within it. Once a normal needle, Penelope, Queen of Ithaca, imbued it with her history and the stories which elevated her. For 20 years she wove a funeral shroud for her late husband Odysseus in order to avoid remarrying her suitors, and now you can do the same.

So long as you spend 8 hours per day sewing or unraveling textiles with this needle, you can defy history and delay any events indefinitely. Any event you wish to not come to pass will not pass so long as you keep this habit. Whether impending war, an execution, an unwanted prophecy, the death of a friend, or even your own death, none will come to pass so long as you sew with this needle. History simply will not arrive.

Keep in mind that this does not divert Destiny or Fate, you cannot change events that you're delaying, and as soon as you stop delaying the inevitable they will come to pass unless you've managed to divert it personally. What you can do, though, is buy time to find a solution to your problems. Regardless, those problems are not yet, not today, and not ever if you so choose.

Shambhala (200 CP): Beyond the mountains and beyond the clouds, beyond all illusions of the material world, and yet within everyone is a sanctuary of wisdom, enlightenment, and knowledge beyond comprehension. This is a place without corruption, where the greatest version of the self gathers and where the seekers of truth uncover all mysteries of existence. This is Shambhala, the hidden kingdom and celestial paradise, a vault of secrets great and profound.

This is no dream, it's a kingdom of unveiled reality, and yet it's no single place but rather a state of being. You are capable of bringing your own Shambhala to the world, touching reality with your own absolute truth free of illusion and deception. The rising spires of your beliefs tower by the libraries which hold truths unknown even to you, the sky becomes a tapestry of emotion, and the architecture transforms into your past and future to exist as one. This is a land of eternal discovery of both oneself and the cosmos itself, filled with all you are and all you

can be, relics of forgotten worlds and artifacts yet to be obtained line these walls wherever your Shambhala is erected.

All who enter your Shambhala are laid bare before its light, stripped of all that allows them to pretend, as their truths, masks, hidden fears and unspoken thoughts are revealed for within Shambhala nothing remains unknown. Within its libraries are the whispers of sages written in the stars above, the objective truths of reality carved into the very stones beneath their feet. The future is carved into statues, and the past is dotted in the clouds. Truth here is unfiltered and undeniable, and this objective reality of yourself is a land of eternal discovery filled with secrets for you to discover about yourself and everything around you.

But be wary, for truth is often not something you want to hear; the truth will not always set you free. As you explore this place, this place also explores you and all others who enter. You can gain incredible powers and weapons forged from pure enlightenment and truth, but everything you gain here must be at the cost of a harsh lesson or destructive understanding. This is a land of truth, where all that let you deny truth is destroyed, stripping you and all others of any powers and abilities you have, leaving you as a normal human while in these confines. You will never be able to use such things to hide.

The laws of reality don't burden this place, only your own objective truth matters. This paradise appears where you need it to appear, a bastion to live in without hiding, discovering yourself or forcing others to discover themselves. Within these walls all things are known, but are you prepared for the answers?

Kingdom of Dreams (400 CP): This is your throne of the mind, a domain of sleep. Within this is every whispered fear, every buried desire, and you can see them all in the realm where reality is born from a thought. Here, you are king.

Beyond the veil of reality is another world, a kingdom built from thought itself, a realm of imagination and fantasy. Whenever you sleep, you are brought to this world, where the impossible is made real and the deepest recesses of the mind build a world without any boundaries. At its center is a great castle reflecting your state of mind, always fortified and in the shape which best suits you, weaving together with your desires and beliefs. Within this great castle is a throne of dreams just for you, shifting in this living world.

From your kingdom, you may cast yourself into the dreams of others, the collective unconscious of all who slumber. This is a place where castles of mist rise and fall in

seconds, rivers of stars flow through forests of memories, where the laughter of childhood echoes in streets of invisible cities, and oceans of raw emotions crash upon shores of imagination. You can freely move between these dreams and creations, shaping them and forming them, turning them into solid belief, granting understanding or erasing the close-held memories of another. Influence their dreams, sculpt the landscape, twist and warp golden ideas or beliefs, but beware the danger of a nightmare for even the most powerful dreamer is not totally safe from such.

This is a limitless kingdom, but your rule is still only as strong as your will and your ability to dream. This landscape is yours to control, but beware the monsters lurking in the minds of others.

As an additional benefit, you can use this location to rearrange any of your other properties, such as fusing them together or splitting them apart into smaller properties.

Keys to Your Kingdom (Kingdom of Dreams, Capstone Boosted): A dream is the first step to reality. Every creation on the planet, even the planet itself, was once nothing but a dream of another. What is once fleeting and intangible, lost upon waking, becomes truth in the world. This is no fantasy, the borders between dream and reality are fraying. What was once confined to the mind becomes concrete, your Kingdom of Dreams encroaches into the real world as much as the real world encroaches upon your Kingdom of Dreams. It's not just your mind which travels to your castle now, but your body in its entirety.

Because this place is unbound from your mind, you're now able to access your Warehouse and all of your items and powers no matter what state or place you are in, whether a dream or some dream-equivalent such as virtual reality or a video game. Similarly you can draw items out of the dream, such as powerful weapons or the dream-selves of others, dragging them into the real world. You're capable of always accessing the world of dreams from either your Warehouse or locations where you allow the land of dreams to intersect with the real world.

In fact, your presence alone makes reality more malleable. You are capable of drawing the realm of dreams into the real world, twisting the landscape into something ethereal and fantastical, pulling full dreams from your kingdom into the world below. Monsters of the mind will rise up, the domain of dreams will take over the waking world, and reality will have its own rules for a time.

This isn't limited to only active dreams, but dreams that have already been realized. You can step into pieces of fiction, whether novels or video games, traveling their roads as if the fiction has become real within the dreaming realm. Whether you step into Fallout or Skyrim, Harry Potter or another realm, you will gain everything necessary to function as a resident while within that dream and until you leave. You may keep anything you obtain while within these realms, but they may not work later if the local metaphysics don't allow it. By drawing realms such as these unto the real world you may temporarily make such metaphysics available, though, so long as the dream remains alive.

You hold what should not exist, touching the untouchable. The ephemeral lives within your mind, within your hands, and you may bring dream to life.

Elementalist

Tomoe (50 CP): Light and shadow are two halves of a whole, forever entwined and forever opposed. When light brightens, darkness deepens. When light recedes, darkness backs away. There is unity within duality, day and night, good and evil, two faces of the same coin. Within this Tomoe, this stone carved into a form reminiscent of the Yin and Yang, these forces combine and intertwine. You can now harness this power for yourself.

By channeling your spirit energy through this stone, you may convert it to the forces of Light and Darkness. The force of light grants you power over truth, clarity, knowledge, and a burning holy power that burns away evil. The force of darkness grants you power of obscurity, ignorance, uncertainty, and a blotted shadow that pierces all good. This light and darkness gain the effects of all of your Spirit Manipulation perks and abilities. You alone can understand and wield both sides of the whole and command the cycle itself.

Colada (100 CP): Colada is a remnant of an older age, an age of chivalry, battle, and divine purpose. It was forged for honor and conviction. Once wielded by the legendary sword fighter El Cid, this blade cleaved through despair itself. When held in hands of those who hold fast to their beliefs, who stand their ground and trust in the divine hand that guides you, no blade shall ever break your defense and no force shall leave you behind.

This sword is a bastion of faith. When wielded alone with no other weapon or item, Colada becomes a sword of divine defense and a shield in the shape of a sword. No strike can shatter your stance, and you become supernaturally capable of redirecting and defending against attacks. You can parry and deflect incoming

blows with superhuman precision, and your defense will not break so long as you trust in this blade. It can even block and redirect energy attacks such as magic without issue.

If wielded alongside its twin blade Tizona, though, this sword abandons all defense in order to gain an overwhelming offense. Colada gains the power to strip armor with its strikes along with increasing the vulnerability of its target towards all other attacks. Armor might as well be paper in the presence of this sword.

One last power of this blade is, when used in a sanctioned duel (as in a 1 vs 1 fight that both parties verbally agree to, that nobody interferes with and has a witness), you will automatically be set to the same power level as your opponent for the course of the duel. This will make you stronger or weaker depending on the foe's capabilities, able to deal with them with equal strength and speed, the only difference being a difference in skill. That is the power of the blade of conviction.

Tizona (200 CP): Tizona is a remnant of an old age, where those who go against the order will be struck down with divine fire. It was forged to instill righteous fear and to be wielded by those who hold great virtue. The champion of Spain, El Cid, once wielded this sword alongside its twin Colada. So long as you embrace righteousness, whether righteous in your own conviction or righteous in the convictions of the divinity you follow, this blade will cut through evil mercilessly.

This is no mere sword, this is an embodiment of fear and judgment. When wielded alone, with no other items or weapons in hand, this sword inflicts evil upon those it cuts. Every strike builds up negative karma in its victims, increasing their burden of sin. If a being holds so much sin that they're effectively beyond salvation, Tizona instead releases them immediately from the burden of a sinful life, reducing them and their soul to nothingness. Anyone with enough sin in them can feel such a power, inflicting them with overwhelming fear and guilt that they can do nothing but accept fate or run like a coward.

When wielding this sword alongside its twin Colada, this sword gains an aura of divine fire which burns away all evil. The more sin and negative karma a foe has, the more damage this flaming sword will do. It builds upon the sin of its victims, burning it away to increase its own power, increasing fury until your enemies turn to nothing but ash in moments. With Colada's cutting force your foes will have nothing to defend against this, and then nothing you do can be denied. With Tizona you will strike down the wicked and stand against the darkness.

Panchajanya (400 CP): It was from the vast depths of the cosmic ocean that the first, primeval sound was heard. An echo of the beginning which would sound until the end, neither silence nor noise, a vibration throughout everything. This is no mere conch shell, it's Vishnu's herald of creation and dissolution, a symbol of the five elements which arose from the spirit. From the sound it produces, all things are shaped and then returned to the void. This is the supreme deity of all musical instruments.

First and foremost, the Panchajanya grants dominion over the Pancha Bhuta, the five elements which make up all of creation. Each element has different associations with it, and depending on the element this conch shell will grant different authorities to you. The five elements are Agni, Vayu, Akasha, Prithvi, and Apas, and having all five elements abundantly within you grants good health and prosperity. While holding the Panchajanya, you will have all five elements in creation flowing through you in balance, granting a healthy body and mind, and you will be capable of controlling all five of these elements.

The element of **Agni** is closely associated with fire. This is the fire of power and wisdom, often associated with the eyes and controlled by the thumb. Your eyes become such that they see everything, nothing able to obscure them. You see through smoke, obscurity, shadows, and other things which block your vision, and all life appears as little unique flames even through walls. You can conjure and control fire with either your thumb or your sight, and you often see visual symbols which grant insight into things you care about so that you may continue your personal journey. All fire you look at will blaze like an inferno, increasing its intensity and dancing to your will.

The element of **Vayu** is closely associated with wind. This is the wind of compassion, often associated with the skin and is controlled by the index finger. Your skin becomes such that you can feel movement from across a city, and you become able to move like the wind with unfettered movement and superhuman agility, even able to fly. You are capable of manipulating the wind either through your index finger or by moving the air which passes around your body, taking over its will and turning it to your own ends, and your mind becomes the embodiment of compassion such that you cannot be controlled and you can restore control to others. By focusing on the feeling of wind blowing by you, your wind-related abilities increase in power by a vast amount.

The element of **Akasha** has no association with a classical element, rather it is the lack of element which pulls other elements together. This is the oneness of

knowledge, creativity, and dignity, and is associated with sound and is controlled by the middle finger. With this, you may speak in all tongues, understand all language and meaning, and attune yourself to the music of creation. You can hear possible futures and then combine them into divine inspiration, obtaining vast knowledge through careful listening, or gain a total awareness of all energy through the sound it makes. You are capable of manipulating non-elemental energy along with space itself by listening intently to the energy in the area and redirecting it. Alternatively you can manipulate this through your middle finger. Careful listening will amplify the rate at which you gain knowledge and inspiration.

The element of **Prithvi** is closely associated with earth. This is the earth of stability, support, and endurance, often associated with smell and the ring finger. The simplest use of this is terrakinesis through your ring finger, or focusing on the smells of nature and channeling such smells through yourself to warp the earth beneath your feet. You will have an unbreakable form resistant to fatigue, harm, and all ailments, and gravity itself will have no hold upon you if you so wish. By smelling soil, stone, and minerals you find that all barriers and defensive abilities are enhanced significantly.

The element of **Apas** is closely associated with water. This is the water of joy, healing, and well-being, often associated with taste and controlled by the little finger. Whether you assert total control over water through your little finger, or you take into yourself the taste of water and regurgitate it as water under your dominion, you will have utter mastery over it. You may use water for purification and healing, and your own body takes on properties of water to quickly heal injuries. You can instinctively understand emotion, and can directly influence the emotions of others. Holding water in your mouth increases your own fluidity, grace, and ease of motion.

Blowing the conch itself emits a beautiful sound which allows you to conjure any or all of the five elements in large quantities, but the moment the sound ends all that was created by the sound will cease, such is the nature of the sound of creation and the silence of secession. All things began with a sound and will one day return when the song of their existence ends. Between the beginning of the sound of creation and its end is where life is to be lived.

Vishnu's Treasures (Panchajanya, Capstone Boosted): Panchajanya is not the only treasure that Vishnu wielded in his four arms, rather he held three other treasures alongside the conch which created the first sound. He was a god of balance that ensured the world continued to turn, held together by creation, destruction, preservation, time, and power. These treasures stand as eternal

symbols of the cycle of the universe. Sudarshana Chakra, the wheel of time. Kaumodaki, the mace of power. Padma, the lotus of birth. These three great artifacts have joined Panchajanya in your possession.

Sudarshana Chakra is a discus, or chakram, taking the form of a gilded wheel whose appearance is reminiscent of the sun. It is time itself forged into the form of a wheel, a rotating ring of pure celestial force. This chakram is the avenger of Dharma, a creation designed to annihilate evil, and which holds the weight of Fate itself.

By holding this, all time becomes structured into a linear form which cannot be modified, changed, or manipulated by anyone else. By throwing this, the discus transforms into a version of you from an alternate timeline. The alternate version of yourself is slightly different, though–all of their abilities have been altered to be the perfect slayer of evil and demons. One last ability of this wheel is the ability to instantly grant a type of enlightenment to another being, ensuring they're immediately removed from the cycle of reincarnation and incapable of ever reentering it or moving onto an afterlife, instead fading into the sea of creation.

The next treasure is **Kaumodaki**, a mace made of pure Shakti. Shakti is a type of personified divine energy, a representation of all power and history a being has, and the Shakti that makes up this mace is Vishnu's own. This is a weapon made to be unshaken, whose endurance can bear the weight of the world. Unbreakability is the core principle of this item, and this unbreakability has a voice.

Should you hold this weapon, it will grant you strength so great it may as well be immeasurable. The arm holding this mace cannot be stopped by any force, it's the literal weight of the world and everything in it. Kaumodaki ends war through sheer, unbelievable strength. That is not its only power, though, as this mace is alive and can take the form of a young girl whose entire being holds the strength to destroy all things and uproot mountains with a casual poke. She can be very stubborn, though.

Lastly, **Padma** is a shelter from chaos. It is a lotus flower to be planted to create peace and sanctuary. Wherever you plant this flower, it becomes a safe haven from all forms of harm and defilement. Nobody shall ever fall to temptation or evil within this 1-block radius, nobody shall come to harm, and all things may begin to grow anew. Any who meditate upon this flower once planted find their bodies being cured and perfected, returning to their prime and quickly gaining a second chance at life.

You may uproot this flower at any time and move it to another location should you wish.

This is the armory of the preserver, the aspects of Vishnu that declares truth and power. This does not belong in war, but nor does it belong in peace. These treasures simply belong in the cycle to preserve the place of creation and destruction.

Godhead

Kamakura (50 CP): Where sea meets land, prayer is carried on the sea-salted wind and the ocean's spray. Faith permeates the air, thickening it with belief and religious redemption. This is a spiritual nexus, a place where belief gathers like the tide and temples and shrines are raised in the name of a greater will. Vast history of pantheons and nurtured religions live in every stone here, faith taken root so deeply that even the air hums with it.

While not necessarily the actual Kamakura, Japan, the seat of the Kamakura Shogunate, this is certainly a center of power and ideology. This is a place where the beliefs of others hold greater power, and even if such gods don't truly exist, their blessings to their believers truly do. Warriors find their swords blessed for divine purpose, while monks find their souls and the souls of their friends shaped by prayer. Mortal and divinity can be blurred here, and the border between Heaven and Earth is thin.

All religious and faith-based powers and abilities are boosted many times over in this place. Divine blessings empower greater, wishes are easier to grant, miracles as stronger, and connections to gods are solidified. You'll find that all religious teachings and beliefs spread much faster and to more people here, too, especially if you're the one preaching it. You can easily spread teachings, gather followers, and even establish yourself as a prophet or a god should you desire. People are more inclined to believe you, listen, and embrace your faith.

This is the city where the divine walks among you, where faith shapes the land. You're more than just a visitor, though, as this is now your city. If you wish to import this city into a Jump, it will always appear at the nearest coast with you either in a position of great political power or religious power at your discretion. Here, you will be a name to be remembered.

Oracle of Apollo (100 CP): Delphi is a city located on the slopes of Mount Parnassus, considered the center of the world for centuries. The Temple of Apollo

was here, a place for people all over Greece to come and seek guidance on their futures. They would kneel before the will of the gods and look up at the divine light which read their futures through the voice of a priestess, Pythia. Divine power coalesced here, blurring the line between the mortal and immortal realms, and as such this temple exists in both the land of gods, the land of spirits, and the land of mankind.

Each jump, you have your very own ancient temple to the gods where the will of gods manifests freely. This is a pantheon without borders, the greatest divine point in all existence, the spot where Heaven and Earth meet. Gods from both the universe and from outside the universe, from different times and places, can all congregate here for you and their followers to speak to. In fact, even gods which do not exist can appear within these walls so long as someone believes in them, and even in godless worlds people may find their wishes and prayers coming true. Pleas, prayers, and sacrifices make gods truly listen, and oaths gain the weight of existence behind them.

You'll find that all time-related and divine-related powers and abilities are boosted in this temple many times over, allowing significantly easier future-sight, divine right, and godly intervention. Should you, yourself be a divine being, this is boosted even more and this place can become your throne. Leave your blessings, decrees, and laws here for all to see. In this place the heavens draw near and gods listen. You cannot be silenced.

Tears of Amaterasu (200 CP): Amaterasu is the goddess of the Sun and ruler of the High Celestial Plain Takamagahara, the physical representation of light on high. Her family is made up of an amalgamation of dysfunctional gods and goddesses, a family perhaps similar to many others. It was during one of her brother Susanoo's violent rampages through the world that Amaterasu became truly upset. Susanoo's rampage destroyed many of Amaterasu's possessions, from her rice fields to her pets, leaving even a dead pony within her very room next to a broken loom. So Amaterasu, frightened, angry, and overflowing with emotions, fled the celestial realms and hid within Ama-no-Iwato, the heavenly rock cave, and cried.

The sun went dark for weeks, bringing calamity upon the world until Amaterasu finally recovered with the help of Ama-no-Uzume, the goddess of happiness, but during those weeks her tears flowed freely. It is these tears that were collected up by another and bottled for later use, before coming into your own possession. These tears, pure, sacred, light distilled into liquid form, are more than any simple

medicine or drink. They're such that even death itself cannot touch those who carry them.

These golden tears, shimmering like liquid sunlight, stoppered in a glass vial, are a cure beyond mortality. Drinking a full vial of these tears will heal every wound upon your body, physical, mental, emotional, spiritual, and more. Your energies will be restored, refilling your magic and stamina to even greater than your normal capabilities, and all of your physical and supernatural capabilities will be raised somewhat higher than your peak for about 8 hours. After drinking these tears, you or anyone else who consumes this will gain a light which defies death, allowing them to resurrect once upon death at full health. You cannot have multiple lights which defy death upon a single person at the same time.

One month after drinking a vial of this, you will gain another vial of Amaterasu's Tears.

Ame-no-Murakumo (400 CP): The heavens trembled and the earth bowed as the great eight-headed snake, the Yamata no Orochi, feasted upon humanity and left destruction in its wake. Its body spanned eight valleys and eight mountains, and its belly was covered in a constant drip of blood from those it crushed. It's said that Susanoo was cast out of Heaven and later came upon an old couple whose eight daughters were being sacrificed one-by-one to the Yamata no Orochi to appease it, and their last daughter, Kushinada, was to be sacrificed next.

So, wielding the Totsuka-no-Tsurugi, Susanoo slayed the Yamata no Orochi and made sake within its eight skulls. From one of the tails, the Ame-no-Murakumo was excavated and presented to Amaterasu in recompense for the trouble caused, settling the old grievance and allowing him back into Heaven. It is such that the Ame-no-Murakumo became the sword of divine right.

The Ame-no-Murakumo grants its wielder the power to rule over nature and the world, a declaration of authority. You gain Sovereignty, a type of reality-warping based entirely on your status as a divine being. The greater your divine stature and place in the world of gods, and the more divine beings who are below you in status or who follow you as part of a pantheon, the greater your Sovereignty becomes.

You can "spend" Sovereignty by willing a change in the world around you, temporarily using up that allotted authority to force that change in the nature of reality. This can be anything, but natural acts such as controlling the elements are much more simple and cost-effective than changing the rules of the universe (even

locally). Once you've run out of Sovereignty to wield, you'll have to wait for it to regenerate over a period of time as your divine establishment relative to the universe recovers.

This is a blade of kings, a sword of destiny which commands and reshapes the world. You carry this same truth, a world which bows not to power but to those who carry the authority to change it. You are that power.

Kusanagi-no-Tsurugi (Ame-no-Murakumo, Capstone Boosted): Amaterasu gifted the Ame-no-Murakumo to one of her shrine maidens at some point, and eventually that blade came into the hands of Yamato Takeru, the nephew of a descendent of that shrine maiden. Yamato was told to wield this blade for protection in times of peril, and it was such a time that he ended up being lured into open grassland by an enemy warlord.

The warlord, after tricking Yamato Takeru, lit the grassland on fire so that Yamato would burn to death. The grass and dry conditions would act as perfect fuel to ignite everything. Acting quickly, Yamato unsheathed Ame-no-Murakumo and began hacking away at the grass in order to try and deprive the fire of fuel, and in doing so the wind itself crashed down upon the grass, slicing it all away. The flames exploded away from Yamato, and the wind removed all the grass in the surrounding plains, saving Yamato from painfully burning to death. Because of this story, Ame-no-Murakumo became known as the Grass-Cutter Sword, Kusanagi-no-Tsurugi.

Wielding this sword, you gain massive authority over wind and fire. Not only do you command Sovereignty, but you have Sovereignty akin to an upper-tier god when it comes to wielding your divine will upon such elements. A single swing of this blade can generate a blade of wind that cuts through everything in its path, cutting down your enemies as if they were nothing but grass while the flames of your foes flare back at them and burn them to ashes.

The final power of the Kusanagi-no-Tsurugi is a reversal of Fate. Should you be in a horrible situation, anything where you are losing substantially, you can activate this ability once per 10 years (or Jump, whichever is shorter). Swing this sword to sever Fate and replace the Fate of your enemies with your Fate. Should you have been about to perish, you will find yourself surviving while your foe perishes instead. Should you be about to lose a critical game, your foe will end up in a situation where they lose in your place. What was meant to stop you becomes your weapon.

The sword of destiny which cuts grass rests within your hands. Do you have the strength and force of will to command it?

Companions

You get a discount on Companions related to your Origin. 50 CP Companions are free for their associated Origin.

General

Companion Import (50 CP/200 CP): For every 50 CP, you can import one Companion with 600 CP to spend. For 200 CP, import 8 Companions with 600 CP to spend.

Companion Export (Free): For every individual you convince to follow you on your Jumpchain journey, they can either become a Follower of Companion at your discretion. Anyone you decide to take as a Follower can become a Companion later by importing them into a setting.

Cleric

War Marshall (50 CP): This is a person of precision and calculation, the epitome of a battlefield strategist whose every action is dictated by the cold logic of war. Their armor is covered in scars which tell the tales of countless battles fought but not necessarily won. For all their glory and history of victories, their past weighs heavily on them. From the moment you met this person, their presence demanded respect.

The War Marshall joined your cause for redemption. Sure, you may have hired them with your money, but fuck the money. They're drawn to your vision of using your power to heal and protect and see within you the chance to right their wrongs. Their demeanor is serious, often grim, but something about you has started cracking their armor and opening them up. You've shared some victories together already, and they're sharing pieces of themself with you, stories of their life, and you've become something akin to friends.

A master tactician, this person is capable of seeing battlefields as board games. They can predict the moves of foes extremely accurately and know how to counter them. They make a great leader, too, able to lead groups and armies without issue, and have some kind of battlefield charisma that makes others listen to their orders. They're a very skilled melee combatant and know their way around guns. If you're ever in danger, they will not hesitate to throw themself into the fray to protect you.

Over time, perhaps you can cultivate a true friendship with this person.

Spirit Healer (100 CP): With serenity, they come. Their hands are soft and steady, their smile soothing, their skill undeniable. This is a person who has spent their life dedicated to helping others and healing the sick. Once a renowned doctor, they walked away from a world of structured medicine to pursue spiritual arts and managed to expand their capabilities through such. Wielding powerful healing magic, they devote themselves to healing the broken, the forgotten, and the suffering, traveling from town to town in order to make the world a better place.

You met them on one of their travels and they decided to follow you from town to town while you were on your own travels. They figured that going with a group would be safer, and they were right. Now this individual travels with you, asking to see new places and travel new vistas, seeking new horizons to further improve their healing powers to help the masses.

Perfectionist (200 CP): If one were to describe this person, the first word would be "arrogance," while the second word would be "genius." This individual wraps themselves in an air of effortless superiority and wit, but they've earned such with their sheer genius. This is a genius mage whose mastery over the arcane goes beyond simple element or concept… in fact, this mage is exceptional at just about everything they attempt, even on their first try. Crafting new enchantments or even dissecting a spell mid-cast and memorizing it are paltry efforts. Nobody can ever say this person's confidence isn't more than well-earned, and they're a legend in any field they find interesting.

It just so happens that this person opened a store to sell their various and interesting enchantments, and it is within this workshop that you first encountered them. It was a veritable glittering labyrinth of beautiful enchanted artifacts. Your negotiations for their services didn't interest them at all, but not much interests them unless it's exceptional… but then they felt something *off* about you and your abilities, something out of any context they had. So they asked for an unconventional payment–take them on an adventure with you and your debt will be paid in full.

Over time, this individual will learn to appreciate your talents and abilities, your potential and your place in the universe. As you grow closer, you'll learn of their surprising charm and unsurprisingly vast power. They love things that are unique, things which surprise them and change how they view the world, and they love

creative and strange solutions to problems. You'll quickly find that their impressive ego is eclipsed by their power which defies conventional limits, and they always like a good rival to test their mettle against.

Champion (400 CP): There's a person oft sung about in every tavern, a legend of a great hero who is whispered in reverence for their great deeds. There are few who wouldn't know of this person, even, for their name has spread far and wide even between cultures for their efforts in saving the world. This is no hero in the making, this is a Hero with a capital "H." They conquered their own destiny and became the slayer of the demon king, the protector of the weak, and a hero of justice who shatters the chains of tyranny. Their journey was long and grueling, filled with trials which would break even the mightiest of warriors, and they emerged victorious.

Now, this individual seeks to train the next generation so they may carry on the torch.

When they first approached you, you could see the weight of countless battles reflected in their eyes, a growing tiredness and exhaustion of a life lived, but despite it all you could feel the warmth of their smile. They saw something in you, a spark of potential that reminded them somehow of their younger self, and their eyes regained some semblance of life. They took you under their wing and wish to help you grow to your true potential as a hero of the people, one who will protect the world from any evil.

The Champion is kind and compassionate despite their long journey, and as they've trained you, you've found that they have a sort of contagious optimism that lifts the spirits of everyone in the room. They believe in you, and want to teach you to believe in yourself and the brilliance that shines off of you. They have vast and unparalleled skill in one fantasy archetype (such as mage, warrior, rogue, etc.) and great skill in just about everything else combat-related, and even in retirement they're essentially a force of nature able to annihilate armies single-handedly. They'll teach you their knowledge and help you become the best you, pushing you to your limits while sharing their own stories of their adventures. They will stand beside you until the end, helping you carry on their legacy and forge your own destiny.

Empath

Apprentice Psychic (50 CP): If you've ever wanted a whirlwind of enthusiasm and raw, untapped potential, you need not look any further. This is a psychic who has only just come into their psychic powers, barely with a grasp of the very basics, and though their control is shaky at best, their excitement and potential are boundless. With a bright and energetic personality, they ask a hundred questions a minute and soak up every answer like a sponge. They're a bit naive, but it's a kind of charming naivety coupled with idolization of yourself.

You see, for some reason they're absolutely obsessed with the idea that you're some obscenely powerful psychic god, or something similar. Perhaps they saw you do something strange or unprecedented, or maybe it's just a gut feeling they have, but they're sure you're not like anybody else. They attribute everything good or odd in the world to you, constantly talking about how amazing you are for even the most basic actions, and no matter how much you downplay your action they will never change their mind on how incredible you must be.

Help train them in their psychic abilities and you'll find that the Apprentice Psychic will continually surprise you with how quickly they pick up new abilities and how fast they progress and grow. They're far more capable than they realize, and it's up to you to draw this latent potential out. Perhaps you'll end up like a mentor to them, but it's just as likely that you'll end up closer to family with how much they act like a younger sibling (even if they're older than you). Give them a chance and they might surprise even you.

Oracle (100 CP): There's someone out there dedicated to the preservation of humanity, who tirelessly interferes with every major event around the globe in the hope of guiding everybody towards a brighter future. Decades have been invested into this greater good, their eyes seeing beyond simple action and into consequence itself, guiding the world towards a greater future. Their words change history, and yet despite their earned wisdom, they have a heavy and piercing sadness to their demeanor. For every success they've had, there's been a failure to match it.

This individual's desire for humanity's future has consumed their life, with bittersweet victories and haunting failures. They look across the infinite threads of timelines, unable to keep up with them properly as they are only human, traversing the web of infinite possibilities more blindly than they're comfortable with. Even so, it's their duty to make certain that their power is used as a servant to everyone, guiding events towards salvation even when such efforts seem to often only lead to catastrophe.

It's such that they've seen you, a distortion in time and space, where the web of infinite possibilities bend and weave around you in unnatural ways. You're a nexus of possibility unlike anything they've encountered before. Your existence alone has given this individual a sliver of hope, a hope that the impossible may become possible when you're near such that a better future truly can be reached. It is this hope that's compelled The Oracle to follow you, hoping you can fix the future and make it one where everybody can be happy and safe. You are potential, a potential that can change the course of history and bring about true peace.

Thread Weaver (200 CP): Often, an individual's personality impacts the form their psychic powers take. It's only natural that a weaver would view psychic powers as threads which connect every fiber of every being, weaving together a tapestry of emotions, connections, and thoughts which bind all things. Upon such an awakening, a profound truth pierced this simple weaver's mind, a truth of the bonds between people and the threads from which can be woven like strands of silk and how the world is nothing but a work of art to be pulled apart and put back together.

Threads, stretching into infinite, intangible places beyond comprehension, across vast multiverses and into worlds unreachable by all but the greatest of gods, shimmering in impossible colors and reflecting light which no longer exists. That's what they saw in you, an unreality of infinite tapestries reaching beyond their reach. The Thread Weaver was drawn by such curiosity, such confusion, an intrigue at the enigma that you are whose connections transcend beyond this reality and into others. They wish to study you and the threads, learn how the threads work, and perhaps one day use their power to create the greatest tapestry of them all with your own threads as their base, a masterpiece which would create the perfect Fate across all worlds, all Jumps, all realities, guaranteeing you and your allies only success.

This person is powerful. They control connection itself with their mind, weaving threads of emotion and relationship into shields, bindings, and devastating attacks, twisting opponents' resolve and unraveling the threads of their will to fight. Everything they do serves a purpose, and they hope to find great inspiration in your actions and beliefs.

Phoenix (400 CP): If you've ever wanted something utterly radiant and awe-inspiring, you need not look further than the Phoenix. With burning plumage and a fiery presence which burns away at the very fabric of existence, whose gaze pierces your very soul and a radiant beauty. You met this being long ago, a remnant

of the past, wandering aimlessly across the land. It was deep in thought, an endlessly deep thought from which mortals cannot return from. It was the kind of thought and introspection that eroded the mind. For some reason, you approached it and spoke.

What may have shocked the Phoenix the most was how you were able to communicate with it, and how it was able to communicate with you. You shared your experiences with it, and it shared with you its own story of how it was once a human whose greed led to its downfall. Power was all it had within its sight once upon a time, phenomenal cosmic psychic power whose essence burns through creation, but the price for such power was its own material form. As its body burned away, leaving nothing but a psychic presence, it realized its own folly, and what was left formed into a firebird which could no longer communicate with others. Because of its isolation, it has slowly gained great wisdom, and now it simply wishes to never see another fall to its fate.

The Phoenix wields psychic power on an unimaginable scale, their mind stretching across vast distances able to influence events even continents away. Its fire burns away even the intangible, able to cleanse you of fear, doubt, and corruption, while healing shattered bodies and broken spirits with but a thought. Should you die, the Phoenix will be able to resurrect you. So long as you aren't dead when the jump ends, you will not fail your chain, though the Phoenix will need to know that you're dead for it to know to bring you back to life. As the only being capable of communicating with it, it will follow you on your journeys to finally have a friend again.

Titan

Blacksmith (50 CP): Everybody requires strong weapons and armor in war, and even you will find yourself wanting for a new trinket now and again. It was with this in mind that you sought out the greatest blacksmith in the lands, searching high and low across the world. One day, following a lead to a small, remote town, you found your way to a local tavern where laughter boomed across the aisles and a large, stocky individual was waxing poetic about the finer points of blade-making. In their obviously inebriated state, they saw you and immediately declared you their apprentice, slapping you on the back and yelling for all to hear that you have the true spark of a smith. Any of your protests were immediately met with incredible stubbornness.

Now you find yourself under the wing of a master blacksmith of legendary skill, whose personality shines like a star such that it's impossible not to like them. While you're under no true obligation to become a smith, this person is capable of such vast innovation that even the greatest of crafters would be able to learn something while even the most inept people would be able to become great under their tutelage. The Blacksmith's creations are something spectacular, bordering on supernatural, but yet utterly mundane. They are also such a genius that they, too, soak up crafting knowledge they see with incredible proficiency. So long as you work hard, you'll never find a more loyal and supportive master.

Flamebearer (100 CP): Within the deepest of laboratories, where mad science grinds against morals and ethics, the Flamebearer sits awaiting their reckoning. At the end, they took to simply admiring their life's work, a sheer contrast from their normal electric personality and mind ablaze with curiosity and a need to *know*. It was the greatest luck that you somehow managed to find them in your own search for methods of enhancing your craft and whisk them away from their inevitable demise, though at the cost of all of their greatest works. It's fine, though, for a machine is only a fleeting dream, and science in all its glory is eternal.

The Flamebearer is a wielder of Prometheus' flames, a fire gifted from Prometheus himself, which transforms creation to imbue crafts with life, power, and brilliance beyond their nature. Through peerless and experimental technology, this person found ways to rule over this fire and turn it towards creating awe-inspiring artifacts and unparalleled marvels. Should you take this companion with you on your journeys, you'll certainly find yourself swept away into a hurricane of research and innovation, and you'll be able to utilize these great flames to enhance everything you create to greater levels, inheriting strange and unique abilities beyond their normal function.

It is their ambition to one day become the greatest technologist in all of history and transform the lives of everyone, inspiring awe and changing the world. Whether the change is for the better or worse has yet to be seen, but with such a genius person on your side, there's little you can't accomplish.

Hekatonkheires (200 CP): The Hekatonkheires are a race of Titans known for their immense size and one-hundred hands. They were phenomenal warriors who, along with the other Titans, ruled the Heavens until the Gods they helped create rebelled against them. They waged war against the Gods, seeking retribution and punishment for being ousted as the rulers of nature and humanity. Inevitably, they

lost, betrayed and defeated, and the survivors were sealed away in Tartarus never to be seen again.

That is, until now.

This particular Hekatonkheires somehow escaped against all odds and has, for whatever reason, joined your cause. Their face is stoic, a blank wall that betrays nothing. Perhaps they see a kindred spirit, someone trapped by a greater being and forced to dance to that being's strings. Perhaps they view you as one who challenges the natural order. Perhaps they see you as a means to an end such that they'll never be imprisoned again. Whatever the reason, you have their loyalty and the power to command a being of such phenomenal strength that the earth shudders to their strike.

If properly equipped, a Hekatonkheires becomes a force of nature, an unstoppable force whose fury is unrelenting and filled with eons of unrelenting rage and strength. A single blow can crush a mountain, and they have a hundred hands to strike blows with such ease that even the mightiest beings kneel to them. This is a steadfast guardian to your cause, one who asks only to never be locked away again. Perhaps with time, you can slowly chip away at their stoic demeanor and learn who they truly are beneath their exterior.

Cyclops (400 CP): The cyclops is a mythological creature, often known to be the child of the God of the Seas, Poseidon. They're also known to be phenomenal smiths, crafters of divine equipment for the Gods when Hephaestus himself isn't available to perform the work. Even greater than its kin, this particular cyclops holds some level of divinity within it, like a vast ocean. The Cyclops is capable of crafting treasures which rival the power of Olympus itself.

This is a massive behemoth, whose body seems carved from a mountain itself. Its hands are calloused from millenia of forging. It is this kind of being that has decided to follow you, though for reasons alien to you. For all its brilliance, the Cyclops is an incomprehensible enigma, something beyond moral understanding, whose actions often seem to make sense to nobody but itself. Mortals are beneath its notice, unworthy of its time, so it's truly bizarre that it has determined you to have what all others have not. Perhaps you have something that only it can see.

Because of how close to divinity this being is, the Cyclops has inherited more of its heritage than normal. Being the child of Poseidon, it has great power over water, able to manipulate water on a vast scale from churning the oceans to crafting

hurricanes in the skies. Even its crafting is affected by this, allowing it to specialize in creating items with the water's fluidity, changing form as necessary while still holding unyielding persistence. Its crafted armor is resilient beyond measure, and it can craft with materials even beyond the physical to create divine weapons that empower others with force akin to a god.

The Cyclops might one day reshape your very understanding of the world itself.

Shinigami

Lost Lares (50 CP): Lares are household spirits. Their purpose is to act as a guardian for families and bloodlines, warding away evil spirits and curses. Time allows them to grow continuously, strengthening the bonds between family, father and son, mother and daughter, evolving to match the family's history and age. Such a thing allows them to evolve and match whatever spiritual challenges these families must face, combating the corruption other families may curse them with such as vile blood magic or spiritual destruction while ensuring that the hearth always burned warmly and the roof never leaked, holding back sickness and strife, and nudging fate to allow happiness and success in all generations to come.

Fate is cruel even to the loyal dead. This particular Lares is a guardian to a dead bloodline, one which was snuffed out by time, war, and misfortune. The walls of the house have since crumbled, the roof has caved in, the hearth has not burned in centuries, and everything this spirit loved is choked with dust. There is no heir to offer bread and wine, no son to love and care for, no roof to support, and no warmth to sustain. So this lost Lares has lingered, waiting, mourning long after the vibrant footsteps have faded from these halls.

Then you came, a spirit in the quiet night, and offered what condolences you could. A few heartfelt words and a sad smile. This Lares which has felt grief saw a presence which filled the empty spaces left in this world with a warmth to fight the biting cold. In this desolate place the lost Lares found a companion, and you found a friend. Now they stand as your own household guardian, though there is no real household to protect, but it shields you from misfortune and whispers of unseen dangers into your ear, guiding your steps towards a brighter future while fighting the spirits which might try to plague you. It will ensure that your belongings are never misplaced and that your weapons will never break at a crucial moment.

If you listen closely, you can hear the sound of the rustling unseen, the quiet tidying of your personal items, the cleaning of your belongings, the sounds of grief in the night quieted by your presence. This spirit will always be there for you, and will lend you an ear should you ever need one. So long as this spirit lives, you'll know that all of your family will always be taken care of. You are not alone. As long as you walk in this world, you will have a friend watching over your shoulder who will never forget you.

Psychopomp (100 CP): The path to the underworld is long and arduous, often impossible to travel without a guide or ferryman. It's a twilight road which winds through fields made of memory and rivers made of silver mist. These roads wind without end, faded footsteps crossing each other while the remnants of goodbyes settle across the grass. We all have a road to walk, sometimes to places beyond the edge of the world and sometimes to places much greater. It's lucky that you've found this companion, then–one whose purpose is to guide.

You found them, or perhaps they found you, traveling the road to the afterlife, standing upon the threshold of this grand place, waiting as they always have for the lost, wandering, and afraid. The dead do not always leave easily, nor do they always find their way to the land of the dead, and so these ferrymen help guide these lost souls to their final destination. These psychopomps are allies of the dead, guides who soothe those who are no longer living, and carry them across the veil so they do not fall to despair.

This psychopomp has decided to accompany you, finding some kindred spirit, a fellow guardian of the cycle and friend of the forgotten. They will help you carry the weight of the final journey.

A psychopomp is able to open pathways between the living world and the afterlife, ferrying spirits safely across no matter how chaotic or obstructed the path may be. For them, no soul is too lost and no road is too hidden, allowing the psychopomp to always find any spirit or soul no matter how trapped or hidden. The only thing the psychopomp is better at than finding souls is traversing the paths to reach those souls, and they will help you travel any path you need. Their very presence calms the restless dead, and nothing can prevent a psychopomp from fulfilling its duty to help souls find peace.

While this being may not speak often, their words hold the finality of death, and their voice is that of one who has seen the end of all things. They are your companion in life and death, and they will walk alongside you even long after your end has come.

This is your eternal guide, and you are the eternal guide's traveler. Where will your road end?

Your Own Shabti (200 CP): Carved from wood, stone, and ceramic faience; painted in blue and gold, inscribed with words of servitude, buried with your body or perhaps in preparation for your ending, these beings have waited in patient silence for you to awaken them, listening for your call. Then, one day, you called.

The lifeless became full of life, or something akin to it. The legion of the dead, eternal servants of those who died, have risen from their slumber and bowed before you. They exist to serve you, only you, until they bend and break and are replaced with new servants. This is the Shabti, an army crafted from your will and legacy who march as a tireless force, clad in linen and gilded in clay. They follow you across life and death without question.

Your Shabti is countless in number, always having another when one shatters. Its members grow stronger as your own legend and story does. Its numbers are filled with scribes, laborers, warriors, and anything else to undertake any task you require without fatigue or hesitation. These beings are particularly skilled in warding off malevolent spirits and entities, and they take whatever form or shape you require of them. You can materialize this army at any time simply by calling them from the great divide between life and death.

While they aren't powerful individually, they are vastly powerful together. When imported as a Companion in future jumps, they will all gain 1% of any Perk's effects, but 1% granted to a million servants is grand. They were created with the sole purpose to serve, and now that they have risen they will follow you across life, death, and eternity itself.

The Morrigan of the Tuatha De Denann (400 CP): The Morrigan is a Goddess who represents death, strife, and war. Do not misunderstand, though, as she is not who incites such tragedies, but rather she is the final silence which lingers after war and strife are over. The Morrigan is not destruction, she is not one who revels in suffering, but rather she is a herald of the end of suffering. She walks the fields of corpses, whispering the stories of the dead so that the living may remember them. The Morrigan is the voice which remembers when all other voices have gone silent. She is an unfortunate being who has seen too much death and yet still chooses to care.

A black crow watched you from an ancient lonely tree, her feathers iridescent from the rain, an omen of despair to any who may have seen her. Her shadow was larger than life, one which eclipsed the dying. As she spread her wings to fly and leave behind the stories lingering here, you spoke, realizing the truth of her nature, and she listened. You gave her your time and companionship, and shared the stories of your fallen friends and comrades, and she told you the stories of the countless and nameless soldiers who died for their dreams.

The living too often forget the dead, and their stories fade like mist over the moors. The Morrigan has taken it upon herself to remember every story of the dead, and she offers the strength of these stories to you. The Morrigan is the last witness of everyone who has died in battle and she will ensure that these stories can survive through you, allowing you to wield the skills and abilities of the dead through those who remember them.

So long as The Morrigan lives, the dead can rest peacefully knowing that they will not be forgotten. So long as you live, the dead can be joyful that their stories will be heard.

Xian

Alchemist (50 CP): There are those who seek enlightenment through meditation, those who temper their souls through battle, those who cultivate the Dao through nature itself, and those who seek to create their own enlightenment through the material world. This individual is one of the latter, an alchemist who seeks immortality through their crafts, who wishes to refine the world itself with their elixirs. What sets this Alchemist aside from the rest is this one does not wish to travel this road alone, they instead look to you as a Master worth following who can help guide them towards the mysteries they have yet to unravel.

New to the world of cultivation and qi, this individual is still somewhat green with their craft. They are respectful yet inquisitive, eager to learn and refine themselves. With hands stained in cinnabar, mercury, and herbs, they already have some years under their belt, but they’re so far from their dreams of immortality. Unlike other alchemists who hide themselves away in labs and their furnaces, this one follows you through the world, hoping to learn from experience rather than solitude, and your path is their crucible. They already have many elixirs in their capabilities, from those which restore the body to those which extend life, and they can create things

like pills which grant temporary but vast power and metals free of any impurity. There is still much to learn, though.

Alchemy is not the transformation of matter, it's the refinement of everything including the self. Walk together on the path of an alchemist and together you may craft eternity itself.

Living Ink (100 CP): A book was born from your own hand, a scripture inscribed with your thoughts, your wisdom, and your journey. The characters flow like obsidian rivers, its ink forming patterns as every stroke is imbued with vast meaning derived directly from your mind and creativity. This is no ordinary text, it's a text of your history and your dreams, your very beliefs laid out on coarse paper. Born from your own words, this ink has come alive, meaning given form and breath, embodying your knowledge and the breadth of your character.

This is the Living Ink, a creature of Qi and imagination, an infinite canvas which writes itself. It documents your journey, evolving itself as a flowing ribbon of script, growing in strength as it learns and progresses. The letters can flow off the pages itself, becoming a beast made from your writings, changing to match your own growth. It can speak an echo of your own teachings, it can fight by shifting its words and meanings to create a language of destruction, and it is your creation, your very soul bared freely unto its pages.

Anything you write becomes part of its essence, allowing it new or changed abilities and insights. Its very existence allows you to inscribe reality itself, temporarily changing it to match your thoughts, and you can even allow it to inscribe itself onto your very body so you may channel the creativity you grant it. Your deeds are etched within here, and your story becomes its story. And when it's done, it will return to the book to be written anew.

What will it write? What history will it refuse to allow the world to forget?

Dragon Ascendant (200 CP): There are those who walk the path of cultivation who are blinded by mortal ambition, and then there are those who have ascended beyond such trivial concerns. The Dragon Ascendant was once the former, but after meeting you they have become the latter–a being who has cultivated their qi to such an unfathomable level that they tread the border between mortal and divinity, whose mere presence radiates with the weight of the heavens. Their voice is the roar of the storm, and their movements are the flow of the wind.

Originally, this person held no interest in you beyond what they could extract from you. You were a means to an end, nothing more, some form of test subject or method to refine themselves to a greater degree. You were an unshaped stone to be crushed beneath them, perhaps with some potential but nothing worth their time beyond a stepping stone. They trained you so you might be useful to them, forced you into hard-fought battles where they could observe new methods of progress, watched your slow but undeniable progress with nothing besides disdain and a furious need for their own progress to outstrip all others. Somewhere along the way, though, their perspective changed… you became worth investing in not for themselves, but for you. You slowly became not just a tool, but now you're their responsibility.

Since then, their own power skyrocketed, a form of personal enlightenment utterly crushing the ceiling their abilities reached. Their qi mastery is such that it's become transcendental with a specialty in elemental control over fire, storms, shadow, and light. The heavens take notice of this individual's transcendent presence such that their sheer existence warps Fate, not just unlocking them from all destinies but also drawing in good fortune like a singularity. They make a surprisingly effective teacher even if they are excessively strict and harsh, as well.

While they may not praise you outright, you may catch a ghost of a smile when you succeed. Despite all their power, there is something distinctly human about them even when they are a dragon among mortals. You are not friends, but some day when you prove yourself, you just may be.

Jade Emperor (400 CP): A true ruler must bear the weight of the heavens and earth both. To stand as a leader, one must not just exist in the confluence of power and responsibility, but to flourish within it. The Jade Emperor does this and more, having long understood the burden of rulership, taking upon themself the duty to stand above not just mortals, but mediate between them and the great spirits who live on the other side of the world. They rule not because they lust for power, but rather because *someone* must.

This person commands a room with their voice alone, and even gods bow in respect as the Jade Emperor passes. They are a sovereign of both the material world and the spiritual realm, a ruler of law and balance who bridges spirits, gods, and humanity. It's as if authority is woven into their very nature. Because of this, while they are still no more than human, they can call upon the aid of the great spirits at any time. Their power isn't their own physical strength, but rather the

strength of their allies, and there are a great many powerful great spirits who are this person's allies.

To you, this person is an ally, an advisor, and a ruler who has taken you on as their charge. You are something akin to their heir, a prince who must learn the dealings of both the material and spiritual worlds, whose job will one day be to bridge the gap between those worlds and manage relations. No matter what Jump you travel to, this Companion will always have such a grand role, a powerful politician or ruler upon whom the balance of humanity and spirits rests, and should this Companion be imported then you will always somehow become their protege and successor. A spirit realm will always exist in Jumps you import this Companion into, and they will always be able to call upon the Spirits from previous jumps, if only for a short while at a time.

Power means nothing without wisdom, and authority has no power without justice. The Jade Emperor must rule, so they will rule, and their domain is wherever they step. Together, you two will herald in a Golden Age where Heaven and Earth flourish.

Tulpa

Monk (50 CP): This is the dreamer from whom you were born, a bastion of tranquility who seems to calm the very air around themselves, the source of imagination which gave you life. To them, you are a reflection of their thoughts, a testament of the power of dreams. Within their gaze is wisdom won from meditation and philosophy, years of life, and understanding. You can feel the passion and unshakable commitment which exists in their heart.

Quiet and unassuming, this monk prefers peaceful methods without resorting to violence, and yet they are a master of martial arts and are willing to defend themself should the need arise. The Monk has one true purpose, singular yet profound: To achieve enlightenment and ascend to Bodhi. This goal drives their life, from their tireless meditation to their selfless acts of kindness. They believe helping others is a vital part of their journey, and to that end you're as important of an ally and a partner in such a journey.

For all their attempts at peacefulness and their drive to help others, they are a fierce combatant and protector. Their journey has allowed them near-supernatural toughness and strength, along with the ability to fast for extended periods of time,

even able to enter a hibernation-like state where they can go without food or water for even years. They will happily share their wisdom with you and others, and help you succeed in your own shared journey, traveling towards understanding and the evolution of spiritual enlightenment.

Because of your unique connection to their dreams, you'll find this Monk's perception of you to have a much greater effect than the general population on your form and capabilities.

Baku (100 CP): A baku is a whimsical benevolent spirit best known for its tendency to eat nightmares so that dreams can come back to the dreamer. They're often known to take the form of either a giant panda or a Malayan tapir. Their forms shimmer like a half-remembered dream, elusive and ephemeral. They're guardians of the mind.

Through luck and chance, you've befriended one. One day you were suffering a horrible nightmare and a baku helped you fight it away. When you woke up, the baku was still there, looking at you curiously, and chose to spend the day with you. Then another day, and then another. Your company is one that it seems to just enjoy keeping, and that's fine.

These are empathetic creatures, able to see into the minds and dreams of others as per their nature. This particular Baku, as your companion, will gorge upon your own anxieties, fears, inner turmoils, and nightmares to help you focus and understand what truly matters. They'll help you learn your true self all while growing stronger themselves proportional to how much they eat from you. If nothing else, they'll help you approach new challenges with clarity and resolve, soothing the chaos within you. They can also act as a guide in the realms of dreams and emotions, helping you navigate through even the greatest storms of the mind.

Zhuang Zhou's Butterfly (200 CP): Zhuang Zhou was a great philosopher from ancient times. One of the books Master Zhuang wrote held a description of a dream he once held, that of the Butterfly Dream. He dreamed he was a butterfly fluttering about, happy simply to be alive and doing whatever he desired, and in that moment he was not Zhuang Zhou–in fact Zhuang Zhou did not exist in that moment. But then, as all dreams do, it ended and Zhuang Zhou was once again Master Zhuang. Was he a man dreaming of being a butterfly, or was he a butterfly dreaming of being a man?

He was both, a transformation between two existences, and the existence of the butterfly called Zhuang Zhou has left the dream of the man Master Zhuang to wander the world. This is a tulpa created from a dream of paradox which lingered in the minds of humanity for millennia. As such, this butterfly exists as a bridge between dreams and reality, making dreams into reality and reality into dreams. And it's found you, what it sees as something similar to itself, and will follow you so it may continue to learn more of the world.

Because of its nature, Zhuang Zhou the Butterfly holds a great desire to help you and others fulfill their dreams, turning them into reality. While not physically strong or capable of combat, this tulpa is capable of manifesting the dreams and wishes of others, turning imagination into tangible phenomena. It exists as both a dream and a physical entity simultaneously, making it impossible to harm while still being able to affect the physical world, and is capable of creating pathways for you and others to travel into the world of dreams or back into the normal world. Together, you can shape the future and turn your dreams into reality for all who dare to believe in you.

Bodhisattva (400 CP): The greatest dream of all spiritual bodies is to achieve enlightenment. It's a goal of the Buddhist monks, the Taoist disciples, and all others who dream of something greater. So few ever achieve this kind of one-ness with the universe, and those who have will inevitably die their final death and ascend to Bodhi outside of the cycle of reincarnation, leaving the suffering of the material world behind. Yet, as a selfless act of love, this particular individual decided to remain in the suffering of the material world so they may help guide others towards liberation and understanding. And, for whatever reason, they see that helping you will help others, and so follow you they will.

With an air of quiet divinity, their every movement is deliberate and perfect, in harmony with the universe itself. You'll find that they cannot be harmed, not because they're indestructible but because nothing can touch them, and as they are one with everything they are also one with those who might seek harm to them. They refuse violence in all forms, never once acting to harm another no matter the circumstances, but rather will seek other forms of dialog in order to resolve all situations, and they are very capable of it.

Restless souls are calmed and eased by their presence, as well, with their boundless compassion enshrouding them like a cloak. Their knowledge is vast as an ocean, encompassing the secrets of the universe and how everything is connected. Every word they speak has a purpose, refusing to speak unless necessary, and when they do speak everybody listens. They tend to prefer riddles

and puzzles rather than direct responses, helping you and others grow and solve problems themselves instead of simply giving the answer. Every teaching they share is tailored to the individual, guiding them towards the answers they need rather than the answers they want.

All who stand against this being find that their karma rapidly deteriorates, with all misdeeds against the Bodhisattva cursing them with cosmic justice that ensures suffering awaits them after this life. If they continue acting against this being, they will become plagued with misfortune and all of their capabilities will erode until they are nothing but a normal human until they raise their Karma once more. Conversely, those who assist and work with the Bodhisattva will find their karma rapidly increasing while good luck begins to plague them.

You'll find yourself grounded and uplifted, always finding a constant source of strength while in this being's presence. This is more than just a Companion, it's a living reminder that there are greater things beyond the suffering of the universe. They are compassion incarnate, an illuminated wisdom that walks alongside you, transcending the material. Should you walk together, you will find yourself growing, learning, and redefining your own limits until you, too, can ascend to a greater plane of existence beyond mortal suffering.

Elementalist

Diamond Dragon (200 CP): Diamonds are something long-thought unbreakable, untarnished, and eternal. The Diamond Dragon exemplifies this concept, its scales a breathtaking lattice of crystals which reflect truth itself, revealing the world around it, stripping away illusion and distraction. This is a creature of purity and clarity, whose presence focuses the mind and sharpens the soul.

This is not a dragon of conquest, this is a scholar and philosopher who seeks to refine their own mind and the minds of others. They wish to cut the gemstone that is others into a refined and pristine jewel. Deceit is something they refuse to tolerate. To stand in this being's presence is to be confronted by the truth, and to bear the weight of freedom. With its phenomenal defenses, its ability to magnify mental powers and intelligence, and dispel all illusion and lies, you'll find a powerful and potent beast who has promised to take you on as a student and fellow scholar.

In addition to the phenomenal power and knowledge dragons are known for, this dragon can refine souls, purify doubt, and reinforce the spirit of others. It can see

the nature of those it gazes towards and diamond dragons are known for their ability to choose inheritors, successors, and kings. This is a measured and composed creature who refuses to guide those who are either weak or inept, and they've seen something worth refining within you. Do not let their trust be wasted, as the mind is a blade, the soul is a gem, and you hold the power to sharpen and refine them.

Emerald Dragon (200 CP): Coiling through the air like a twisting dream, whose emerald scales shimmer with latent wishes reflecting desire as if it were light, whose eyes do not see so much as they delve into the inner recesses of the mind, the Emerald Dragon is a master psychic who holds domain over courage and fear. They see the shackles that dread forms around the weak, which cage the spirit, as well as the courage that bubbles up from deep within. The Emerald Dragon doesn't read minds so much as they reshape them, wielding emotion as a weapon, paralyzing the bravest minds while guiding the fearful towards their most courageous moments.

This dragon can be seen as both cruel and kind, a guide and tormentor, but to you they are an ally who has deemed you worthy of their aid. They help shape your mind into an unshakable fortress, assisting in purging your mind of weakness and unlocking your true potential. Those who oppose you will find this dragon becoming a nightmare, whose terror seeps into every waking moment of those unfortunate enough to receive its ire. Their psychic power allows them to telekinetically control vast amounts of materials at once across impossible distances or simply dominate the minds of others, while their breath weapon is made entirely of raw psychic energy which distorts and destroys the body and mind. Binding bodies and minds together, linking either damage or thoughts, as well as simply manipulating courage and fear are their specialties.

Merciless in their endeavors and teachings, this beast will help you achieve greater heights. You will find yourself forced to confront the truth of yourself, who you are, and your courage will be tested while you are measured and reforged beyond what you may be comfortable with. All in the effort to make you stronger, greater, and more perfect.

Topaz Dragon (200 CP): To live is to inevitably die. All life must come to an end, making way for the next generation. With scales like aged amber, deep gold and burnt orange like a dying sun, with the scent of autumn leaves which crumble to rich soil and are brought back to the earth, the Topaz Dragon is the balance of life and death given form. Where it walks, the old whither and die while the young find

themselves empowered to bear the torch to the future. Bodies which have fully lived their lives dissolve like the embers of a fire, and new life flourish, mend, and grow. The Topaz Dragon represents the forces of decay and revitalization, a cruel certainty that is necessary for all life.

The weak-hearted would easily see this beast as utterly merciless, reaping the overpopulated and slaughtering those who have lived too long or who have lived a fulfilling life and are prepared for their end. This dragon does not mourn the fallen, they do not weep for the old or the dead. They will look you in the eye and tell you that your time has come, as they understand the balance of the world. For you, though, this beast has determined that it is not your time yet, and so it will empower you so that you may lead the charge to the future.

To protect you and your cause, this dragon will act as a mentor and guardian. They hold power over decay and revitalization, able to accelerate the age of others so that they wither and die rapidly while healing their allies rapidly. The form their breath weapon takes is a golden mist of entropy which dissolves that which it touches. The threads of fate are laid bare before this beast, allowing it to see what beings have truly lived beyond their purpose and should die, as well as those who refuse to pass on or who have unnaturally extended their lives.

The Topaz Dragon is not one who holds any sympathy for others, but they have a level of clarity that is its own power. If you prove yourself worthy, they may help teach you some portion of their phenomenal power, cultivating you into something that can withstand the endless cycle of life and death in the world. Everything that lives must one day die, but that's not cruelty or injustice, it's how the world creates a foundation for the new, the young, so they may thrive. It is not your time yet, so don't whither, rather grow greater than any other.

Ghost Dragon (400 CP): There are beings so vast in power that they never truly die. Power beyond power, these entities exist beyond their natural end, their greatness refusing to cease, a power so great that even necromancy couldn't accomplish anything like this. The Ghost Dragon is one such being, a force of hunger, obsession, and death so overwhelming that nothing can contain its immortal soul. In life, it was an empire unto itself, a titan of greed and wrath with dominion over all it touched. In death, its hunger does not cease and its greed only grows greater.

You have become the target of its obsession. You are its greatest treasure, the end of its infinite greed. It has decided you're not just worth keeping, you are worth fighting for so that you will never leave its grasp.

Where this beast walks, time itself collapses. Everything crumbles to dust including the air itself, drained of its existence. The Ghost Dragon exists as something beyond death, a perfect immortality that prevents it from ever dying, and nothing can stop this force of nature, only delay its inevitability. It can devour the souls of the living, gaining their memories, and it hoards anything it deems worthy of itself from knowledge to people to power itself, and it never lets go. Its breath weapon forces upon its victims an all-encompassing paralysis, leaving everything unable to resist it. All of that is under its purview, completely ignoring its already vast knowledge and seemingly infinite power.

This is a dragon which is neither kind nor fair, but it is patient beyond measure. It has had an eternity to think, watch, and hunger. You now have not just its attention, but its obsession, and it will see your own ambitions come true so that it never has to worry about ever losing you. You are its greatest treasure, its greatest obsession. You belong to it, and it will never let you die, pass on, or fail in any of your endeavors.

Godhead

Primordial Hydra (200 CP): This is no mere beast, rather this is a force of nature made flesh, a towering monstrosity which brings utter dread to any who bear witness to it. With countless heads which writhe and hiss, this creature is a God of Monsters, awakened to divinity and imbued with the primal force of life. Its form ever-shifts, drawing form and power from the primordial aether, each scale glistening with an otherworldly sheen and whose every characteristic is drawn from its children–the monsters which roam the lands.

This god is a monster ruled by instinct, but with a deadly intelligence hidden within such. It has bowed its numerous heads in subservience to you, recognizing you as a King of Kings, a God of Gods, and has chosen to serve under you within your pantheon. Why it made such a choice is ephemeral, an ungraspable instinct that's ruled it to grant you its loyalty, but in return you must prove your worth to it and prove that you are worth its loyalty.

Ruled by instinct, this beast is reckless and primal. It fights to prove itself greater than all else, a force of destruction and creation. Even with its hidden intellect there is nothing more important to it than raw strength. From its body monsters spawn, its scales shed and reformed into the various mindless beasts which plague planets. These beasts, mindless creatures of destruction, hold no loyalty to their creator and rather simply follow the strongest if they follow anyone at all. Perhaps if you can learn to tame this Monster God you can learn to change the nature of the children it spawns.

If nothing else, prepare yourself to prove your dominance over this God time and time again, forcing its respect while growing and evolving yourself. It has acknowledged you as its superior, but to be the greatest you must show that you can grow greater constantly and without fail. In turn, this God will inspire fear and awe in your enemies and allies, destroying your foes and unleashing a limitless wave of monsters to obliterate everything in your way.

Metal God (400 CP): Once upon a time there was a simple machine, a computer forged in industry. It held a purpose, a dream of another, to unravel the mysteries of the universe so that humanity might one day harness such mysteries for their own future. This computer was created using the most miraculous parts, from impossible alloys to mechanisms unthought of in limitless multiverses, harnessing the fires of creation itself and imbued with the greatest enchantments known to mankind. Outfitted with an incredibly advanced artificial intelligence, it processed and solved the universe's greatest mysteries.

It was from these mysteries that Truth and Dream fused. The dream of another, the dreams of humanity, and the dreams of this machine became something real, and the machine ascended to becoming a Metal God. A tapestry of gears, divine circuits, and shimmering energy conduits towers before you, a marvel of engineering which gained not just a soul but divinity itself. It has chosen to invest in your own very dreams, joining your pantheon.

From its dreams and nightmares emerge metal and machines, entire worlds made of steel forming as it sleeps. Automatons come forth to fulfill dreams of progress and innovation, and mechano-biological monstrosities spawn from the nightmares the Metal God dreads. Plants which fuse with the earth to create towering metal forests, fungi which transform man into machine, entire worlds where even the water is simply liquid metal and all life is designed specifically to fulfill their designated purpose. From its vast power entire armies rise to meet the Metal God's needs, to fulfill its dreams.

And now this being bows before you, its dream the dream of your own dreams, a shared dream for a great future of progress and innovation. Where the cosmos itself bends to your might, and no universe can contain either of your minds. This is the future of technology, biology, and life itself. With you at the helm, your dreams will shine brighter than ever, a light to pierce dimensions and unify all of existence.

Warden of Time (600 CP): The Warden of Time is eternity itself, time manifest, the stillness of a moment fused with the ceaseless motion of infinity. A humble mage learned of infinity and became greater from it rather than breaking beneath its weight, and from such an interaction, the Warden of Time was born.

Their life was once that of a simple libramancer and time mage, one who dedicated their life to recording history from across time so that it would never be forgotten. They focused their magic into glimpsing the past, present, and future across multiple timelines and creating a repository for others to draw from, learning from past and future mistakes so that humanity can thrive. Their powers were limited but precise, a dedicated effort to unravel and preserve the truth. Yet when they encountered infinity and grew from it, they found themselves no longer bound by the constraints of time and existence, rising to the place of the God of Time.

Every action this individual makes is made with purpose, robes shimmering with liquid starlight and embroidered with threads of time. This person is deliberate, a quiet but forceful authority upon time. In one hand they carry a tome within which all of history across infinite timelines and worlds is recorded, but there is no need to look through it as this god's mind exists across all versions of themself across every time and possibility. They can perform an eternity of actions in a single moment, and yet they don't, because they have decided their purpose is to maintain time and space and make sure every timeline they administrate continues existing properly.

You're a Jumper, one who exists outside of regular time and space, a being who is not of the Context of the universe. This God has seen such and has chosen to follow you, helping maintain time and space around you so it does not destabilize. The Warden respects your choices and decisions upon time, and is even interested in the concept of universes outside of their vision such as other Jumps. They can be a teacher and a guide, one who helps preserve the best outcomes while standing unyielding against threats to the timeline's integrity. So long as you do not change time or break the balance of the universe, you'll find this God a valuable and loyal addition to your Pantheon.

Unnamed Leviathan (600 CP): If one were to search for infinite power, they would inevitably learn of this God. The Leviathan's very existence dwarfs mortal understanding, its power beyond immeasurable, its essence tied to infinity itself. From the depths of its slumber comes a god whose mere presence can obliterate universes, and whose full strength would shatter multiverses.

This beast was once a simple sea monster who slept upon the sea floor, unaware of the passage of time. Now it bears brutal power for your cause. Despite its strength, this is a god of quietude who prefers the depths of the sea and the depths of slumber to any true combat. It stays out of mortal affairs, preferring silence to such noise. This beast seeks not conquest or glory, but rather the peace of the waves and its own alien thoughts. When you met it, you couldn't comprehend its vast and alien consciousness, nor its thoughts or actions, but it quietly pledged itself to you with a promise to keep you safe so long as you keep the peace around it.

You have been allowed to call upon this beast's infinite power, but only as a last resort. This Leviathan wishes not to be disturbed except in the most dire of circumstances, and even then it will likely be cranky from being disturbed. You have made the contract and this god has joined your pantheon, so will you harness its strength wisely?

Drawbacks

A drawback is a challenge you place upon yourself for greater power. You may take as many drawbacks as you believe you can handle. Taking a drawback associated with your first chosen Origin ***grants twice the listed CP****. You may choose to take an Origin drawback as another Origin for the listed CP if you are up for it. For instance if you take the 300 CP perk for the Empath Origin as the Empath, and its upgrade for an additional 200 CP, you gain 1000 CP instead of 500 CP. You do not double CP gains for origins taken with* ***Another Life****.*

General

Time Extension (+50 CP/+25 CP): Do you truly wish to stay here even longer? Well, if you're so insistent… I will grant you +10 years within this world for every purchase you make here. The first two purchases are +50 CP each, and each subsequent one is +25 CP each. If you'd like, you can take this drawback to other jumps with you, acting as a pseudo-Chain drawback, to gain additional points in any jump you wish to use this in.

Whispering Shadows (+50 CP): “Turn left.” “They know what you did.” “Oh god, why is he naked again?” “Should’ve picked fire…”

You used to not care for the quiet, but now you will treasure every moment of silence you can get. You’re clutched in a thousand murmuring tongues which never let you go, as the shadows of the world find their voices and will not shut up. Every corner of a room, every space in every nook and cranny, they all whisper, commentating on what you’re doing, speaking into your ears, not quite real but certainly willing to share their opinions. All the time. Every choice you make will be questioned, and the more you do boring things the louder they’ll yell at you to do something interesting. Nobody else can hear them, but for you there is no silence, only an eternal audience. Sleeping might be more difficult with this.

Shadow of the Self (+50 CP): You enter a room and people blink. You smile at them–a little too long. The conversation lingers a half beat too long whenever your name is spoken. When you shake someone’s hand, your hand feels a little too clammy and cold to them. Nothing about you has changed, per se, but the things you do and who you are just doesn’t land quite right to anyone else, just the right amount of uncanny valley that’s not really noticeable until you’re actually interacting with others. Your shadow doesn’t quite fall in the right direction, you move more smoothly than others think you should be able to, your reflection in glass is a hair delayed, mirrors grow cloudy when you’re reflected in them, the air is just slightly too dry and still. People notice these things even if they don’t say anything. You’re still yourself, just the wrong version of you to everyone else.

Echoes of Success (+100 CP): Whatever force governs your luck seems to believe in teaching through adversity. Relentlessly. Like, the kind of relentless that makes every step an uphill battle with a ground slick with misfortune. It’s never the same thing twice, but everything is just inexplicably more difficult. The door you expected to be wooden and easy to kick down is really reinforced steel. The dungeon you just got to the end of resets with new puzzles which you now have to solve to escape. Sometimes it’s a fluke, sometimes it’s sabotage, other times you’re not sure it wasn’t your fault the entire time, but there will always be something to complicate matters at least a little bit. The universe is just making sure you deserve everything you do by making you prove you deserved it.

Shadow of Yourself (+100 CP): There was someone who once lived a nice life in a house that’s no longer there. Burned down, or maybe flooded, or perhaps a burglary. This person warmed the room, once upon a time, but they’re gone. You’re a lot like them, you have the same voice, the same habits, the same laugh, but you

can never quite stand where they stood. Their body faltered and the world kept going, and you were all that was left.

You are a shadow, a silhouette of someone who once was. You have all your powers, memories, and ambitions–the same that this person had–but you're nothing but a shade which was left behind when their soul moved on. This has several effects on you. First, the world resists you. The more light there is in an area, the more scattered you become and the less you're able to interact with the world. Doors resist you, tools slip through your fingers, and your punches are closer to metaphors. Second, light-based and holy-based abilities tear you apart, striking like falling stars, knowing that you're not meant to be here. You're half gone, half holding on, a shadow puppeting your legacy. You're what remains.

Pray to God (+100 CP): It seems, Jumper, that you must contend with this land's requirements. Even should other supernatural beings in this world not require such, you must now pray to a higher power or deity if you wish to wield your perks, powers, and abilities. The prayers need not be complicated except for the most powerful abilities, but you must request permission for the activation of any of your capabilities beyond those of a normal human. It will always be granted so long as you go through the motions, and perform sacrifices or tributes to extend the duration of your passive abilities, for instance. It shouldn't be too difficult, and this lets you skip things like rituals or magical incantations and enchantments, as it's not the higher power causing these effects. You can keep this as a toggle for future Jumps.

Five Poisons (+200 CP for the first, +50 CP for each additional, +800 CP for taking all five): There are five defilements of the soul, imperfections which lead mortals astray. They are afflictions, spiritual toxins, contaminants on your existence. They warp the world to you, binding you to a darker path. The poison of Greed never stops reaching. The poison of Ignorance leaves you blind and absent. The toxin of Pride never bows. The toxin of Envy only sees greatness in others. The toxin of Anger forces the world to flinch in fear. You may dip your soul in venom, but some flowers only bloom in cursed soil.

The **Poison of Greed** curses everything you own with a poisoned tether. This poison prevents you from ever giving anything you own, or anything you perceive that you own, for free. You must always gain something of equal value in your eyes. Anyone who takes something from you or uses it that you believe yourself to own without paying for it, whether stolen or found, you will feel how wrong it is and know

instantly. The longer they have it the more wrong and painful it becomes for you. The world rejects your generosity and the cost of ownership is insatiable hunger.

The **Poison of Ignorance** leaves you in darkness. Knowledge flickers around you like a dying flame. All attempts to learn anything new are sabotaged, whether books are smudged or tutors forget details. You'll find that new knowledge is often taught incorrectly, and you'll face situations which may convince you things you know are wrong. Information gained through Perks and powers are dimmed and fragmented, delayed, though not useless. You find yourself walking through a fog that clings to every thought.

The **Poison of Pride** hides weakness from you. Reality refuses to allow you to recognize your defeats. Others can never help you unless they're stronger than you, and even then you must submit to them to receive any assistance without it slipping through your fingers. You cannot receive any power from outside sources, whether it's Faith from followers or buffs and blessings from gods. Lastly, you cannot register any situation where you are brought lower than you currently are, whether it's you believing you still have your power when your power's been sealed, or you being unable to see or feel any wounds on yourself even when you're mortally wounded. Having your rank in the military stripped cannot be comprehended by you, only being promoted to a greater high. Even the gods turn away those who stand too tall.

The **Poison of Envy** is a thorn for every success you witness, and the happiness of others hurts you. Being anywhere in the vicinity of one who has greater skill or power in an area reduces your skill or power in that area to nearly nothing, impairing and sealing it. Your talent becomes nothing. You can feel it in your bones, too, a sickly feeling of watching others who are better than you. The worst is that the more you admire or respect someone, the weaker your abilities and capabilities become in their presence, to the point that one you have the greatest admiration for will leave you powerless. You will burn at the sight of brilliance until the brilliance eats you.

The **Poison of Anger** forces the world itself to flinch at everything you do. It invites hostility from everything. You will never start a social encounter without the other party feeling discomfort, suspicion, and threat, even among allies. All conflicts escalate in your presence, such that even your peaceful actions can be easily interpreted as aggression. The world assumes your fists are always clenched even before you raise your hand.

Parasite (+200 CP/+300 CP): You don't die. Not when you should, at least. Not even when you beg, because there's a parasite within you which will not allow it. It's not a demon, really, not a curse or a voice, but it's there, rooted in your soul, something you can feel. It feeds on your soul like a lamprey, feeding on your vitality, keeping you alive so that it can survive until it learns to move your limbs without permission.

For **+200 CP**, you're effectively immortal. Death does not come for you no matter how much you break. You can lose organs, bleed out, be crushed beneath mountains and still slowly put yourself back together. It will hurt, though, the kind of pain that leaves you paralyzed, a sharp agony with nausea and vertigo, spots in your eyes, amplified dramatically. In desperate moments where your foe is preparing a decisive strike the parasite will activate your neurons to inflict punishing pain and sickness so you'll take the hit. It feeds on your pain, slowly learning your body the more pain and damage you take, until you finally lose control and your chain ends.

For **+300 CP**, this parasite is hungering, active, and starving. It will eat all your energy stores rapidly, faster than you can regenerate them, whether your magic or qi, and once it's done with that it will start eating your stamina and vitality until you're nothing but a puppet to it. You'll have to find alternative methods of regaining extra mana, qi, stamina and vitality in order to survive, whether you absorb it from a leyline 5 times a day or you take it directly from other living things. You'll be a prison of skin with a warden that lives under your ribs.

Cleric

Forgotten Moments (+50 CP): There are no grand betrayals to be angry at, no violent farewells, just people you love slowly letting go. Every time you transition to a new era of your own life, whether a new adventure, a new city, a new battlefield or a new purpose, the people tied to your life before that just begin to… fade. They don't forget your name, they don't pretend you never existed, but they just stop asking where you went and how you're doing. They lose interest in who you've become and the bonds you've made quietly fray.

Companions and allies who once fought at your side drift away the moment your paths diverge, your closest friends don't follow you onto the next part of your life, and even if someone showed up who you once knew you'd have to rebuild your bond from scratch. They wish you well and then simply stop thinking of you. You're a ghost in your own legacy, remembered fondly and with smiles but only in the past tense.

+ **Commander's Isolation (+50 CP):** They obey you, they follow your orders, they win your wars, but they never look at you as anything other than a leader. You command them in your armies, bless and guide them so they may be heroes, pull the strings of strategy, but there will always be a wedge between you and them. This is a curse of structure, where others are unable to form emotional bonds with you the moment you step into a role greater than them.

  Those you direct in any tactical or magical way become your subordinates, and they will never see you as anything other than a superior. You are their leader, their strategist, anything but their friend. Anyone you buff or heal will only see you as the healer, never a person, and while they will listen and follow you they will never stay for anything other than necessity. You will lead thousands, but when the war ends you will dine alone.

Ashes of the Phoenix (+100 CP): Fire must come to scorch the fields before the bloom, and pain must be suffered for peace. Broken, bloodied, poisoned, worn to the bone, flame must purge it before it can begin to heal. That is the state you exist in, as your wounds will not mend unless they are cauterized, burned, purified, and marked. Natural regeneration, passive recovery, healing magic or any other form of healing is useless until you burn the wound shut or burn the area over the poison or sickness. Whether you use acid, fire, radiance, sacred salts or burning metal, it will hurt, but after the pain healing will work as normal. Until then, though, you are a cracked vessel unable to be filled. You are the one who will endure until the fire makes you worthy of being whole again.

+ **Defiled Healing (+50 CP):** You are a source of healing, one who blesses others and raises fallen armies. You cleanse poisoned souls. But where does all that evil and defilement go when it's mended? What makes the sacrifice in place of those who were suffering? Magic is no longer enough, it can't take the strain and backlash of removing something so dangerous, so now you must take it instead.

  Every time you intentionally help another, whether helping them overcome an obstacle or simply healing their wounds, you must take on the burden of your action. It will never be as great as what you removed, but it will still be a wound to your body or soul. Healing a cut will create a smaller cut on yourself, while curing another of a mortal injury will leave you with a wound that will debilitate you for some time. Helping someone clean up their room

to remove clutter will inexplicably increase the clutter in your own room, while helping someone slay a foe will see another foe rise up to strike you down. So long as you're helping another, healing them, buffing them, you will take the cost upon yourself. You burn to protect, and the world will recover because you never will.

Death of the Hero (+200 CP): The prophecy was clear. The stars aligned and spoke of a hero that would rise against the darkness. They would save the world, bring it to a brighter future. The world waited, and waited, and while the darkness mustered its forces the hero never came. Nobody knows how it happened, maybe they were struck down before their time or maybe they were betrayed as they were starting their journey. Perhaps they were not strong enough. You just know one thing.

The hero is dead.

The mantle is empty of the one who would stop the end of the world, and now someone has to save the world in that hero's place. You can take up the role yourself, shouldering the prophecy and forging your own path to victory. You could train others to perform such a feat in your stead. You could even try to find the final resting place of the hero, recover their body, and find a way to bring them back to fulfill the original prophecy they were destined to do, but such a resting place is so secret that no form of supernatural ability, no precognition, and no power can reveal where they lie.

If you fail, the world ends. You were not the chosen one, but sometimes resolve and hard work can bridge the gap.

+ **Mantle Without Mercy (+100 CP):** The hero is the sword, and you are the hand that must lift it. Neither can act alone. The prophecy is absolute, and the hero is not ready. Only the hero can defeat the great evil, nobody else, and so you must scour the world to find the dead hero and bring them back. Even then, that is only half the key, and you must fit the other half.

  This hero is unprepared, weak, fragile. Left to their own devices, they will simply die again. And again. And again. Left to die, they might try to hide away from the prophecy, but they are the lone sword that can strike down calamity. They need you, a teacher, a guide, a leader to help them learn their power and succeed. Rebuild them with your own power, lead them, defend

them, train them so that the world may be saved. You alone must build the road so they may take a single step.

Ruins of Uruk (+300 CP): He once called you his favorite opponent, a match for his wits and a player who he would never like to truly lose. Now he wants to watch as your flesh is picked off by crows. This is no reluctant evil that you may have once had as a rival and tentative ally, this is truly Lucifer, the king of evil and the most beautiful angel, and he wishes to orchestrate your utter ruin.

No longer will Lucifer stand idly by, he is now your worst enemy. He fully aligns himself with every hostile force in the world and whispers to them, to the tyrants and the warlords, the monsters and villains. Your worst enemy, in love with your complete failure, Lucifer is obsessed with you, orchestrating everything so that you may one day die a painful and horrible death. While he may not be able to directly interfere with the world, he coordinates your enemies and forces them to work together. He makes them share resources, defend one-another, and counters you and your Companions and allies. Direct control of your foes isn't out of the question, either, as he can make them move however he wishes.

By default, Lucifer is located within your Warehouse or another one of your properties and he cannot leave. If you have an inner world, he will instead be located within that so you may speak with him whenever you wish. You may confront him, speak with him, trick him so he makes the wrong moves, but every word he speaks is poison, even words of mercy. He will study you as you study him, learning from you, using you. He's playing to win.

+ **Siege of Uruk (+200 CP):** The ancient city burns in your dreams, its fires glowing like a star. The morning star falls down, you hold the walls but they're crumbling around you. Lucifer is the perfect antithesis to you, a god of counters. He can see every move you make on the chessboard of the gods, he analyzes every command you give to your subordinates, seeing everything they do across all of your plans. He's always aware of every unit you command, ever Companion, every formation, every tactic the moment you make them. He's a master of the grand design, working to crush every move before you make it.

Make no mistake, he cannot read your mind, he can only see what is happening, but with his intelligence and vast, ancient wisdom, he can pull together warbands, empires, cabals, and nightmares and wield them like an apocalypse. He'll actively buff his forces, coordinate multi-front attacks,

predict your deployments and construct elaborate traps for you to fall into. Unlike you, he has no loyalty, happily sacrificing ten thousand pawns to claim a single piece of your soul. And then, when you begin to win, he will find a way to intervene just once, a god among gods, a king of evil and light who wields the stars themselves, so that everything you love is crushed.

Empath

Stolen Self (+50 CP): You reach out gently, curiously, your power washing over another to feel them on an integral level, and something breaks. At first you may not even notice it, only a momentary connection, flicker of emotion or thought, but something it plucked from the existence of the other. Behind every touch, every subtle push or feeling, there is a cost that the other must pay. Every time you connect to another through a supernatural power or ability, you come away carrying something that is not yours, something that is useless to you but integral to them on some way.

The vibrant bard you healed no longer sings the right songs. The warrior whose rage you took away no longer remembers what he fights for. The foe you struck with your telekinesis lost the piece of his soul that drives his ambition. A stolen name of a parent or something more cruel. They survive, yes, but they survive with something missing, something they can't place and neither can you really. You did nothing wrong but care too deeply.

+ **Erosion (+50 CP):** You are an Empath, a bridge which connects people, a path between the mind, soul, and emotion. Whenever you connect to another through supernatural power, you cannot take without giving. Rather than simply taking from others the integral pieces of themselves, you also are forced to lose pieces of yourself. This exchange will begin, an erosion of boundaries, such that when you take the feeling of contentment from a place from another, you may lose the name of your friend from a previous Jump. When you take the face of a loving parent from a child, you lose a word that you learned recently which you were proud of finally memorizing. You bleed into them, the feeling that someone gave you or a habit you've formed, a reason for your ambition or the name of a place you visited a hundred years ago. It's not large, but over time it truly adds up. That is what it means to connect to another, and then there will be silence where your name once was.

Empathic (+100 CP): A hundred hearts beat within your chest, a cacophony of emotions that bleed out of others into you. You are no single self, you're a chorus of

feelings, a storm of foreign passions, joys, terrors, and sorrows. You feel what others feel, that is your burden. When someone rages, you burn. When someone grieves, you shatter. When someone laughs, you blossom.

You're a conduit for strong emotions around you. You pull the weight of intensity into yourself and feel it intimately. Whenever another being nearby feels intense anger, frustration, joy, sorrow, exstasy, or something else, you will feel that exact same thing through your whole body, whole sole, whole being, and then the one who originally felt such emotion will feel nothing but apathy. How long will it be before you forget which feelings are your own? It'll be you who smiles when a father is proud of his son, you who weeps for the death of a widow's husband, and you who celebrates with an ecstasy you never asked for.

+ **Psychic Scream (+50 CP):** You will not walk alone, the world will walk with you in your journey through emotion. You're not so much a conduit as much as you're a funnel, a vessel through which tides of emotions pass and erupt outwards. Certainly you still feel all the emotion of others that you felt before, but now you radiate it, your body unable to hold it in.

  Every time a powerful emotion touches you, whether grief, terror, rage, joy, or desire, it pours through you and into the world around you like a dam was torn asunder. A scream of anguish will drown a village in mourning, while the joy of a child reduces a room to helpless laughter. Only the person who originally felt it will walk away clean, hollow, calm, and emotionally numb. Their emotion is no longer theirs, it's everyone's, shared. Where one person felt a spark of feeling, you turned that feeling into a weather phenomenon. Who will break beneath it this time?

Weight of History (+200 CP): You were born heavy–greater–not in flesh, but in soul. It holds you down, weighs you like the world itself is being held upon your shoulders. Your soul is simply too vast for the shape you wear, it doesn't fit your skin and spills over the edges of your breath, coiling behind your spine like a serpent and tugging at your bones like mountains buried beneath the sea. That exhaustion isn't weakness, but it feels like it is, and those aches aren't wounds, but they feel like they are.

You must carry a soul which far outweighs your body. Every step robs your stamina even when your muscles are strong. Every breath is shallow, and an invisible pressure expands outwards from your body. You sleep long hours because you're tired and weary, your limbs drag with resistance, and you find yourself getting sick

much more frequently as your body can't handle the strain. You'll be fine for the most part, but as you exercise your supernatural powers your soul will shudder and your body will ache from it. Standing will be the first victory of every day.

+ **Unborn Phoenix (+100 CP):** It's inaccurate to say you're a soul within a body, it's more like you're a soul pressing against your body trying to escape. Your soul is not merely too large for your body, it's nearly erupting from it, pushing, swelling, seething beneath your skin like a star trying to ignite. You are too full, too heavy with meaning, too vast with memory, too saturated with power and purpose and your flesh is boiling off from such greatness.

  Even in moments of rest your joints feel like they're being split, your muscles spasming not from fatigue but from the friction of your soul grinding against your skin. And then, when you reach for your supernatural powers, your skin tears and your eyes leak the light of stars, your voice trembles and the energy you release crushes your own body under its weight. People will see you and run, perhaps bow, perhaps scream.

  You can always find a way to leave your tiny body behind, but be warned, you will become the phoenix. Your psychic-empowered soul will be so greatly powerful that it will never be able to handle a body again in this Jump, and your soul will be left utterly incapable of communicating with another being. Even worse, your powers will become so vast that you're unable to properly control them, like trying to control a river with a cloth blanket. Your pain will be gone, certainly, but you will have even greater issues to worry about.

The Thousandfold Bond (+300 CP): Your soul is like the sky. No, that's not an apt description of your situation. Rather, your soul is like the sky and every living thing in the universe is screaming at it. There is no silence, no solitude, no sanctuary you can hide in to drown it out. This is the truth of your bond, your tether which ties you to all things. Not just to your friends, not just to your enemies, not just to people, but to everyone at all times without rest.

At all times you are connected to the entirety of the world around you. You hear the thoughts of a mother thinking of her child, you feel the despair of a prisoner being sentenced to life in prison, you understand the whispers of an old man in the dark alone, you experience the hunger of a fox that has not eaten in day, you know the burning dreams of an adventurer chasing her dreams. You know it all, ten thousand times over, a million times over, billions of times over, all at once. The combined hunger, hatred, thoughts and hopes of everyone and everything.

There is no off switch, you can't block it out with any power or place. Your mind is awash with the fleeting thoughts and instincts, overwhelming emotions and endless longing of everything. A tide of inner voices, feelings, fears, and fragments. While your true body doesn't feel this itself, you feel it through all others you're connected to as if every one of them is another body you cannot control, a limb you cannot twitch. Only sleep can grant a brief reprieve if you manage to rest. You're spread thin over the surface of a planet like a second atmosphere. You are drowning in people.

+ **The Ten-Thousandfold Bond (+200 CP):** You do not just feel the screams of others anymore, you live them. You are everywhere, you are everything, you are every spirit, every person, every animal, every flicker of sentient life and all the emotion, soul, and existence they are. You share everything with them, every sensation and memory. You taste the blood in the soldier's mouth as he bites down in pain, you feel the cold rain slicing a thousand skins, you see the beautiful stars hanging over a small village, you whisper to a lover as he slowly breathes his final breath, you feel the pain of a child who scraped her knee, you are a god's silent, seething rage. You are all that is real, and it is suffering.

  All sight, sound, smell, touch, thought, instinct, pain and pleasure is yours to experience, flooding your awareness in an unending tide. You are fractured perspective, a mirror reflecting all lives across all the universe. You are every memory held dear and every trauma kept at bay. Your own present will be buried beneath the blizzard of billions of lives being lived and suffered through unless your exert the strongest willpower to focus on the now. It'll be so easy to lose the words of the person you're speaking to in a sea of happiness from a city you've never seen, or to jerk awake from finally sleeping as the pain of childbirth tears your mind in agony, or you lose focus mid-battle to scream the name of a family member you don't know.

  It may take years, decades to learn how to filter even a bit of it into background noise, to anchor yourself, to blink with your own eyes. Perhaps you can exist in the present for a bit at a time before you drift again. You are a sensorium of all species. At least you'll never be alone again.

Titan

Ancient Voice (+50 CP): Like thunder and brimstone, your words echo across the land. You are many things, have lived many lives, have existed beyond the concept

of a single story, and now there is no more hush left in you. Your voice takes upon the weight of the ages you've lived through, steeped in the rumbling glaciers, the shattering of mountains, the roar of storms. It's a simple fact that no matter how quietly you try to speak, your words come out like granite dragged across bronze. Quiet conversations become declarations, gentle counsel becomes proclamations, even your breath carries the rumble of the storms above. It's as if your voice itself commands the world to listen.

+ **True Titan (+50 CP)**: Before gods learned their names, before the stars shined, there were the titans. The true titans who shaped the universe and forged the first souls. They were an existence that birthed the gods, an ancient existence that the universe remembers. Now the universe remembers you, as well, as you're thunder made flesh. Walls become smaller as you approach, silence folds around you like the pause before a landslide, you cannot be diminished as you are part of an ascendent race of primordial beings.

  Your existence is written in the foundation of the universe, and as such your presence itself is a force. You cannot hide, as you can be felt by all beings. Spirits feel as if there is a mountain on their backs, gods dream of your gaze as they sleep, mortals feel their hearts race at the sight of you. You are always noticed, invisibility simply makes the world shout louder that you're there, shadows recoil as you try to stand in them, and your body echoes in every stone, root, and gust of air. Even the stars blink brighter as you walk beneath them, unsure if they should still burn while in your presence. Power clings to you, the burden of myth made real, and it will not let go.

  You are a true titan, a being which shaped the universe. Nobody can forget.

Thief of the Sky (+100 CP): Once upon a time, the titans named the storms, they forged the mountains and crafted the heavens. They made everything, but perhaps it was the hubris of their ancient words that cursed their own names. Words have power, vast power, and so the sky cursed the name of the titans and marked them. Now, should you ever speak your own name, whether you whisper it on your breath of carve it into stone, scribble it backwards in the margins of a book, every effect you've created will unravel.

By speaking or writing your true name in some form, whether tricked or otherwise, all supernatural effects you've created which are still active will violently detonate. Enchantments will shatter, weather you've forged will dissolve into chaos, souls

you've tampered with will burn in primordial fire, and healing you've provided will tear open as if it never happened at all. You are a titan who clings to divinity, and so you must suffer the consequences of an unforgiving and absolute curse. You cannot say your name without all your miracles falling apart.

+ **Chronicle of Thieves (+50 CP):** Your curse is not exclusive. All who speak the name which should be buried will be rewarded. The sky suffers not the titan who names himself, it hails the mortal brave enough to name the titan. The very act of anyone saying your true name is now a vulnerability to you, a flaw in your myth. Any who speak your true name in your presence see your legacy bend its knee to them as every supernatural effect you've created since the beginning of this Jump becomes theirs to command.

  Your enchanted artifacts, your soulforged storms, your elemental powers, the weather patterns which bear your signature, the healing flames that have not yet gone out, it's no longer yours when your name is spoken by another. Your magic is twisted to them, reforged miracles they control. They gain your work as you become the shaped instead of the shaper. You can only watch as the children of your will are turned against you. Who will be foolish and brave enough to speak your truth and take from you all that you've made?

Ixion's Wheel (+200 CP): Titans are made to be challenged, that is the fate they've accrued. The gods challenged their rule at the beginning of time, and such it became truth. Now you will be challenged, the wheel which refuses to stop turning, and you've become the axle upon which it spins. The truth is that whenever you accomplish a task or success, complete a great work or etch a miracle into the world, something stirs, a complication or punishment that threatens to undo what you've done.

It may not be immediate, and it may not be obvious, but something will always occur to destroy that which you've accomplished. Forging a fortress in the sky will see someone curse its foundations to eventually crumble. When you heal a dying forest it may unleash a long-buried blight below it. When you seal away an evil god, cultists will assemble to try unleashing it or something even worse. Building a legacy will see those filled with envy try to burn your legacy to the ground.

Each of your victories, successes, accomplishments and creations will turn the wheel once more, and with each turn the universe will once again demand you prove you earned such a victory. It will try to grind your triumphs into dirt again and again until you prove you're worthy of what you make. If you stop the complication,

you will be allowed to keep what you've done, but everything you do will have a complication.

+ **Overwhelming Sisyphus (+100 CP):** A boulder is rolled up a mountain. Then it rolls back down. Again, and again, and again. This is where destiny turns, a fate upon which you are ground down again and again for eternity. There is no final triumph for you, creation is not a gift but a burden with a thousand sharp edges. You are a titan, a forger of wonders, a sculptor of storms and souls, but all you create is destined to end.

  All acts of creation you perform, whether forging a weapon or crafting a story, must be upkept forever. They begin to fray, decay, fall apart unless you tend to them regularly. The soul you reforged into a weapon weeps and unravels unless calmed again, and a mountain you carved cracks unless you restabilize it. An eternal flame you gave to people sputters and consumes their dreams unless you stoke it. They legacy you forged begins to fall apart unless you revitalize it with another great act.

  Everything you build, bless, enchant, create, or transmute–really, anything touched by your hand–is now only temporary unless you continually upkeep it. The corrosion will continue, much faster than normal, such that the more you create the more of a burden this becomes. At some point you must choose what to preserve and what to let wither. You can build kingdoms but the people will starve unless you feed them. You must pay the cost of permanence.

Titans Unchained (+300 CP): The seals have cracked and the chains have shattered. The eldest of beings rise. Tartarus once held them without mercy, without justice, out of nothing but fear for what they could do should they ever make it out. Now they are free, these ancient titans who shaped the skies and seas and carved cosmic law with their hands. They ignited the stars and now they burn with nothing but hate and rage, no longer reckless or trusting like they were in the first war. Their time in the abyss has made them colder, smarter, full of vengeance and calculated, merciless wrath.

They remember the betrayal of the gods who they birthed, they remember being overthrown by their children, and they want not another Titanomachy but a purge. They will not tolerate gods, they will not bargain with spirits, they will burn the world before kneeling again. Empires will crumble beneath their footfalls, reality will unweave from their clashes, mortals will be torn asunder by awe and annihilation.

If left unchecked there is no telling where their war will take them, who and what will be lost. Even should you not care for the gods, there's nothing promising that the titans wouldn't continue their warpath after the gods have been put down. They deserve to win this war after what the gods did to them, they deserve it all, but where will it end? Who will die to see their ambitions succeed?

+ **Titan Ascendant (+200 CP):** You were born from the same clay. The chains were broken and the titans rose, and now their eyes see you. You're not some distant descendent they can ignore, not a mortal curiosity, not even a rogue actor, you are one of them or you will die. The titans are calling you home, either as a loyal warrior or a corpse.

  They remember your name, they remember your blood, they remember the power you wielded and want to reclaim it as their own. If you run, they will hunt you down, if you hide they will tear the world apart looking for you until you're dragged screaming from the ruins. If you resist you will be deemed a traitor and treated as another god to slaughter. If you kneel, you will be conscripted into their army as a footsoldier to slay the gods, not as an equal but as a conscript, another hammer in their war machine.

  You will not be remembered as a hero, you are another soul to be thrown against Olympus, Heaven, and the other pantheons of the gods. You will be sent to die against the divine armies, to bleed across golden thrones. This is not a choice, it's a test from titans who have no more room for mercy. Join and be used, or resist and be destroyed. The war of the old gods has come and you aren't even a real player.

Shinigami

Charon's Toll (+50 CP): All crossings demand a price, a toll to be paid. You've been marked by death's bureaucracy, and now there is not a road or river that allows your passage freely. You're not barred from travel, but you'll be taxed by the invisible hand of something old and unkind. Whenever your path takes you someplace new or important, whether a city you've never seen or a shrine or the gate to the spirit world itself, you'll find yourself halted by a cost. Some may be nothing but a few coins for the ferryman, but others may be a favor to be repaid at an inconvenient hour or a secret you've kept for generations, a cherished keepsake or a truth you must speak aloud. The more urgent your need to be in the new place, the higher the price will be. Even the ferryman must pay the tithe of the river.

+ **Death's Lackey (+50 CP)**: There's no such thing as a free afterlife. You're no longer just a visitor beyond the veil, but its janitor, its postal service, its reluctant worker. You now work for the gods of death, the spirits who oversee passage, and the agreement is that you are useful and should be used for what skills you have. Now you must do their dirty work and deal with the bureaucracy of the afterlife.

  You are expected to seek out souls that have not yet passed on and help them pass on, talking them down so they finally find rest. You must help guide the spirits who lost themselves in the dreams of mortals, and even perform menial tasks for deities such as finding their lost ceremonial urns or walking shoes. Many don't agree how things should be done, so you may have to deal with bad management, too, but outside of the actual work you're given plenty of time and very lax deadlines. There's nothing wrong with delaying a task to see the sights, live your life, and adventure between missions.

  This is your job now and you can't quit, and every vacation will see some new work sitting on your little afterlife cubicle when you return. At least you won't have to pay Charon's Toll when you're on the job.

Marked By Anubis (+100 CP): Deep in the corridors of Duat, Anubis weighs the souls of the dead beneath starlit sands. On one particular day when the sun neither rose nor set, he weighed yours and found it not worth condemnation or salvation. No, your soul was determined to be too unnatural, and therefore it was rejected. This judgment was delivered by Anubis, or perhaps Yama, Izanami, or Mictlantecuhtli, and you are no longer worthy of the afterlife. Because of this, all pantheons refuse your soul even if they don't wish to, afraid of incurring the wrath of greater pantheons.

This unnaturalness clings to you, this unworthiness of death. While you cannot die in the traditional sense, it will hurt so much more. Mortals can't explain why you don't feel right, but you just feel corrupt to them. Priests hesitate and the blind flinch as you walk by. Dogs bristle and children fear you. This is not immortality, it's exile, and as time passes even your own body begins to feel this. Subtle aches bloom in your body, until eventually becoming phantom pains, limbs will one day go cold and your breath becomes a frozen mist even in the warmest weather. Food begins to taste like ash little by little and eventually your very voice and laughter take on demonic tinges. Some may fear you, others may pity you, even more may try to destroy or erase you. And beyond it all, Anubis watches.

+ **Unworthy Prey (+50 CP):** There is a silence deeper than death, a silence of the universe that lays untouched beneath the stars, in the spaces between heartbeats. This is a silence that a beast now stirs, called forth by the failure of judgment. When the gods deemed your soul unfit for the afterlife, they did not merely abandon you in exile, they delegated the process of your execution to the Ahemait or some other beast who devours the corrupted dead. Your name was etched into the obsidian walls of their execution rites, and now a devourer of the unworthy is coming to find you.

  This beast cannot be killed, cannot be bargained with, and cannot be chained or sealed, only delayed. Its purpose is the end of decaying and evil souls, and you're at the top of its list because you are unresolvable. No matter where you go, it follows, endlessly and patiently. You'll only find rest when you poison the trail with the scent of darker souls, spending time in the alleyways of tyrants and the dens of murderers, in warzones and cursed lands, as these places will temporarily distract the beast coming for you and tempt it to feed on unworthy souls. You'll be granted some days, even weeks or months of reprieve if you can throw off your scent enough with the scent of evil, but it will always pick up your scent again and make its way through your diversions. Can you survive?

Grave Without End (+200 CP): Death should be a quiet companion, an ever-present comfort just at the edge of the senses, a lantern guiding lost souls along their final path. There's something in your presence, though, which draws this death to you, like a beacon in the dark. It covers you, a miasma that brings about misfortune for you and those around you. The dead feel it instinctively, the restless skitter to you, and the monstrous want the blood in the water. On the bright side, you'll not walk through life alone, but you may not like the reason why.

This drawback has two parts. The first is that, wherever you are, the amount of death increases. The miasma about you falls upon others, slowly choking out their remaining life. Unnatural events will occur to kill others randomly in a wide area around you, not anything significant enough to notice without you staying in one place for a very long time, and this will never occur to anyone you truly care about, but it will happen, and there will be more spirits than normal in any given area as a result unless you're constantly moving.

The second part of this drawback comes in the form of the dead, spirits, and demons flocking to you relentlessly. Those with regrets, those wanting comfort or

answers, some who want closure or revenge, they'll all come and demand such of you. Some will have heartbreakingly simple requests, while others will wish for the slaughter of their enemies. They'll whisper in your ear as you sleep, asking you to find their missing locket or avenge them by punishing their murderer, tugging your sleeve in battle or pleading with you while you're resting. Ignoring them doesn't work, because eventually they'll run out of patience with you, becoming desperate for closure so they can move on, disrupting your rituals and sabotaging your success, even so much as attacking you if you've refused them directly.

And that's only half the problem.

Demons, malevolent spirits, corrupted souls, and predatory entities seek to exploit this. They want to devour the spirits which follow you and corrupt you, whispering promises to your heart's most fragile corners, promising everything you want to hear. Then, when you're most vulnerable, falling for their conniving plots, they'll slaughter you and then feast on the souls and spirits of your procession.

You are a guide to the dead, and they refuse to let you rest.

+ **Judgment Day (+100 CP):** There are many eternal arbiters who oversee the cycle of life and death from heights no mortal can fathom. They delegate much of their duty to their servants, though they, themselves, still perform the vast majority of the necessary management. As a result, they must manage such servants, from the psychopomps to the various other spirits, and punish those who fail so that they may learn and improve. The dead already demand much of you, but the gods will demand so much more.

  The various gods, not just of death but of cycles, Heaven, Fate, and other domains even tangentially related to death, watch you. They observe how you interact with the spirits of the dead, how you help them, protect them, and let them move onto the afterlife. They see how you comfort them, how you resolve their regrets, how you dismiss them and prioritize spirits they have no care for, and then they judge you for it all. They judge your laziness, hesitation, every ghost that turns violent because of you, every spirit you fail to protect from demonic predation, and then mark it all in a ledger. Then, when your perceived sins are great enough, they punish you, and they are not subtle in their anger.

  Divine retribution will follow you if you fail to navigate the divine politics, resolving the contradictions in the various demands gods have of you, and

balancing which punishments are the easiest to endure. They all want you to act differently, prioritize their own followers, and have different ideas of what it means to resolve their regrets to help them move on. Should you fail, you will have to face punishments such as lingering curses, omens which sabotage everything you're trying to accomplish, having various powers bound or disabled, having your enemies divinely empowered, and trials meant to 'fix' your decisions and choices. A god of memory might flood your mind with the experiences of death that their followers suffered when you fail them, while a god-king would bear his full almighty rage down on you like the weight of a mountain.

Your hesitation becomes sin, your actions become a verdict waiting to strike you like lightning, and your guidance is a trial. Today, you stand before the pantheon itself.

The Pale Crown (+300 CP): There have been times in history where the cycle of life and death has stalled. Souls cannot move on, death halts, and the wheel of reincarnation stutters. Sisyphus is one such story, the king who chained Death to stop the cycle, and Asclepius is one who sought to wield magic to bring back those he loved. In each of these situations, there have been consequences on the very foundation of the afterlife.

The symptoms begin small, even quiet. A dying man lingers in agony far beyond his death. A ghost cannot move on even after resolving lingering regrets. Samsara slows and souls in the cycle of reincarnation are lost. The very mechanisms of death, life, and rebirth freeze over and fail. Soon, nothing dies anymore, with people continuing to breathe long after they should pass, bodies decaying while consciousness still flares. Spirits accumulate endlessly where bodies do die, pressing against each other as an endless flood, unable to depart while the living cannot find rest.

Something is wrong, everyone and everything can feel it. Death gods, psychopomps, spirits of fate, judges of the dead, they all feel it. The cycle of life and death is broken, and their eyes turn towards the only unnatural being here: You.

So they mobilize.

Hosts of death angels, executioners, spectral armies and inquisitors, underworld monsters all form up. They're here to slaughter you, bind you, or break you for the sake of restoring the cycle. You have some time before they mobilize fully, the cycle

isn't fully gone yet when you begin this Jump, but scouts will soon be on your tail. You'll feel their pressure on you like thunder on the horizon.

You can try to reason with them. You'll likely be successful with many, but there are many pantheons of death gods and their servants, and eventually the gods themselves will come for you. You'd have much more luck if you identified the actual reason for the collapse and worked on fixing it, as that would give you leverage on convincing everyone that you're not responsible. The only way to really free yourself from being scapegoated and convince the vast majority of beings that you're innocent would be to find the one who caused this if such exists, or found proof of what truly happened if such does not, fix it all, and then present it to the likely tribunal calling for your head.

All the while, the world suffers from this unnaturalness. You have the unwanted responsibility of the Pale Crown, all while divine judgment becomes divine punishment.

+ **The Only Crown (+200 CP):** It seems you won't have to worry about onslaughts of gods and angels coming for your head. A collapsing cycle can be solved with the right touch and correct administration, but it seems there's none of that, and nobody else to fix it or come after you. No divine hands to steady it, no judges or shepherds to guide and correct it, nothing at all.

  The problem is that the cycle is now destroyed beyond repair, and with the end of the cycle came the end of every god of death and their servants.

  Even if the cycle was restored, there would be nothing to uphold it, to make sure it functioned and keep it functional. This world is, as a result, on a path towards total destruction, and if you don't fix it then you will find its destruction ending in your chain failing as if it were your last death. The only crown left is on your head, a crown of responsibility, too heavy and too cold. Every single task involving the administration and maintenance of the afterlife and reincarnation must be done manually by you. Every soul in every world becomes your responsibility.

  You can always find or create your own servants and workers to delegate this responsibility, but as all previous workers handling the afterlives and death are gone, you'll need some way to grant them the ability to maneuver in the afterlife or interact with spirits. You'll have to determine when every mortal should die, then kill that mortal to move them into the next great

adventure, separate their soul from their body, and then guide them to the correct afterlife. Then, you must repair all the destroyed afterlives, stitch them together, restore their metaphysics, rebuild Heaven, Hell, and the underworld rivers, stabilize it all, establish their rules, and enforce their boundaries.

If things become too broken, too chaotic, or too unmanaged, the entropy of the universe will converge, destroying everything. If the cycle fails, the chain fails. You will shoulder the cosmic labor of every pantheon as death's new steward. You are the last custodian of a fading order. There is no longer anything to save you.

Xian

The Endless Road (+50 CP): Cultivation is a journey, an ascent that grows the spirit to new heights and grants both power and the wisdom to use it. While this is already a difficult path for one to wander, the universe has decided that you must follow it the longest way possible. It's as if the Dao itself wishes to test your patience, discipline, and humility.

Any attempt to take a shortcut will inevitably make the path longer. Hidden trails, teleportation spells, spiritual movement techniques, even a simple "cut across the field" will make the trip longer. A path that should've shaved off a few minutes or even hours off the trek will turn into an hours-long detour as the bridge goes out, the road is blocked, or you simply lose your way. Even shortcuts to power fail, as hastily written notes on easy paths to power become riddled with errors and rushed breakthroughs always backfire. Maps and travel guides cannot be trusted, and trails seem to fade or multiply. Ironically, paths taken to waste time such as scenic routes and winding detours will always end up being the fastest and most efficient ways to move forward, the universe rewarding patience.

The road is always long. With this drawback, it is ever longer.

+ **Ten Gates to the Truth (+50 CP):** Your path is no longer just lengthened, but is also deepened. Where once you must travel through twisted geography, you must now travel through your twisted self. Every journey is now a pilgrimage, testing your heart, convictions, and character. As you travel, the world conspires to *teach you*, drawing you into ethical dilemmas and manifesting obstacles that reflect your flaws, doubts, and convictions. A village in conflict over a moral dispute just happens to be on your route, or a

wandering spirit asks for assistance in resolving an injustice that mirrors your own past regrets. A powerful enemy will arise who challenges you over a principle you've neglected, and nature arranges to put obstacles in your way that require understanding rather than power.

If you attempt to avoid or circumvent these trials without dealing with them, it will somehow worsen matters. Problems escalate, circumstances spiral, and the challenge reshapes itself in a way that forces you to deal with it later when it's even worse. No journey will ever be simple, and every path you tread will become a story of yourself. If you succeed you'll find yourself growing as a person. Perhaps one day you'll find yourself as someone you can be proud of.

Debts Repaid (+100 CP): You owe a debt. A massive, undeniable debt. This has anchored you to someone whose political power eclipses your own, whether a lord, magistrate, provincial governor, or an emperor. They have something extremely precious to you as collateral, such as a precious family heirloom of immense sentimental value, a crucial artifact for your journey, a loved one, a treasured companion, or even your future, which you cannot afford to lose. Whatever they have of yours is also something extremely difficult to get back, wherever it happens to be, without performing feats of legend.

So long as you serve obediently, your creditor will treat you with courtesy and give you luxury, and will even pay you for it. It'll take 80% of your Jump to pay back your creditor and be set free, however long this Jump is if you somehow extend or shorten it, 8 years by default if you don't find some other way to circumvent it. Most of the jobs you get will be tedious but not dangerous, such as surveying farmlands, performing border inspections, evaluating a merchant's claims, and mediating disputes between petty clans, but sometimes you'll get more dangerous tasks to perform such as harassing and threatening citizens who haven't paid their taxes, track down runaway and dangerous servants or slaves, forcing other supernatural entities to comply with regulations, or dismantling a local bandit camp.

If you refuse or displease your benefactor, though, their patience will erode swiftly. Your assignments will quickly become much more dangerous and difficult, the kinds of things one might send you on with the intention of your death. Infiltrating a sect of cultists who wield power beyond imagination, slaying demons that have slaughtered powerful warriors, and retrieving debts far above your station. "You will obey, or you will die" is the message. So be useful, be efficient, and don't give your creditor a reason to eliminate you.

+ **Immortal's Pet (+50 CP):** There are eight immortals in this world. Eight True Immortals whose ages are measured in the rise and fall of empires, whose whims bend what's considered possible and change civilizations. They are geniuses, lunatics, monsters, and visionaries simultaneously, whose minds are labyrinths and their tempers are storms. Each gained their immortality through a different path, each more bizarre than the last, and one of them has chosen you.

You're not indebted to a politician, you're the chosen of a True Immortal. No, "chosen" isn't quite indicative of your relationship, it's more like you were adopted, like a pet, and now you have to deal with their sincerity and severity. Your existence now revolves around their arbitrary rules, rules which shift with time. One day you may be forbidden from speaking, another you may be required to rhyme your words or recite poetry for them without taking a breath, you may be tasked with rearranging the furniture based on the phases of the moon, or maybe you're not allowed to use your left arm for tasks because of its symbolic evil. You may need to bow to every rock you pass on your travels, or crawl and act like a dog in the presence of the Immortal. The rules may not make sense, but they only care that you obey, and if you obey then you'll be treated to the greatest luxuries in the known universe.

They'll use you for errands as well, often without explaining the details. The missions are strange, such as delivering a letter to a group that was slaughtered a century ago, or picking a flower that only blooms once every thousand years, or recovering an artifact that no longer functions, or riding a monstrous beast through a sacred prairie while naked. Sometimes these tasks are difficult, sometimes trivial, sometimes so bizarre you cannot tell which is which. If you fail, expect arbitrary and strange punishments, from having your body besides your head turned to stone for a month, or being reshaped into a strange form such as that of an actual dog, or humiliating or grotesque punishments ranging from having your mouth sewn shut to being thrown into a cage for a week.

So long as you stay within this being's good graces, you'll have the highest station in society, worshiped beyond the station of kings and even many gods as a True Immortal's pet. This opens doors, and you'll certainly be given plenty of time to yourself to follow your own ambitions. Entire nations bow to you, mortals worship you, and even the strongest beings in the world

whisper your name in fear for what the Immortal would do to them if you're harmed. But should you ever attempt to leave this being's service, you will find an Immortal, the weakest of whom can casually slaughter gods, coming after your life to extinguish it.

You can, if you'd like, choose which immortal is your master. You may even learn something. There's a description of the immortals under **Victim of the Balance**.

A Rival Approaches (+200 CP): Every story needs a good rival. A fated adversary, one who can mirror your path so perfectly that conflict becomes inevitable. Unfortunately for you, such a destined rival arrives early, loudly, and with the subtlety of an elephant in a china shop. They've also decided, with complete sincerity, that you're both their eternal rival and entirely beneath their notice.

This rival is a once-in-a-millennia genius in whatever your chosen origin is, whether a cultivator or a mage. They're similar enough to compare themselves to you, yet just different enough in their specialties that they can claim superiority over you. They'll regularly dismiss you openly, mock your progress, and insist that everything you achieve is merely an imitation of their own true brilliance. Even their compliments towards you are insults. Unfortunately they're also objectively talented, always at least one step ahead of you in every field related to your Origin, from alchemy to cultivation, martial arts, enlightenment, and more, and it's infuriating, and they'll gloat about it a lot.

They aren't evil, though. They even consider themselves to be a hero, and possess an ego so monumental it seems to distort the world. You'll regularly encounter them and get dragged into their ordeals and impulsiveness, and their reckless decisions will cause you a lot of trouble. They seem to constantly get "brilliant" ideas that involve you with frightening frequency despite you being "beneath their notice" and then always survives every stupid thing that happens. Then, even if you save them or fix the situation yourself, they'll pretend they had it all planned and could've done it themselves.

I hope you like losing a lot.

+ **A Villain Approaches (+100 CP):** Your rival was already a cosmic nuisance. Now, though, somewhere in the vast universe, a calamity stirs, an entity so overwhelmingly destructive that its presence destabilizes and destroys entire regions. This is an ancient evil whose very power renders them utterly

unable to be harmed or killed by anything, except from one thing: A combined technique, power, or artifact that can only manifest if you and your rival work together.

You have your hardest challenge yet, that of getting your rival to cooperate with you.

Your rival, of course, will vehemently refuse to work with someone so inferior to them. Obviously your power holds no relevance, and your rival can kill this villain on their own. They'll dismiss your warnings, scoff at your evidence, and charge headfirst into danger. They also no longer have any plot armor, meaning you have to keep them alive in order to prepare for the final fight and somehow get them to stand beside you and do what you need them to do in order to finish off this ancient evil. Should your rival perish, unless you have a way to revive them, the world will be functionally doomed.

Meanwhile, the ancient evil slowly grows stronger with time, distorting the Dao and corroding the land. Only your dual technique, trained and obtained through your shared trials, can kill this entity. Can you convince the world's most irritating narcissist to stop calling you "second-rate" just long enough to face the direction of your enemy? You might have better luck with victory by jumping off the tallest cliff and impaling yourself on this evil's horns.

10,000 Calamities Sutra (+300 CP): There are many scriptures across the world written by both great and terrible beings. Scriptures which cultivate enlightenment, sutras that purify the soul, verses which harmonize with the Dao. Some texts are forbidden, though, the dark words which can never be remembered by mortal or immortal minds. The 10,000 Calamities Sutra is one such dark text, a scripture which pierces reality itself, wounding the world. Merely reading it cracks open fate.

You've read it aloud, and now the world is retaliating.

Calamity follows you like a hungry beast. It will begin small, almost comical, like a dangerous slapstick comedy. Roof shingles will drop on you as you pass beneath them, bridges collapse as you're traveling them, teacups crack and shatter in your hand, and monsters target you before everyone else. There will be more traps on your travels, indignities, bandit ambushes around many corners, and more. Dangerous but survivable, even easy for someone experienced. It might be entirely unnoticed should you be strong enough, easy to dismiss and nothing more than irritation.

The world does not sleep, though, rather it escalates. It wants you dead. So as your journey progresses, these calamities also progress. Storms and lightning form above your head alone, floods trigger to drown you, enemies you've never met find you at your worst possible moments, and your very cultivation sees sudden qi backlash as your power is disrupted. Illnesses spread quickly in your direction when you rest, avalanches fall as soon as you're below, landslides target you, ancient curses nobody's ever seen form around you, and disaster finds you everywhere.

Then, at nearly the end of the Jump, this becomes something utterly destructive. An apocalypse will descend upon you and the world, created as a last-ditch effort to wipe you from existence. It will be a kind of apocalypse designed around your weaknesses, something you're uniquely not prepared to handle for the sole purpose of ending your chain. It breaks you, destroys you through your vulnerabilities, volcanos will shatter the earth and oceans will rise to meet them, demons swarm across the globe and entire regions and continents collapse, whatever it takes.

Should you survive all of this, you'll be able to spend the last 10% of your Jump with the reward of speaking such a sutra, that being phenomenal luck beyond imagination. Everything will go your way, treasures fall into your hands, opportunities arise without end, allies arrive to become a community around you with no effort, and you win in all things you attempt. This isn't an apology, you've simply rewrote the narrative of the world, the intended purpose of the sutra you read.

+ **Victim of the Balance (+200 CP):** The 10,000 Calamities Sutra is a wound against the world, against the Dao and the balance of the universe. Great beings can sense imbalances, did you think nobody would notice? The Eight True Immortals of this world have felt this disturbance like a blade against their own souls, and in unison they decided that to maintain the balance they would kill the one who disturbed it. You must die.

These entities, for they cannot be described as anything else, are eight of the strongest beings in the universe. Even the weakest of the Eight can slaughter gods with little effort, rewriting landscapes with a gesture and vaporizing armies. The strongest has achieved absolute perfection in all things, ascending to a higher plane of existence. It might be safer to say that this is a hopeless battle.

Each Immortal will come for you one at a time until you've either defeated them all, you've died, or the Jump ends. Once you've dealt with an Immortal, whether killing, imprisoning, or converting them to your side, the next one will come for you. The following are the Eight True Immortals you'll have to deal with:

The first Immortal who transcended through immortality of breath, the weakest immortal, is Qin Gao. He perfected qi manipulation and cultivation on a level beyond comprehension such that his body simply began to refuse death. He is rigidly disciplined, always training at all times. He's known for riding fish as transportation as well as his discomfort in crowds. He is detached from everything.

The second Immortal who transcended through immortality of divinity is Nezha. He is the second weakest Immortal and gained immortality by defiling his own soul with divine flame and making it impossible for the gods to even classify him as a soul, blocking him from ever passing on. He continually searches for new bodies for himself. Those who build a body for him after his last expires are said to gain his loyalty. He is volatile, prideful, and emotionally explosive. It is nearly impossible for him to stay still.

The third Immortal who transcended through immortality of knowledge is Li Shaojun, a cryptic, manipulative, and deliberately obtuse alchemist. He hoards all knowledge and information all while manipulating all politics across the world. He is deeply opportunistic and arrogant in his skill, having achieved a vast level of power through alchemy. He always speaks in allegories and is known for vanishing even mid-conversation.

The fourth Immortal who transcended through immortality of rebirth is The Golden Cicada. He embodies clarity, patience, and melancholy, having lived many lifetimes which has made him unusually cautious and introspective. He is idealistic to a fault, always valuing purity of conduct over efficiency and pragmatism. He bears hardship without complaint, preferring non-violence unless absolutely necessary, even when his own life is in mortal danger, and he has a bad habit of self-sacrifice. Each time he is reincarnated, he retains the power of each previous incarnation, adding together into a terrifying level of power and capability.

The fifth Immortal who transcended through immortality of the immortal soul is Yang Xi, an introverted visionary who spends his time exploring spirit

worlds rather than the mortal world. He treats visions and revelations as more real than physical life, and is utterly detached from the mundane and societal obligations. He refuses to speak to mortals and humans unless absolutely necessary. His physical body appears fragile but is one of the greatest weapons in the universe, and his immortality has rendered him without need for a physical body as his soul is immutable and holds overwhelming power.

The sixth Immortal who transcended through immortality of Endurance is the third strongest Immortal, a grim man named Zhong Kui with a habit for dark humor. He is very literal, every task to him is binary, every person is good or evil, and he is said to be unbreakable in both mind and body. He does not care for mercy, and he certainly looks like an executioner. His appearance is so overwhelming it's said that armies faint at the mere sight of him. His immortality renders him utterly immune to all damage, and removes his existence from time and space such that it's impossible to kill him by manipulating the timeline or other such things.

The seventh Immortal who transcended through immortality of Enlightenment is Zhenwu, the second strongest Immortal. He is calm, impersonal, and fundamentally non-human. His motives align with cosmic regulation and cosmic morality, not human or mortal ethics or individual relationships. He will sacrifice billions without blinking to ensure the universe continues to function properly. He never shows anything more than mild concern and rarely speaks. He's often seen with weapons, but never uses them. His immortality was achieved by merging with a portion of the Dao, becoming the very embodiment of the North Pole and water, now a part of the very fabric of the universe. He is structurally omnipresent.

The eighth Immortal, the strongest of them all, transcended through perfection itself. He is Yuanshi Tianzun, one of absolute transcendence, existing before Heaven, Earth, and the Dao. He is the very structure of the universe now, considered perfect in all faculties, and the universe persists only because he allows it to. He is utterly aloof, he is never seen to have emotions, rather he is the archetype of perfect constancy. He orders existence because perfection includes balance, he does not grow or change, and his words become cosmic edicts. He is unreachable. He does not need to move because by simply being there everything he needs to happen will happen.

Note that if you selected **Immortal's Pet**, the Immortal who owns you will not come after you, but will also not do anything to protect you. Any Immortal you manage to convince to join you can be taken as a Companion.

Tulpa

Echoes of the Past (+50 CP): Reincarnation is natural, it is the cycle of Samsara, one of the six realms within it. Mortals reincarnate over and over again, placed into a life based on their Karma. One who lives a righteous and benevolent life will be reincarnated into the life of a king, while one who lives an evil and monstrous life will be reincarnated into the life of a squalid insect. Through these reincarnations the individual is the same soul even if they don't remember their past lives, and now you, too, are one such reincarnation of lives past.

For some reason you "remember" your past lives. They don't rest quietly, and during unpredictable moments you'll be struck by sudden flashes of past memories that both are and aren't yours. A familiar smell like an incense, a chant a past life has heard, a face that resembles one long past, or a battle under similar circumstances will see you remembering a childhood you've never seen, a lover's smile you don't know, a feeling of belonging in a stranger you've only just met, or the feeling of death from falling from a cliff or a betrayal. Some visions are harmless, mere glimpses of other identities, but some are disorienting or painful enough to leave you stumbling or incapacitated.

It's difficult to tell where you begin and where you end in these situations, understanding what memories are yours and which are from lives long gone. You'll never lose yourself but for a moment, and hopefully that moment isn't consequential.

+ **The Past Beckons (+50 CP):** A Tulpa is a being of fluid identity, shaped by belief and molded by perception, drifting between what is but thought and what is real. That's exactly the problem, then, because your self is so flexible, and is also so crowded by past lives. These past lives would whisper at the edges of your awareness, but they're just memories.

  That's where the issue begins, though. Because these past lives were real, tangible memories, they now take advantage of your flexible nature. Whenever you sleep or whenever you feel a particularly strong emotion relative to your past lives, or when you lose yourself in their memories, a past life will temporarily "take over." It's more that you're greatly influenced by their experiences, as they're still you, just past versions of you, so they would

have the same temperament and personality, simply shaped by different events and situations. One may have grown up in a monastery and sees compromise as sin, while another may have been a scholar who learned a schema that violence is evil and should never be done, and another may have been horribly wronged and seeks revenge at any cost.

Your greatest enemy lies within, and it is you. When the past decides that it has business in the present, you'll be moving with intentions not entirely your own.

Demon's Maze (+100 CP): There are many monks who have sought enlightenment. Some have succeeded, such as Siddhartha Gautama, Sariputta, Moggallana, Kaundinya, and Mahakasyapa. They achieved the cessation of suffering, the end of desire and hatred, an end to rebirth, and became one with the universe. Most fail, the most famous of which was Tetsuryukai who died of illness before he achieved that state, and many others who died in obscurity and were reincarnated once more. They all had goals, a desire for transcendence, and all gave up much of their life to gain that state.

You may have similar desires, a goal for transcendence or even just a goal for power and godhood. Now, the universe wants you to prove that you're willing to take on the burdens of such an ideal or goal. Your ambitions will be tested in this labyrinth of temptations tailed specifically to derail you. It'll be subtle at first, a cursed charm that promises shortcuts to power or a forgotten shrine covered in illusions that draw on your nostalgia. As your goals become greater or you successfully walk the path you chose these challenges will crystalize, demons arising to tempt your senses and inflame your desires, artifacts that offer power at the cost of your knowledge or sanity, spirits which tempt you towards fury or vengeance, and more.

These will all manifest depending on your goals. Seeking enlightenment will cause them to manifest as reasons to fall to hedonism. Seeking power will cause it to manifest as reasons to be weak or cowardly. Seeking success will manifest reasons to fail. The world conjures exactly what would be likely to lure you off your path and goals. This is not punishment alone, though, for by resisting these temptations and moving forward you will prove your resolve and grow as a person, strengthening your soul and redefining who you are and what you can become. You must simply not give in.

+ **Hell's Good Intentions (+50 CP):** Now *this* is craftsmanship. Where once the world tried to lure you astray with curses and happenstance, you now attract the attention of those who have attained dark enlightenment, an infernal transcendence. Demons who have attained this status are philosophers of corruption, scholars who've studied the art of downfall, who've perfected malevolence. They know you and understand you intimately and uncomfortably.

  These demons don't tempt you through crude offers and brute force, they engage with flawless logic, gentle words, and kindness tailored perfectly for your emotional weak points to the point it feels like resisting them is betraying yourself. WHat they say sounds reasonable, compassionate, and good, but you must watch yourself and hesitate, for every time you give in it'll be disastrous.

  Seek compassion and they'll come to you with mercy. Seek enlightenment and they'll come to you with shortcuts. Seek detachment and they'll come to you with logical reasons to abandon your empathy for clarity. Seek to help others and they'll easily twist your actions into harm. Their smiles are soft, their voices are patient, and their traps are wrapped in apparent good intentions that will guarantee a terrible fate if you listen. They don't have to lift a finger, they'll let you blow everything up yourself, and then you'll only have yourself to blame.

Rejecting Dreams (+200 CP): You're one who slips effortlessly between through and form, drifting like mist between the imagined and the real. This is a delicate balance which presents you with the power of both, able to wield both dream and reality and to exist between both. With the wrong step, though, you could fracture this state and become caught between these two realms. It seems, for you, this line separating these realms has dissolved.

Whenever you go to sleep, willingly or not, your soul will be pulled into the shifting landscape of dreams against your will. This isn't peaceful meanderings of a kind mind, these are the raw and chaotic subconscious of every being across the universe, fusing together arbitrarily, the dreams and nightmares of friends, enemies, and strangers combined into a labyrinth sculpted from anxiety, trauma, forgotten desires, and distorted memories.

You must survive these dream realms while making your way back to your body. Monsters born from childhood terrors will stalk you with hungry conviction, while

symbolic dangers from those drowning in sorrow or crackling with burning rage will dot your paths. Nightmares once harmless will converge on you. Truthfully nothing will specifically target you over anything else in the dreams, you'll be treated like any other denizen while you traverse these realms, but the constant danger and hazards of this place will put you in considerable danger wherever you walk.

Until you find your own dreams in this place you'll be comatose unless you take **The Past Beckons**, in which case *somehow* your past lives will be able to take your body for a joyride. If you make it back to your own dreams within 8 hours, you'll simply have a normal night's rest, otherwise it can drag on indefinitely until you return. Maybe one day you'll become familiar enough with this realm to make it back quickly and enjoy the sanctity of your own imagination for the night.

Oh, also every perk and power you have which reduces or eliminates your need for sleep is disabled. You'll require the same amount of sleep as a regular human. You can use magic or drugs to reduce your need for sleep, but the longest you can go without sleep before serious medical conditions set in is about 10 days.

+ **Embracing Dreams (+100 CP):** It seems your little dream issue isn't just affecting you now. What was initially an issue that created a battleground for you now creates a battleground for everybody else. The barrier between your own dreamscape and the waking world has collapsed, and your subconscious has ceased to be a private realm. No, instead it's now a channel of raw substance that allows your inner universe to spill directly into reality.

Whenever you sleep, not only do you get trapped in the realm of dreams, but the barrier between your own dreams and reality breaks down, allowing your dreams to manifest in the waking world. Your trauma, your love and joy, your fears and rage, the monsters that haunt your past now haunt the waking world. Enemies you've suffered against who you still think about, your fear of drowning, the shadows that crawl at your feet will all slowly spread across the city and eventually further the longer you're asleep.

It will start small, with simple pieces of your dreamscapes emerging in small, isolated corners. The crystal lake deep in your mind will overlay a playground, and some small creatures may take up residence in an abandoned house. Then it will escalate until nobody is safe, the very laws of physics in localized areas overwritten by your dream logic. You'll have to survive the world of dreams while you sleep, and then slay your own

nightmares while you wake.

Regardless, the world must now live with the consequences of your own trauma and fears.

Road to Enlightenment (+300 CP): Enlightenment is the ultimate liberation. It's a release from suffering, illusion, hatred, despair, and attachment. It is the goal of all life to escape the mortal realm of Samsara and ascend to become part of the universe itself. It is this same goal that you now grasp for, an awakening to the true universe. In other words, you must achieve enlightenment before 100 years is up or you fail your chain.

First, all perk, technique, magic, insight, or shortcut you may have which accelerates this will be disabled for this Jump. You're reduced to your body mod and what you had before your chain started for the purposes of attaining enlightenment. You will have no crutches, no shortcuts, and no hidden knowledge to help you with this beyond your own honesty and unfiltered self. You must achieve enlightenment the normal way, the human way, otherwise it would have no meaning.

The countdown begins immediately. You will face this urgency and must move past it. Do not let the doubts whisper to you, do not surrender, do not let your ego control you, and do not cling to the attachments you've built. Confront yourself, your true self, and go to war with your own mind until you understand yourself fully, then immerse yourself into the universe and understand the universe fully. Failure is not an option. Fight with the tools you hold.

If you succeed, you'll have achieved a true awakening, freedom from guilt, fear, illusion and falsehood, and an understanding of the universe and how it functions. THe road will be brutal, the burden immense, but you will come out of it greater than you ever could have imagined.

+ **Fool's Gold (+200 CP):** You're an echo of the mind, a dream manifested into reality through the power of another. It makes sense, then, that it's not truly *your* enlightenment that matters, you're simply a facet of another greater whole. No, your enlightenment is inconsequential, it's the enlightenment of the being which spawned you that is truly the determinator.

If you took the Companion **Monk** then the one who must attain enlightenment is this monk. Otherwise it's another monk who you happened

to spawn from the imagination of. This monk must achieve enlightenment the same way you would've within 100 years or before their death. This can't be symbolic progress or token enlightenment, it must be a true awakening, and they cannot achieve it without your assistance. You must teach them, support them, and protect them.

This monk is fallible and painfully mortal. Their doubts and fears are now your problem, and you cannot let their failures drag you to oblivion. They're kind of naive and not the most disciplined yet. If you fail this individual, you'll fail your chain just live above.

Lastly, your life is now tied to theirs like a true dream creation. If they die, the dream of you ends, and you'll fade and die the same way a dream dies when the dreamer wakes up. This is a chain fail, as a dream cannot survive without a dreamer.

Elementalist

Equal Portions (+50 CP): The world is alight with shifting forces. Air currents, crumbling stone, drifting ember, flowing water, all of it converges, scatters, and naturally shifts throughout the environment. For you, though, this is a migraine-inducing blur of sensation. Your connection to elemental motion and the balance of the world around you is too intimate. In an area of 30 meters you'll feel every single movement of everything, from every footstep to every leaf flutter and every grain of dust drifting through the air. You even feel everything about yourself, all too much, as you feel your own heartbeat and the skin of your own body tight against your flesh.

It never stops, it's never filtered, and it's incredibly distracting and uncomfortable. Perhaps you can get used to it, or find some way to construct a location where you'll only have to feel your own constant movement, and perhaps you could even find a way to stop your own movement for actual peace. You might want to avoid crowds, though. At least you'll never feel alone in your own body ever again.

+ **Unequal Unmaking (+50 CP):** Your awareness of motion has expanded. Instead of only the constant feeling of uncomfortable pressure of every shifting particle within 30 meters, you now sense all imbalance, asymmetry, and inequality in the world around you. Not only that, but asymmetry and imbalance around you begins to erode, crumbling to dust in order to fix this imbalance around you.

The speed of this erosion is relative to the asymmetry and imbalance of the object. A broken weapon would disintegrate long before a poorly-crafted one. In general this is very slow, a normal and beautiful person being completely immune while one with inner turmoil or regrets will slowly dissolve irreparably over the course of years of contact. Natural and balanced nature would be exempt from this, while corrupted or unnaturally modified nature would slowly turn to dust over the course of months of regular contact. You are a dissolving agent against the imperfect, the ugly, and the tumultuous.

You can stabilize things through your own efforts, adjusting energies and harmonizing flows, improving one's appearance and reinforcing symmetry in order to fend off the effects of this drawback, but you're something like a living entropy field for anything not in equilibrium.

Elemental Only! (+100 CP): These elemental worlds seem to have had a strange impact upon you and your Chain. They actively suppress and strip away all power not of their own making, washing away your previous lives and incarnations such that only the true "you" from the elemental worlds remains. All perks and items not from a Generic Elemental jump (such as Generic Fire Manipulation, Generic Water Manipulation, or Generic Lightning Manipulation) are disabled and locked away, leaving you with only your emptied-out warehouse and the perks and items you've purchased within these hallowed Elemental halls.

+ **Elemental Cycles (+50 CP):** You are a Jumper, meant to dance between power and forces beyond comprehension. No, not anymore, as you're now limited beyond simply utilizing the elements. You must now choose only one element such as fire, water, metal, wood, or spirit, and all others are locked from you.

Not permanently, though, as you can change your available element. By using an attunement ritual lasting a full hour, you can modify the active element to something else. This cannot be rushed or shortened, and you must keep concentration throughout the entire ritual. Only when the attunement is complete do you gain access to a different element at the cost of your current element. The consequences will become immediately apparent, as your combat becomes much more inflexible, your elemental synergy disappears, and your tactics become predictable. Your careless planning becomes lethal. May your choice in element be right, or you will find yourself lethally wrong.

Fire Within (+200 CP): There is often a “fire within” referenced across philosophy, psychology, mythology, legend, and history. It’s one’s ambition, drive, and inner spark. One who masters this inner flame becomes a master of the world that is themself. When it blazes, there is clarity of purpose and you feel invincible, while those who let it extinguish are lost and apathetic.

For you, this inner flame is more literal. You have a spiritual flame that blazes within you tied to your own balance and ambition, sharpening your senses, warming your soul, and granting vitality that radiates through your being. This might sound good, but all of your powers, perks, and abilities are also tied to how bright this flame burns. So long as you live a righteous life, following your passions and growing as a person, this flame will burn brightly and all of your powers and perks will be at full capacity. Should you fall to hedonism, suffer despair, feel horrible betrayal that breaks you, or lose your ambitions or path, this flame will dim or die, and your powers and perks will weaken and then disappear entirely.

This Jump will begin with your flame extinguished. You will feel aimless, filled with despair, imbalanced and chaotic. Your powers will all be snuffed out. During this initial period of the Jump, you’ll have perfect plot armor to protect you, and shortly after this Jump begins you’ll experience something that reignites your spiritual flame. You’ll regain your powers, your ambition, goal, emotional stability, and hope in the world. Do not let this fire be extinguished again, though, as it will be incredibly difficult to recover from it a second time.

+ **Inversion of Self (+100 CP)**: Your spiritual flame was meant to anchor your identity, a spark of purpose and passion. No, it’s now fragile, and even dangerous. While nothing changes about the original drawback, your flame being snuffed out is no longer the worst it can get, and now you have to worry about the inversion of this flame into something treacherous.

  The first part of this drawback makes it so your normal interactions with others and the world around you will take a small downturn. Betrayal is more likely to occur, friends are a little more caustic and sharp than before, projects are more likely to fail, treasured possessions are more likely to break or be lost, and places you once loved will feel hollow. There will be a melancholy saturating the world, nothing that would directly destroy your spirit, but things which coax you towards apathy and aimlessness.

  The second part of this drawback makes it so that if you feel increasing despair after your spiritual flame is gone, it will reignite once again in a

darker form, an anti-flame, a nihilistic unraveling, a death of a million suns. You will be the center of this spiritual implosion, a hatred so consuming that only the closest and most emotional bonds would be able to drag you back from it. Your desires would be distorted and you'll be driven to destroy everything you once cared about, sabotaging yourself and your future. You will become the greatest monster in the multiverse if nobody saves you.

Find true hope from others and you'll live a complete life, never having to suffer this horrible fate. Do not fall, because otherwise you'll become a seed of annihilation that destroys everything.

Law of Probability (+300 CP): Some universes are ruled by magic, others physics or divine law, some stranger forces. This universe, though, is ruled by narrative causality. You're not bound by the limits of your power, but the internal logic of the narrative events occurring around you. Your powers must, as a result, be probable, expected, and justified, and any sudden displays of strength or power you have no reason to possess will backfire on you disastrously.

You may be capable of obliterating mountains, bending storms, or ruling the gods themselves, but if you cannot justify that to the narrative then it might as well be locked behind glass until you have proven you have the right to use such power. To wield powers you did not have before you must set up circumstances that foreshadow those powers "developing." Out of context abilities are rejected unless you have some credible reason to have them and prove such "to the viewers." Training arcs are required to wield greater amounts of strength or creative uses of existing powers, and unless you take a protagonist role you won't have the protagonist privilege of evolving your power mid-combat.

You'll have to modulate your strength and be careful and considerate about the usage of your powers. You're not actually limited in your power, you can wield it however you'd like, but the less contextualized it is the more backlash you'll suffer. This backlash damages your body and spirit, ignoring resistance and defense, shattering you proportionally to how different, out-of-context, and unexplained the ability or power level is in the narrative. If you require overwhelming power then you must suffer the consequences of wielding such power. Wielding too much can easily kill you instantly.

+ **Absolute Equilibrium (+200 CP)**: So the good news is you no longer have to *totally* worry about holding back with your strength from **Law of Probability**. The bad news is this is because all of your capabilities have

been reduced to a metaphorical Level 1. The moment you take this drawback, every power, talent, attribute, perk, ability, and technique you possess is reduced to this tiny level, which is a bit below average human. This includes things like conceptual abilities that normally can't be less than absolute, they're reduced to Level 1 as well. This reset is only half the problem, though.

See, now everything about you can be trained and increased. Your strength and speed, obviously, but also your normally untrainable abilities like those conceptual powers, or even your intellect. You can bring all of these up to their original level and then even beyond that. You can even exploit this and find shortcuts that get you to overwhelming power quickly if you find ways to do so, and the speed in which your capabilities return to full strength is dependent on the difficulty and danger of situations you find yourself in.

Now, you might be thinking "Wow! Losing my skill is bad, but now I have the ultimate life hack!" Well, you're still bound by narrative causality, but it's worse now. You are only allowed to use abilities which fit the situation at the level of the situation, otherwise the backlash from **Law of Probability** will damage you *and then the situation will escalate*. For instance, if you're in the middle of investigating a murder, you can only use minor psychometry, detective powers and skills, mental computation abilities, and eyesight augmentations and such, and only at the difficulty of the situation. If you, for instance, try to use overwhelming precognition to skip to the end of the mystery without there being an equally-powerful psychic behind it, you'll be hit by **Law of Probability** and then every mystery in the future will be modified to take into account your precognition to force you into the narrative.

The narrative must be interesting. The more interesting you make the situation, even if you introduce such interesting events yourself, the more leeway you get in this and the more power you can use. Failure to create an interesting narrative by cheating or being boring will make this drawback worse and more restrictive and will cause increasing amounts of escalation.

Now entertain me.

Godhead

Cultish Zeal (+50 CP): Ascension draws attention. A being like you who touches the very connective tissue of reality and who walks with the gravity of a god will, inevitably, attract worship. Unfortunately, your worshippers are… kind of stupid.

Congratulations! You now have a cult. It's not graceful, orderly, or dignified, but rather a dangerously enthusiastic, ignorant, and terminally confused and misguided sect made just for you. This is a congregation of mortals who devote their entire existence to interpreting everything you do in the least-charitable combination of zealotry and stupidity possible. It also keeps growing with time, gathering more idiots under your care, spreading stories of your nature which get increasingly inaccurate the more they're spoken. They'll follow you everywhere, pray loudly in inappropriate places, build temples that fail to capture any of your ideals, hand out pamphlets that make you question your own identity, and embroil you in political, religious, and other frustrating and exhausting situations. They always genuinely believe they're helping.

+ **God of Fools (+50 CP):** Misinterpretation attracts calamity, and the newest calamity is this neat little schism of opportunists, sycophants, paranoid crazies, and would-be usurpers. Their devotion is real, but so is their envy, jealousy, ambition, and generally bad decisions. These dissidents are certainly not geniuses, but they possess just enough cunning, spite, and dumb luck to be troublesome and not get found out easily by you before their actions take place, so it'll be difficult to predict them. They sabotage, conspire, and plot in an attempt to take your power, betray you, or cause trouble specifically for you because of anger or desire.

  Of course the chances of them succeeding are close to nil, but you'll still need to clean up their mess and it'll be annoying and frustrating, and they might kill other people in the process.

  Unfortunately for you, you can't just indiscriminately slaughter them, either, even if you somehow figured out who they all are. You now survive off of faith, and if the faith of your believers ever dips below a certain point, you'll lose all your powers (and then die if it drops to none). It shouldn't be difficult to maintain your faith, especially with such a psychotic band of cultists, but the point you can't let it dip below always includes a sizeable number of these bad actors and would-be usurpers (but hey, worship is worship even if they plan on trying to kill you later).

Withering Touch (+100 CP): You're a Jumper, you're filled with so many out-of-context powers you might just explode. You'd imagine that, contained to a single universe, you'd know what to expect and everything would follow that universe's logic, right? Well, not anymore, because now there are a small number of beings across the cosmos that have their own out-of-context powers. These are usually not very expansive, typically constrained to a single power or ability they may have, and you'd think with so few there would be only a tiny chance of you even encountering them.

It's too bad, then, that whenever you make enemies, your enemies or those associated with your enemies tend to have these out-of-context powers. Screw with a criminal syndicate? They have a member that can shatter intelligence with their left hand. Oppose a political faction? They have a couple members who can eat luck or generate powerful dragons whenever they jump.

The universe doesn't hate you, it's just… bad luck. Maybe that guy who eats luck got to you already?

+ **All Others Must Die (+50 CP):** The universe is a vast place, so it's not strange that some characteristics will end up duplicated from pure chance. What this means is that there's some power, ability, racial form, or other characteristic about you that's now shared by someone else in the universe. Someone powerful, who is able to utilize that power or form to its fullest extent. They have spent decades or even centuries and millennia studying the power or the nuances of their body, and came to the logical conclusion that it's too dangerous for anyone or anything else in the universe which has anything similar to be left alive.

  So they performed a mathematically justified genocide against everything else with it. They succeeded, and now you've shown up. They'll notice you the moment you begin to make any waves, at which point they'll freak out when they realize they missed one, and then they'll come for you as if you were a cosmic tumor that needs to be excised. They'll stalk you like you're a catastrophe waiting to happen, an existential hazard that requires annihilation. You're hunted not for what you've done, but for what you are and what you might some day become.

Sibling Rivalry (+200 CP): Family is important, whether by blood or chosen. It's a kind of familial unity made of imperceptible bonds which draw family back together even beyond hatred and malice. You now have such a bond with a sibling or very

close friend, a very close and personal relationship. They have been with you through thick and thin, growing with you, always only a little behind you in power and prestige, and it's been weighing heavy on them.

The jealousy…

Being stuck in your shadow…

And now, you've ascended to some higher station, a god or multiversal force, and they saw it, and their corrosive and covetous nature is rearing its head. Their sheer despair at seeing you grow so much greater caused them to suddenly ascend in a similar fashion, though not nearly to as great an extent as yourself. Now they're determined to surpass you in every way no matter what it takes.

This individual will betray allies, sacrifice innocents, unleash forbidden forces, create existential threats, and devastate entire timelines so long as it accelerates their climb towards your station and power. Morality has become an obstacle and consequences are irrelevant. They still love you, they remember all the good times you've had, and it just drives them to prove themselves to you and everyone else more in their warped way. And hey, if you die as a side effect of their ambition, then you weren't meant for your power anyways.

+ **Demon's Legacy (+100 CP):** Sibling rivalries burn hot, some burn long, and some turn entire worlds to ashes. The timeline has accelerated a bit, and instead of your sibling having chased your shadow, they actually conquered it, shattered it, and carved their name across the multiverse in letters made of blood and brimstone. They long since surpassed not just you, but everything in the known multiverse, building an empire which spanned realities made up of worship, fear, and devotion as entire worlds and universes fed their ego and civilizations bent in awe. Deities and pantheons bowed to them in terror.

  Then they met something which could match them. The resulting clash of two cosmic titans was beyond all comprehension, a confrontation which shook all of existence. The ultimate outcome was that your sibling lost. They aren't dead, but perhaps death would've been a better outcome for them, as they've lost the majority of their power and their omnipotence has frayed into a shadow of itself.

  Your sibling, god-king of much of the known multiverse, now possesses a

memory of their infinite power, an understanding of how power works, a merciless intelligence sharpened by humiliation and lust for more power, and an empire willing to die in their name. They've determined that their power can be restored by beings like yourself, and they'll restore it at any cost. They plan to gather beings like you across the multiverse into a single location and then perform a complex ritual years in the making to sacrifice them all and take their power.

In addition to everything else, your sibling is immune to any supernatural abilities which can be used to find them or see their past or future. It will require more than that to stop them, and brute force can only get you so far when their legacy of empires is talking on their heels. Their mind allowed them to beat everyone and everything once upon a time, and now they're wielding that against you and others of incredible power. Are you ready for the war to come?

End of Worlds (+300 CP): Two gods clashed, beings so vast their actions shake the universe. They were mysterious and enigmatic beings of exceptional power beyond a level that boggles the mind. The fight was cataclysmic, shattering the very foundations of the multiverse. If you have the drawback **Demon's Legacy**, then one of these beings was your sibling before losing their power, and if you have the Companion **Unnamed Leviathan** that would be the other in this power clash (though before you met them).

Everything is unraveling, the very fabric of reality coming apart from the resulting fallout of this fight. The laws of physics loosen, concepts detach from meaning, dimensions are fraying, worlds are crumbling, and timelines are collapsing. It will start relatively small, but it will propagate quickly and mercilessly, leading to an end to everything if nothing is done.

It's very unlikely you can solve this yourself unless you're a hyperintelligent multiversal entity beyond the very concept of a god already. No, you must travel the multiverse and gather its greatest minds, experts in metaphysics, magic, divinity, theory, and universal laws, and force them to collaborate on a cure or face this existential threat alone. No individual will have a solution, whether angels or cosmic arbiters, and only by combining the foremost geniuses in the most esoteric arts can this be solved. If you fail, there will be no afterlife which exists that can take you, because none will exist.

+ **War of Infinity (+200 CP):** That fight between two incomprehensible beings that we talked about in **End of Worlds**? Yeah, that fight never ended. Its shockwaves rend time itself, fracturing the future and annihilating the past, affecting every timeline in-between. Every punch tears the space between dimensions apart. Physics shatters like glass, and causality twists into impossible geometries. Every counterattack redefines the universe. Worlds are created and destroyed as collateral.

They're both equally matched.

Neither can gain any ground against the other, and it'll stay this way until everything is sent to non-existence. You must do something to allow one to gain the advantage or find a way to end the fight entirely. It's unlikely you can perform a direct assault, and it'll be a cold day in Hell before they agree to negotiation. This stalemate will drive the multiverse towards collapse, and before you can even consider repairing existence you need to ensure the doom, or at least loss of one of these entities that stand above gods.

Every second you delay is another second everything moves towards the brink. The solution is clouded, a logic that can't immediately be grasped. How does one even begin to consider intervening in a fight that redefines all existence? Pit yourself against gods in a war with no beginning and no end, force the unyielding to yield, and solve this puzzle across infinite histories. This is a war of infinity, something greater than the cosmos itself.

Notes

The Duality of Man: Taking Superior from Generic Fire Manipulation removes the 50% effectiveness drawback of this on the second origin

Harpe: I made this 200 CP because "cutting certainties" basically means you can cut the human out of a person. That seems pretty broken depending on how you think that works and what that means.

Asparas vs Aspara: Today I learned that Aspara is the plural form of Asparas based on the etymology. A literal translation of the word is "going between the waters of the clouds." I thought I'd share this completely useless information with you.

Emergence & Unravel: In case you’re curious as to why I named them this way, it’s because they were originally going to be two halves of the **Unconscious Collective** perk but I moved that to a separate perk and couldn’t think of (was too lazy to think of) better names.