



**Binder's Regalia Jump (NSFW)**  
**v1.0**

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Hello, jumper! Welcome to an unnamed world situated somewhere in the Ouroboros Multiverse. In this world's largest continent, Centalen, the people of various nations and kingdoms clash with the Pydrict Empire, a matriarchal civilization that is powerfully innovating and working to advance science, having successfully created many cutting-edge technological inventions and controlling many battlefields with powerful valkyries: supersoldiers capable of using simple magicks at will that are far faster, though usually less impressive, than more powerful, time-consuming spells and rituals. Much of Centalen has been absorbed into the Pydrict Empire, but various peoples and creatures continue to struggle against the mighty matriarchy. The peninsula of Klaidrae, located in the northern edge of Centalen, is home to several groups that have, as of yet, managed to retain their independence in part due to the valuable work and impressive rites of their skillful binders: individuals with the ability and talent to create sympathetic bonds with mighty spirits and powerful artifacts.

Now you, dear jumper, must decide something important. Who are you? Are you a mighty binder: very possibly the greatest binder of all time, or are you a powerful spirit that has formed a noteworthy bond with a mighty binder? This place promises to be quite entertaining for the decade you're going to be here.

Take **1000 Binder Points** to fund your adventures.

**Author's Note:** *This is a conversion of a NSFW Troyverse CYOA, one set in the same world as Valkyrie Squadmaster, but centering around, essentially, a different kind of adventurer native to a different region of Centalen. Have a [link](#) to the base CYOA this is a conversion of. Also have a link to the [Valkyrie Squadmaster CYOA](#), to learn more about them. It should go without saying but both links are NSFW.*

## Starting Location

*Your starting location is determined by you, and gives you access to discounts in a distinct slate of perks later on, but all starting locations are within the Klaidrae Peninsula, which is in the northern reaches of Centalen. Your exact starting circumstances are up to you, but by default if you are a binder you have just completed binding your chosen spirits, and if you are a mighty spirit you have just finished forming a pact with a particularly fun and attractive binder who seems eager to keep up their pact and has a personality that is compatible with yours.*

### 1. Phebus, The Fallen City

This city is the entryway to the Klaidrae Peninsula for many, and was conquered by Pydrict a decade ago. It has been "Civilized" by Pydrict, though smart visitors wonder how thoroughly it has been tamed. Nonetheless, this place is where the customs of the natives of Klaidrae have most thoroughly interacted with the cosmopolitan ideals of the Pydrict Empire.

### 2. Mymdis, Home To Spirits

This ancient city is the oldest continually inhabited city in the peninsula and is quite storied. Sha'irs: binders who focus their skills on bonding with spirits instead of interacting with talismans are more common here than anywhere else, and as a result of this, many of the binders trained here are remarkably skilled at befriending and contracting with spirits.

### 3. Bodia, City of Steam

The Pydrict Empire isn't the only place of scientific and technological advancements in the continent. Bodia's technology is actually, in many ways, superior to that of Klaidrae, and they are known as the capital of worldwide technological innovation, but they do not have the numbers to compete with Pydrict on an industrial scale. They are more than happy to trade with Bodia, and seem hesitant to try and invade the place, at least for the time being.

### 4. Ojrinah, Magical Oasis

A powerful river running east to west cuts through Klaidrae, which when coupled with the weather and conditions of the peninsula in the first place makes the region north of the river exceedingly safe from external invasion. Ojrinah is located on an island in the river, and is a bastion of trade and culture. It's also incredibly magical, with most

magic-users here being ritualists, which, when coupled with its large treasure trove of powerful artifacts, makes this a prosperous place.

### **5. Havais, Gateway to the Jungle**

Havais is situated along the peninsula's northern coast and thus has more moderate weather, as well as much farmland. This city is also across the strait from Gneshkaan: the second largest continent in the world and a mysterious region filled with powerful monsters, superstitious locals, and potent plants. The actual city of Havais is fairly unremarkable, but if you wish to explore Gneshkaan it's the perfect place to gather explorers and fund an expedition.

### **6. Nomadic Clan**

Many tribes in Klaidrae are nomadic and you were raised in one such space, or at least start your jump off in the same area as one. Nomads who survive in Klaidrae are often charismatic, independent, and some even know how to create glyphs: arcane storage units that can serve as a way of preparing and executing rituals and then tucking away their effects for later.

## **Age and Gender**

You can determine your age and gender freely for the purposes of this jump, with an age floor of you being at least 18 years old.

Regardless of your gender and sex, as well as sexual orientation, you can select either of the main origins here. You can also swap out the gender and or sexes of the characters in the base material to better suit your aesthetic, romantic, and sexual orientations freely.

## **Origins**

There are two types of origins in this jump.

One origin is your background, of which there are four options: warriors, princes (or princesses), tinkerer, or sorcerer (which all have linked perks and a linked item). Your second origin type is your main origin. If you select the Mighty Spirit origin then you retain that as an alt-form in future jumps. If you select the Binder origin and set your species to be non-human, then you retain your chosen non-human species as an alt-form in future jumps. Both origins get both backgrounds, with a mighty spirit's background reflecting some facet of what they do in their free time/in the spiritual plane.

### **Binder (Free)**

You are one of Klaidrae's preeminent binders. As a binder, you have a combination of natural and trained talents and skills that allow you to bind both mighty artifacts and powerful spirits to yourself. Binders who have completed their training, such as you, are also skilled at sex, due to a commonly exploited weakness for pleasure that spirits often possess, which is something many other binders also exploit to get spirits to forge pacts with binders.

You specifically are a uniquely talented binder. You have the incredible distinction of possessing seven *binding slots* able to attune to and utilize seven talismans, one for your

head, neck, two for your arms, one for your waist, one for your legs, and one for your genitals. The talismans you bind to are permanent, and are incapable of being used by anyone else so long as you are alive.

### **Mighty Spirit (Free)**

The spirits of this world are incredibly powerful, though necessarily limited beings that operate under strict rules and conditions. Despite the sometimes inscrutable rules they follow, spirits possess mighty powers and are capable of using mighty, unique magic that defies the rules and conventions of the magic used by sorcerous ritualists and other mortal magic users. As a spirit you normally reside in a spiritual plane, but you can set up a contract that mortal summoners, particularly the binders of Klaidrae, can follow and abide by to summon you and use your powers.

## Perks

*Origins get their 100 BP perks for free and the rest are discounted to 50%.*

### General [Undiscounted]

#### **Klaidracians' Memory [Free]**

Some ancient spirit bestowed a curious blessing on the people of Klaidrae. This odd blessing makes you stronger, faster, more durable, and more tolerant to the effects of the weather and the environment the less clothed you are. You have gained this ability, if you opt to take this perk, even if you are a spirit yourself. Finally this perk also fiat-backs your ability to be nude in public, even in future settings. No one will bother you about this or find it odd unless you point it out, and you are remarkably adept at getting people to accept your explanation, even if your explanation feels lacking.

#### **Species [Free, Mandatory for Binders, Not Available For Mighty Spirits]**

There are a number of sophont races that exist throughout this world. Humans are the most populous, but there are also elves, orcs, and kitsunes. If you select a non-human species then in future jumps this non-human species is an alt-form you can don at will. The other species have different physiologies and this confers both advantages and disadvantages, though none of these changes are absolutely massive.

#### **Hybrid Maker [200 BP]**

Mortals and spirits are normally not compatible on a purely biological level. This is not because spirits are some sort of undead, or anything like that, but because of other, more essential differences. This perk allows you to not only perfectly control your fertility on an insurmountable level, but also allows you to breed anything of roughly human-level intellect, even allowing you to have half-spirit children (which are canon in the source material, with one example being the possible half-spirit Welsniene). This perk also guarantees that any pregnancies it causes result in happy, healthy hybrids as fertile as you wish for them to be, and causes pregnancies you cause and/or experience to be pleasant, pain and complication free (even and especially during labor), and even pleasurable. This perk explicitly overcomes curses, statuses, and physiologies (and physiological differences) that should normally prevent pregnancies, and also makes you somewhat better at parenting.

## Location & Background Perks

### **“Cultured” [100 BP | Free for Phebus, The Fallen City]**

At the start of each jump you can select a culture to be given a formal education in. This gives you a sophisticated understanding of that culture’s language, ideals, views on gender and sex (and sexuality), and history. This is a thorough education, and comes with a small, though notable, boost to your ability to seduce people from this culture.

### **Cross-Cultural [200 BP | Discounted for Phebus, The Fallen City]**

You are an incredibly skilled diplomat and ambassador, able to easily communicate the best parts of the culture you represent to the people around you. You are also quite persuasive broadly, and can smooth over even violent disagreements if given time. This also makes you quite seductive, and those you’ve seduced are even more vulnerable to your diplomatic and ambassadorial skills than other people.

### **Casual Power [100 BP | Free for Mymdis, Home To Spirits]**

In the same way as people accept the remarkable number of spirits that call Mymdis home, people accept your power. Those who see your abilities only have positive reactions to it, rather than fearing or hating it. And those who are helped by your power are even more impressed by it than they’d otherwise be, with it having more of an effect than you might anticipate, especially if the people affected or saved by your power are attracted to you.

### **Spirit Seducer [200 BP | Discounted for Mymdis, Home To Spirits]**

Ah so you’ve truly internalized the sha’ir training. Spirits take an incredible liking to you with eerie ease. With this you find it incredibly easy to please spirits, and they are very likely to become addicted to the pleasure you give them, which makes them eager to enter pacts with you. And the more spirits you’ve pleased the greater this effect becomes, making it possible for you to have quite a harem of lovely, devoted spirit companions. Spirits are also more permissive towards you, allowing you to more easily have a larger number of spirit servants, as well as unpack their emotions with greater skill.

### **Tech Head [100 BP | Free for Bodia, City of Steam]**

You are comfortable around technology and take to it with remarkable ease. You naturally understand how to operate much of the technology you can find around Bodia and are luckier when it comes to safely maintaining it.

### **Quality Over Quantity [200 BP | Discounted for Bodia, City of Steam]**

You are an incredible craftsman. Your work isn’t fast but it is of unparalleled, surpassing quality and your opponents and rivals will come to understand that. The longer you take to make something the higher quality it becomes, and this effect is increased if you use more materials to make something than you’d otherwise do, allowing you to simply implant materials into a product to enhance its quality so long as it’s not done yet. This is especially true of things that normally only take a short while to make.

### **Almost Amphibious [100 BP | Free for Ojrinah, Magical Oasis]**

You seem to have really taken to the river that surrounds Ojrinah. You are a naturally adept swimmer and are capable of effortlessly holding your breath for over half an hour,

even if you are doing physically intensive things at the same time. Beyond this you can move through water as easily as you can move over land, allowing you to be a true terror in the water.

**Magical Hoarder [200 BP | Discounted for Ojrinah, Magical Oasis]**

You are remarkably lucky when it comes to finding magical artifacts. Beyond this you are quite able to handle all sorts of magical tools, and can easily figure out how to use even unidentified mystical relics. Willful magical devices are incredibly likely to like you and want to be used by you, and ones with real personalities and intelligences could easily be seduced by you if you put your mind to it. You also have a talent when it comes to the maintenance of magical tools, able to supply them with more energy, keep them cleaner, and otherwise help them operate at tip-top shape.

**Explorer [100 BP | Free for Havais, Gateway to the Jungle]**

You are a talented explorer with a frightening level of skill at charting the unknown. You also understand the logistics and costs of exploration more easily, allowing you to be better at funding expeditions and persuading others of the upsides and downsides to going on journeys.

**Alchemical Mastermind [200 BP | Discounted for Havais, Gateway to the Jungle]**

Ah so it seems there's a reason you ventured to Havais. You are an impressively skilled alchemist, the kind that makes potions, and thus the magical plants and animals in Gneshkaan are perfect for you. Your greatest potions and poisons require ingredients that are quite rare, but you also know how to substitute in less rare, more mundane ingredients. This skill may require many lesser ingredients to substitute one thing of magical power and weight but it allows for alchemy to be used even in purely mundane worlds.

**Family [100 BP | Free for Nomadic Clan]**

To the nomads, family is everything. You are capable of forging extremely close bonds with those around you, and can, in essence, adopt others into a found family with impressive ease. You naturally understand your family members, and are capable of working with them to achieve fantastic goals normally unattainable by anyone working on their own.

**Glyph Master [200 BP | Discounted for Nomadic Clan]**

You are quite talented at using glyphs, able to go beyond the normal rules for them which state that they can be used to store the end results of rituals and cast them at a later point. Now you can use glyphs with any kind of magic, not just ritual magic, allowing you to do something like store up a number of healing spells or magical attacks and unleash them all at once. You can also teach others how to use glyphs though different people will have different levels of skill with glyph magic.

You also know one sort of ritual, and can perform it as readily as a sorcerer can (which takes minutes, if not hours of intense concentration, and rituals also require a range of materials which are usually used up when the ritual is completed). The scale of the effects of the rituals are typically pretty decent, with teleportation being able to allow teleportation of dozens of miles, and communication capable of allowing two way communication if a given ritual is advanced enough. The rituals are capable of causing

the following effects: teleportation, scrying, communication, conjuring (summoning materials, though these materials cannot be used as materials in rituals), summoning (summoning monsters that follow your commands and calling allies to you), healing, construction, weather control, binding (this refers to causing status effects to other people, not the binding arts of a binder as the origin), and warding. If you wish to learn how to perform more rituals you can spend 100 BP per ritual.

### **Disciplined [100 BP | Free for Warrior]**

You are an experienced warrior, one honed by the unforgiving conflicts occurring around you. You are immune to supernaturally caused fear, and you have nearly supreme mastery of a single melee, and a single ranged, weapon. You are also even better at wielding magical weapons than other people would be, due to your nature as a binder enhancing your martial skills.

### **Tactician [200 BP | Discounted for Warrior]**

You have an uncanny level of knowledge regarding battle strategy. Your keen, flexible mind allows you to stay calm in battle and carefully, thoughtfully weigh different options and parse out distinctive strategies. You are also a skilled commander, capable of understanding what others contribute to battle, and using their talents effectively and you can even train others more effectively, especially those attracted to you.

### **Princess Prowess [100 BP | Free for Prince]**

You possess the charisma, natural authority, and beauty or handsomeness of someone who has lived a life of luxury and means. You are naturally more charismatic, diplomatic, and talented when it comes to social skills than most others, and you are remarkably more attractive to others with power and means.

### **Ruler's Right [200 BP | Discounted for Prince]**

Your ambition and natural inclination to rulership and power is something that protects you. You have a powerful resistance to mind-affecting magic and abilities that scale higher the more people respect you and the more people who view you as their leader. This also enhances your own authority and enhances the effectiveness of your abilities that supernaturally alter other minds, scaling in the same way as your defenses do. Both of those effects are enhanced if the people they are relevant to, be they those trying to control you or those you're trying to control, are attracted to you.

### **Tantric Technologist [100 BP | Free for Tinkerer]**

You are skilled at inventing and maintaining a range of technology. You have a particular speciality and you are fantastic at inventing both regular devices to enhance sexual pleasure and you are also good at inventing devices that take your sexual skills and make them useful in other ways, such as using your sexual energy to make ammunition or a blade that grows longer, stronger, and lighter the more aroused you are.

### **Supernatural Scientist [200 BP | Discounted for Tinkerer]**

You are phenomenally skilled at integrating the supernatural into scientific and technological devices in ways that are synergistic and potent. You can create all sorts of powerful magitech, and with enough time and resources you could even investigate and reverse engineer the powerful technology possessed by the Pydrict Empire and figure

out how to make it even stronger. With the right resources what you could create would bewilder the imagination...

### **Ritualist [100 BP | Free for Sorcerer]**

You are capable of the powerful, though set-up heavy, ritual magic of the sorcerers of the Klaidrae Peninsula. This perk allows you to use four of the following types of ritual magic: teleportation, scrying, communication, conjuring (summoning materials, though these materials cannot be used as materials in rituals), summoning (summoning monsters that obey you and calling allies to you), healing, construction, weather control, binding (this refers to causing status effects to other people, not the binding arts of a binder as the origin), and warding. If you wish to learn how to perform more rituals you can spend 100 BP per ritual.

This perk also reduces the difficulty of rituals, making even more complex and intensive rituals easier to perform, requiring less resources, less concentration, and altogether easier to do.

### **Master Of Ceremonies [200 BP | Discounted for Sorcerer]**

You are an uncommonly skilled ritualist. You understand how to convert normal spell effects into the end results of various rituals (in essence allowing you to ritual cast all of your spells, though obviously how complex this is scales with the power and difficulty of the magic you're turning into a ritual), and you understand how to imbue materials with arcane power, making them material components of higher quality. This even gives you creativity when it comes to improvising new rituals, and could even allow you to figure out how to make existing rituals simpler.

You also have two distinct talents that make your rituals even more remarkable. Firstly you can make rituals a group effort, which not only lowers the difficulty of the ritual but actually enhances the effects (though this depends on the arcane power of the people you get to help you). Secondly you can infuse tantric energy into your rituals, making them sexier, and also making you hornier, but enhancing the effectiveness of the ritual and making it take less time to cast. Yes, you can incorporate both of these effects into the same rituals, if you wish. This also allows you to teach others how to use ritual magic, though they'll struggle with it a lot more than you do, unless you aid them directly or they have immense magical potential.

## **Binder Perks**

### **Binder's Physique [Free for Binders & Only Available to Them]**

The more powerful a spirit is, generally, the more intense of a sensual appetite they'll possess. Many spirits trade pleasure for their powers, aiding those who please them, and even making sexual favors both the initial cost of pacting with them and the required cost for maintaining a pact. As a result of this, in the buildup to successfully binding a spirit, you were enhanced by rituals and given special training regarding sex and sexuality. You have large, pleasurable genitals, no refractory period, and you know cantrip-level sex magic, such as contraceptive spells, clean-up spells, and other sorts of handy spells related to sex. This also broadly improves your attractiveness, especially to hedonists.

This perk also fiat backs your ability to make pacts with spirits of all sorts, and thus to have access to their powers and magic, so long as you pay the initial cost for summoning them and keep up with your upkeep.

### **Accessorizing [Free for Binders & Only Available to Them]**

Your unusual skill with talismans translates to other areas where it relates to accessorizing. You have a remarkable level of talent when it comes to drawing the most possible power out of trinkets like talismans, magic rings, and the like, and you can equip more than one of them. You can equip seven talismans and can easily benefit from wearing more than one magic ring or other such unintrusive items like amulets. Curiously you have a fantastical ability to use magical items to empower each other, allowing you to use the magical energy present in items you own to empower or slightly alter the effects of other magical items. This ability also fiat-backs a curious quirk of the nature of talismans: their ability to resize and even subtly change shapes to better suit you. This perk spreads that ability to all of your accessories.

Unsurprisingly, this perk fiat backs your ability to bind talismans to you.

### **Rules Of Hospitality [200 BP | Discounted for Binders]**

You benefit from the rules of hospitality everywhere you go, not just in the Klaidrae Peninsula. Generally speaking people will often treat you with profound respect so long as you are not known or believed to be operating as an enemy soldier or as a bandit, and more often than not people will at least speak to you. If you offer them a service or a fitting tribute, which could be as little as a well-performed song or poem, folks will often be happy to give you a meal and a place to rest. You also have a subtle, though real, boost to your ability to get famous and your reputation has a remarkable way of preceding you (though not to the extent that this transcends jumps, more so on a mundane level). In other contexts and circumstances people will be similarly willing to do small favors for you, so long as it costs them very little, especially if you treat them with kindness.

### **Sexual Strength [200 BP | Discounted for Binders]**

Your power as far as sex and sexuality goes is directly linked to your power overall. You know how to make abilities tie themselves to your sexual potency and can do this with items as well, allowing you to create powerful combos and fuel plenty of usage of your abilities and/or items that use your energy, due to the large wellspring of sexual energy within you. You can enter into higher states of arousal to speed your rate of energy

regeneration/recovery, and are impressive in the eyes of lovers based on how powerful they are, your own power attracting the powerful.

### **Spirit Seducer [400 BP | Discounted for Binders]**

You have a truly uncanny ability to understand, communicate with, seduce, and please spirits. Your understanding of the normally enigmatic rules they follow is quite strange but they don't mind it, and are often happy just to see you. You can soothe even enemy spirits and have a curious empathetic link to them that allows you to know what they're feeling and how they're doing. You can see through the lies and veils some spirits put up to protect themselves and when you please a spirit it is a thorough, spiritual experience for that spirit. This applies to all things that could be considered spirits, such as gods and goddesses, ghosts, angels, demons, and the like, as well as the more nebulous kind of spirits found in this world. This obviously massively increases how much spirits like you, even enhancing their first impressions of you and making them far more likely to become infatuated with you (which you'll invariably be able to twist to your advantage). This also massively enhances your understanding of spirits and your ability to strategize when it comes to using them effectively, giving you greater creativity when it comes to figuring out how best to use your new friends. This also allows you to make pacts that are better for you, requiring less severe upkeep rites and easier to do initial costs, as well as lessening the severity of penalties, due to spirits wanting to stay with you and being willing to ask less of you in exchange for staying with you.

If you wish, this could allow you to be a half-spirit though that would primarily grant you one meaningful benefit such as making it easier for you to travel to spiritual planes, and utilize magic without having to perform rituals.

### **Pleasure & Prices [400 BP | Discounted for Binders]**

You are eerily good at convincing people to accept pleasure as a viable payment for their goods and services. In much the same way as you can barter with spirits, using your body and the pleasures you can inflict. Obviously what someone will ask for in exchange for their goods and/or services will differ from person to person, but you can tell, roughly, how likely someone is to accept your offer as well as have a clear understanding of what pleasuring them enough for them to part with their goods would look like in practice. This also radically improves your ability to barter generally. With this you may well be able to pay for room and board through your body, if you are sexy and willing to service others.

### **Arcane Craftsman [600 BP | Discounted for Binders]**

You are a magical crafter capable of creating powerful relics, though nothing quite on par with a unique talisman. What you specialize in crafting are tools for spirits, things like the magical rings, lamps, and bottles that allow spirits to more easily, though conditionally, manifest in the material world. Your items, both the ones listed here and ones you create generally, are also more attractive to spirits with some spirits willingly bargaining with you to own an item you make even if they don't enter a formal, long-term pact with you.

This also fiat backs the existence of spirits in future jumps, ones tied to future jumps thematically, guaranteeing you'll have the chance to meet more spirits and potentially gain their services and friendship in your future adventures. They'll have the full

makeup of the spirits in this jump, and have their own spiritual planes that you can access.

### **Respec [600 BP | Discounted for Binders]**

Normally the process by which you bind talismans to yourself is permanent and once a talisman is slotted to you you cannot unbind it. Typically death is the only way for a talisman to become usable by someone else. You have a very strange talent. You can unbind your talismans to yourself with a sexy ritual that culminates in the energy of the talismans erupting from you and them being free to go to other people, and you being free to attune to other talismans. You can even use a temporary version of this ritual that lessens your connection to talismans you've attuned to but allows you to use other talismans, though this exhausts you and burns through your life force, due to the raw power involved, requiring time to rest up and recover afterwards. This ritual can also be done once per jump without unbinding talismans to give someone else the power of a binder, though their training will still need to be done. In this jump you can only use this power on a mortal, but in future jumps that restriction is lifted. Over the course of several jumps you may master this ritual and figure out how to use more than once per jump, but it still takes time and energy to do so.

This perk also fiat-backs the existence of talismans in future jumps, ones keyed to the setting in thematic ways, guaranteeing you'll be able to find more talismans in the jumps to come. Such items are given fiat-backing if you attune to them and even if you respec and lose your attunement to them they retain the ability to work and can regain their full power if you, or another binder, bind them.

## **Mighty Spirit Perks**

### **Spirit Magic [Free for Mighty Spirits & Only Available To Mighty Spirits]**

You wield the powerful magic of a mighty spirit. You know a range of magical spells and abilities that are a powerful part of your very makeup, these magicks do not need rituals to be cast, though they drain you of some energy to use depending on how powerful they are. These spells and abilities are a powerful part of your arsenal and mortals who wish to pact with you will often think first and foremost of these parts of your toolkit.

### **Spirit Physiology [Free for Mighty Spirits & Only Available To Mighty Spirits]**

You are a mighty spirit and thus have a spirit's physiology. You can, at will, return to the spiritual plane: a strange place of curious laws, beautiful and handsome spirits, and primordial magical powers. As a spirit you struggle to access and stay in the material plane of the world where Klaidrae is located, but there's a handy way around that: pacts. You can sign a pact with a mortal binder and in exchange for a place to reside in (of some sort), an initial cost the binder pays to contact you, and an upkeep cost they pay to keep you around, you can stay in the material plane (within the rules of the vessel you select, be it a ring that binds you to a wearer's physical location and a small area around it, a lamp that gives you limitless range in the mortal world but must never be stolen from the binder, or a bottle that you can somewhat move on your own but which keeps you within a reasonable distance of it (and has an interior dimension that both you and your pactbound binder can reside in as long as you wish).

You can decide your own initial cost, upkeep, severity, and the penalty someone pays if they do not keep up their upkeep and have to resummon and remake their pact with you or otherwise fix it. You can also determine the criteria for your summoners, aesthetically, and fate will always find a way for you to be summoned by people who match the criteria you select, and if you don't do this you'll always be summoned by those who you'd find attractive, aesthetically if nothing else. This perk also fiat-backs the existence of spiritual planes in future jumps, and causes their to be binders, though those with this talent will be quite rare (and universally be people you find attractive).

### **Spiritual Skills [200 BP | Discounted for Mighty Spirits]**

You are a remarkably talented spirit excelling in an area of your choice in a way that makes you truly something special to behold. You can select the area of your speciality and you are a spirit without peer in that area, making you truly superhuman in that field. Your skillset will be a big part of the overall draw of having you as a spirit in a pact, and you are impressive at selling those skills, understanding what sort of people would most like your skills and most be in need of them.

### **Promises Made Promises Kept [200 BP | Discounted for Mighty Spirits]**

You are spectacularly skilled at keeping your promises. When you do what people made pacts with you for your powers shine, coming out explosively powerfully and your skills are equally as powerful, shining when it comes to doing what the mortals you pact with need you to do. You are a stunningly capable figure in your areas of expertise and where you market yourself. When people pact with you for specific reasons those people will get to see you at your absolute peak so long as they ensure you get to do what they needed you to do. Whether you're a soldier spirit eager to do battle with the forces of

the Pydrict Empire, or a healer summoned to aid travelers in a small town, people will be left amazed at your sheer power.

### **Spiritual Seduction [400 BP | Discounted for Mighty Spirits]**

As a mighty spirit you are a being of phenomenal power. This power has so thoroughly become a facet of your being that it gives you a profound aura of wisdom and charisma. The mightier you are, the more attractive you are, and people who come into the range of this aura are passively affected by it, making it much harder for them to try and hurt you (and it becomes even harder the stronger you are) and nearly impossible for them to do if they find you attractive unless you hurt them first. People in your aura that you are attracted to and that are attracted to you are affected by it even more strongly, becoming slowly but thoroughly passively seduced by you due to its effects. How fast this occurs depends on how attracted to them you are, how attracted to you they are, and the difference in power between the two of you, but at worst it slowly makes them infatuated with you and makes them slightly more vulnerable to your advances and charisma, while at best they fall for you instantly, desperate to be with you and eager to become members of your harem. This also buffs your attractiveness, syncing it with your power, and vice-versa, which can obviously have stunning effects in the long term. Lastly, this makes mortals more willing to tolerate stricter conditions and more eager to form pacts with you, giving you plenty of popularity.

### **Pact Fiend [400 BP | Discounted for Mighty Spirits]**

You are a fierce and feared kind of spirit... One who draws real power from pacts. For most spirits pacts are simple things, rules and conditions they and the mortal they've formed pacts with must abide by to ensure the spirit can manifest in the material plane. You are different. You get real power from forming pacts with mortals, with each pact sharply increasing your power to a noticeable degree. Upkeep also enhances your power, though to a less extreme degree. The longer a pact lasts the more power you derive from it in the long term, and when a mortal you pact with dies they are given the chance to go to your home in the spiritual plane and be with you forevermore. Beyond this the powers, abilities, and skills of the mortals you pact with all color and flavor the way the pact increases your own abilities, orienting the focus and nature of the buffs you receive such that forming a pact with a warrior makes you faster, stronger, and more durable, while forming a pact with a ritualist makes you more magically powerful. You also get more power based on the depths of the feelings you and your pactbound mortal feel for each other, so if you have a genuinely close bond with a mortal you draw more power. You also slowly, passively grow in power if a deceased mortal who made a pact with you stays with you in your home in the spiritual realm. If you are not a spirit and you take this perk it works on a less dramatic scale for promises you make and keep.

### **Power of Worship [600 BP | Discounted for Mighty Spirits]**

Truly powerful spirits were once thought to be gods, and even in the present day a rare few are still worshipped. You are one such spirit, one worthy of mortal love, adoration, service, and worship. And unlike your peers who only use worshippers because it is convenient for them you actually derive might from worship. You grow more powerful, albeit only slightly so, from prayers directed towards you and other forms of worship. Even body worship is enough to ever so slightly make you stronger. It takes enormous amounts of worship to make you noticeably stronger, but every prayer directed towards

you, every heart that sincerely believes in your might, and every act of worship gives you a tiny, though real, buff to your powers.

**Talisman Maker [600 BP | Discounted for Mighty Spirits]**

Several of the mightiest talismans in the world are rumored to be the direct creations of incredibly powerful elder spirits. Usually these talismans are said to have been gifts given to particularly captivating binders who seduced, or were seduced by, ancient spirits. You are one such elder spirit, and you have the power to craft particularly captivating and potent talismans. Like the mighty elder spirits who've come before you, you can draw inspiration from a range of things. You draw the most inspiration from love, lust, and pleasure, and you can easily create truly spectacular talismans after especially invigorating lovemaking and as tributes to heartfelt romances.

## Items

*Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.*

*Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.*

*All origins get their 100 BP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.*

*Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.*

## Location & Background Items

### **An Ornate Home [200 BP | Free for Phebis, The Fallen City]**

You are the proud owner of a luxurious villa staffed with beautiful or otherwise attractive servants and staff who are eager to be claimed by you. This beautiful home is filled with stunning furniture, perfectly safe, and generally safe to reside in unless you make truly powerful enemies. It also expands to accommodate your harem and/or any children you have or guests you invite.

### **Conjurer's Guide [200 BP | Free for Mymdis, Home To Spirits]**

This work seems to have been written by a rather impressive sha'ir and is a brilliantly written treatise on summoning. With this tome anyone can learn extremely basic magic related to summoning simple servants and weak monsters, and those with more skill in summoning magic can go proportionally further, learning greater tips and tricks to the trade.

### **Custom Tech [200 BP | Free for Bodia, City of Steam]**

You have access to one of the three following items: a custom gun (extremely accurate, rapid fire, easy to maintain gun, that binders specifically can use infinitely in terms of ammo), a tank-walker (a bipedal tank-mech, with a pair of gatling guns and nigh-impetratable armor, that can carry up to 10 passengers and can pilot and fight by itself, but requires regular maintenance), or a clockwork companion (loyal clockwork homie of your design in appearance and personality, that is undyingly loyal to you and has a number of skills you designate but isn't especially good at prolonged combat, requiring regular maintenance). You can purchase this more than once to get additional choices, for 100 BP for each additional purchase, and if you want you can purchase the same item more than once.

### **Sorcerous School [200 BP | Free for Ojinrah, Magical Oasis]**

Ah it seems you've taken to the glories and joys of teaching. How exciting! This is a school wherein aspiring binders and magic-users of other sorts (and all adults, as this is more akin to a university) will come to receive an arcane education. Students who come here will invariably be attractive, eager to learn, attracted to you, and have at least some small smidge of genuine arcane potential. This place is staffed by powerful, skilled, attractive users of magic, some of whom will be binders while others will be ritualists

and other sorts of magic users one can find here. In future jumps those who come here who meet your specifications aesthetically, romantically, and sexually, can be infused with a tiny glimmer, a faint spark, of magic and thus have the power to develop fully realized magical powers. And people here can learn any kind of magic you choose to teach, in this and future jumps, though this requires your deliberate effort and intent.

### **Explorer's Yacht [200 BP | Free for Havais, Gateway to the Jungle]**

This unusual thing is an opulent yacht that can expand in size to sustain any crew. It is perfect for crossing the waters that separate Havais from Gneshkaan, and it is staffed by a tribe of sexy, superstitious jungle women who are undyingly loyal to you and are talented explorers and navigators of Gneshkaan. This boat regenerates from damage, is always staffed with enough food for a crew of any size, and can cross any body of water in hours at worst.

### **Magical Tent [200 BP | Free for Nomadic Clan]**

A portable home that is the size of a normal tent on the outside but the size of a sprawling home on the inside, divided into rooms for privacy and outfitted with modern amenities. This lacks servants and the like but the cleaning and upkeep is done by magic, automatically, so you still have nice QOL boons here.

### **Genie's Kiss [200 BP | Free for Warrior]**

Spirits, at least the ones here, are not genies, but it seems like at least one enjoys pretending it is. This suit of armor is blessed to be supernaturally light, unintrusive (meaning you can wear it and still benefit from buffs that require nudity), and remarkably protective, protecting against magic just as thoroughly as it protects against physical attacks. It also makes you more attractive to spirits.

### **Oasis Wealth [200 BP | Free for Prince]**

You have inherited a vast fortune or been given one by a lovestruck admirer. This is a truly stunning amount of money, and it is blessed to pay off when you invest it, with wiser investments returning even more than they should. This fortune is equal to the wealth generated by a particularly wealthy city in a year in whatever setting you're in.

### **Materials [200 BP | Free for Tinker]**

This is a replenishing stockpile of materials, both magical and otherwise, for use in tinkering. The main things this gives you are metals of various sorts that are perfect for technologists and inventors, as well as the tools needed to turn ingots into something worthwhile. There are also a few books included here that can give you a needed refresher, just in case you have need of one, or to help more properly educate any assistants you've got working alongside you.

### **Magical Focus [200 BP | Free for Sorcerer]**

This beautiful staff is a magical simplification tool. You can use it once a day to more efficiently, more effectively, and more cheaply cast rituals, with it taking some of the work off of your shoulders. It massively simplifies rituals, not quite taking their costs and time down to zero but putting in some work to make them noticeably easier. Even when you've used it for a ritual for the day it also empowers all other magic, though to noticeably less intense degrees, but still helpfully so, making spells cast faster, easier, and hit harder/more beneficially.

## **Binder Items**

### **Binder's Setup [Free for Binders & Not Available To Non-Binders]**

Binders are fairly resource-heavy magic-users. This is a full loadout of relevant goods, seven talismans (one head talisman, one neck talisman, two arms talismans, one waist talisman, one leg talisman, and one genital talisman), and three vessels for spirit pacts. You can select the precise makeup of the vessels you get from this, whether you get one ring, one lamp, and one bottle, or multiples of any of the other options. You can create custom talismans for the sake of this item, but you must still abide by the basic setup outlined in the base CYOA (one head, one neck, two arms, one waist, one leg, one genital). Please consult the notes for more information on specific talismans.

### **Talisman Map [200 BP | Discounted for Binders]**

This enchanted treasure map points you in the direction of the nearest talisman, and also gives you a rough idea of what sort of talisman awaits you. You can, with a bit of effort, orient the map towards specific talismans, though ones that are attuned to existing binders are much harder to track with this map.

### **Spirit Tome [400 BP | Discounted for Binders]**

This... is a very strange item. And a very powerful one. This is a tome that contains imprints of all of the spirits you pact with, and even all of the spirits who like you enough. You can reach into this tome and can summon shades of spirits once per day, that are as strong as the spirit in question likes you, meaning that if a spirit loves you their copy can be as strong as they are, or potentially even stronger. This tome also serves as a pact-making mechanism and can allow you to make more pacts with more spirits. You can also use these copies to fulfill your pact-made obligations and to communicate with spirits across vast distances, if they have entries in the tome. You could potentially use this as a vessel, though if you do the spirits bound to it cannot leave your sightline and gain the ability to write messages on their pages for you via telepathy, and to read messages you write them back. This tome also contains information on mortals who are attracted to you, with them having their own pages in it, with it giving you more information the more intense their feelings are.

## **Mighty Spirit**

### **Spirit's Home [Free for Mighty Spirits, Not Available To Binders]**

This is a home for you, of your design, in the spiritual realm. You can design it however you wish and it is staffed by weaker spirits who are members of your court, who obey and please you however you wish, as well as serves as an afterlife for mortals who form pacts with you.

### **Spiritual Weapon [200 BP | Discounted for Mighty Spirits]**

This is a mighty weapon that can shapeshift into any weapon you can wield with your hands, be it a mighty gun or a powerful greatsword. It can penetrate armor, cutting through it or otherwise ignoring it as you see fit, and can be telepathically controlled by you as well as summoned to your hand at will. It is greatly enhanced when used to defend your binder, making it deal considerably more damage.

### **A Spiritual Place [400 BP | Discounted for Mighty Spirits]**

In every jump from here on out there are places where the boundaries between worlds and dimensions are exceptionally thin. You can manifest in these places easily, and even at your full power, without a pact binding you, and are altogether more impressive for it. In these places you can perform miracles keyed to your magical powers and abilities, and even mortal magic users can more easily and freely tap into magic and perform rituals and the like. These places are maintained by superstitious locals who love and adore you, and will eagerly serve and service you, recognizing you as the lord or lady of a given spiritual place. You have a rough, but accurate, intuitive grasp of where these places are located.

# Companions & Followers

## **Companion Import/Companion Creation [50-200]**

With this, you can spend BP to import companions into this jump, giving them 600 BP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 BP per person you do this for, or you can spend 200 BP and create or import 8 such individuals.

## **New Friend [50]**

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 BP here gives you a new token. Each unspent token is refunded at the end of the jump. Yes you can use this to recruit spirits and binders as companions as well.

## **Spirit Party [Special, Only Available To Binders]**

For free at the start of this jump binders get to pact with one or more spirits, potentially as many as four. These are special followers who generally do as you ask, within reason, granting you access to their power, wisdom, and resources, in exchange for you keeping up your pacts with them. At the end of the jump, provided you have kept up with your pact, you can ask them to come with you. By default the spirits are followers but you can pay to import them as companions if you wish.

## **Mortal Binder [Special, Only Available To Mighty Spirits]**

This is the mortal binder who formed a pact with you at the start of the jump. If this person has kept up their pact with you for the duration of the jump you can ask them to accompany you on the rest of your chain for free. Alternatively this can be used for another binder if you end up leaving or getting left by your initial binder and instead form a bond with another one. By default the binder is a follower but you can pay to import them as a companion if you wish.

# Scenario

There is only one scenario here, and each increment of it you complete gives you 50 BP in addition to the other stated rewards.

## **Goals**

Select as many of the following goals as you wish: Adventure, Explore Gneskhaan, The Pydrict Empire (either help them conquer the Peninsula or oust them from it and force them to leave forever), Found an Oasis City, Power and Influence, Unite the Peninsula. If you complete these objectives, which in the case of Adventure, Explore Gneskhaan, and Power and Influence, means achieving some big milestone related to those goals, you get 50 BP per objective.

If you complete over half of the total objectives here you get the **Goal** perk, which is a perk that allows you to set objectives at the start of a jump and get a massive boost to

your luck and ability to achieve these goals, a fate and planning booster that helps make your dreams and ambitions possible.

## Drawbacks

### **Another Universe [0 CP]**

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

### **Extended Stay [Varies]**

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

### **Lockdown [Varies]**

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 BP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

### **Complications [100 BP]**

You can turn the canon complications (Exile, Bounty, Eye of the Empress) into points by taking them on. You can also use these to grab more backgrounds, but if you do you forfeit the points they'd normally grant you.

### **Incomplete Training [100 BP]**

You do not have the full slate of training of a binder or the full life experiences of a spirit, depending on your origin. This obviously complicates your life, but not so much so that it's insurmountable. Still, this lack of experience is potentially very dangerous.

### **Sexism [200 BP]**

Oh just... direct, real-world sexism keyed to you specifically. This sucks. People are worlds more sexist to you.

### **Sexual Powers [200 BP]**

All of your powers are now keyed to your sexuality. This means that the more of your supernatural abilities you use the more horny you get. You can still replenish yourself just by having sex, but in the middle of battle this can be quite inconvenient.

### **Talisman's Target [400 BP]**

Talismans are especially effective against you, their powers hitting you with the force of a freight train. This drawback makes fighting binders much more dangerous.

### **Hated By Spirits [400 BP]**

Oh this isn't fun. Spirits really, really do not like you. If you are in battle expect spirits to target you first, and if you are a binder expect pacts you make to be uncommonly difficult to maintain, with intense strictness and severe penalties. If you are a spirit be ready for other spirits to detest and fear you.

### **Binding Foe [600 BP]**

A mighty binder is obsessed with you and determined to bring you to heel. They may be jealous of your power if you are a binder, or be determined to enter into a dark, hateful pact with you if you are a mighty spirit.

### **Dark Spirit [600 BP]**

A dreadful spirit, one loathed by other spirits, has made it known that they want you. Maybe dead, maybe in their harem, maybe both, they are ready to do anything to attain you, even entering into pacts with binders if it brings you closer to their clutches. This powerful spirit is nearly impossible to fully kill and is darkly powerful, possessing mind-controlling magic.

## **Decisions**

*You have three choices ...*

### **Go to the next Jump**

Continue onto the NEXT GREAT ADVENTURE!!!!!!

### **Stay**

Stay and enjoy your current life.

### **Go back**

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

## **Notes**

-Oh hey surprise Troyverse jump. Nice. I started this on June 20th and finished it over the course of two days.

-We're gonna speedrun the talismans. For more information click the actual CYOA and read about them there. Also this is very canonically not all of the talismans that exist.

-Mahg's Third Eye: produce magical moonlight at will which can see through deceptions of all sorts.

-Pearls of Fey Azure: buffs your charisma and all that jazz, as well as gives you omnilingualism.

-Crown of the Unconquered: Buffs your battlefield presence and allows you to buff allies and debuff foes.

-Assassin's Bane: Your senses get buffed, and you have baby psychometry.

-Saresti's Band: You can heal yourself and others.

-24 Promises of Tiradeen: You are an illusionist.

- Cloud Dancer's Collar: You can levitate and, if you also have the Chains of Welsniene you can fly at the speed of a galloping horse.
- Juovel's Mantle: You gain 25 Kilogram level telekinesis.
- Curaelin's Retort: You can shoot elemental attacks from your hands, and this one can be picked more than once, with each pick letting you decide what of the following elements you can blast: fire, ice, or lightning.
- Hystreita's Rebuttal: This arm talisman can project an energy shield of a size you want, large enough to cover a dozen people.
- Hidden Strength: You can change the weight of stuff.
- The Shimmering Arms of Gelaeo: You can sprout up to six additional arms that are as strong as your other arms, and as dexterous, as well as selectively intangible.
- Riqui's Void Arsenal: You have a pocket space inventory.
- Cords of the Emerald Court: You can shapeshift into animal forms and into them forms of sapient species native to this world.
- Ariesha's Refuge: You have immense energy and can sate hunger and thirst, including of other people, with sex.
- Sash of Scales: You have inhuman strength and perfect control over it, strength which grows more if you are less clothed.
- Chains of Welsniene: You have extraordinary grace, speed, and reflexes and can slowly glide down from falls of great heights.
- Enigma's Stride: You can become selectively intangible, allowing you to phase through solid matter and even carry items and people through solid matter as well.
- Shadows of Gold: You can turn invisible at will.
- Kaafiin's Horizons: You have short distance teleportation, though this does minorly drain your energy (and with enough energy this short distance teleportation becomes not-so-short-distance).
- Schadiza's Bravdo: You have incredible regeneration against anything that doesn't oneshot you, as well as diseases and poisons.
- Elde Spirit's Favour: You have various mesmerization abilities.
- Magebreaker: You are remarkably buffed against hostile magic, and have a range of anti-magic abilities.
- Chiarsica's Crown Jewel: Your nudity buff is increased, and this doubles the potency of other talismans.