Welcome to a fun filled adventure of minions, dungeons and heroes. For the next ten years, you'll be involved in building interesting and strange things. Builders are a race of magical craftsmen that create various items, dungeons and structures, mostly because they can. People breathe, fish swim and Builders build or at least that's how several Builders would explain why they created that completely insane puzzle ridden nightmare dungeon in the old forbidden forest. What type of Builder you'll become is your choice, in that spirit take 1,000 points to help with your adventure.

Origins

Drop In:
You've managed to drop into a strange new world with very little understanding of the world or at least of Builders and no official paperwork. Sadly, this means that you've just become a Builder or will shortly. On the upside, you don't have any new memories clogging up your mind.

Ex-Minion:

You started as a minion for a Builder and were promoted or will soon be promoted to a Builder either for exemplary service or by a cosmic accident. You may or may not be on decent terms with your old boss, don't expect him to just hand you a full stack of blueprints without buying them. On the upside, you have a decent idea what a Builder does.

Builder:
You've been doing this for a couple of months/years at this point so you have a decent idea of what you're doing.

Locations

As this is merely a framework for the Builder race, you'll need to pick a location for your adventures. Some locations cost you CP while Mundane locations give you CP.

Mundane: [+100]

1. Modern: A world much like the real world.
2. Past: A time in History.

Fantasy/Sci-fiction Generic [0]

1. Fantasy: A generic world filled with fantasy monsters and heroes.
2. Space: Generic Space adventure.
3. Generic Science Fiction, Cyberpunk like, Steampunk, Mad Science.

Media: [100]

1. Book: Pick a book and starting location.
2. Television/Movie: Pick a location.
3. Game world: Starting location is probably influenced by the game's starting location.

Fantastic: [200]

1. Portals: A network of portals connecting various worlds together. Mix and match above settings in a connected web.

Your age and gender don't matter all that much, feel free to pick anything within reason that fits your setting.

Generic Perks

Builder Species: [Free]

You're a member of the builder species, while you might have powers and abilities from your old species, you can change your appearance to fit in with the locals to a certain extent that grows with your skill as a Builder. Need to create something for the elven village, simply change your ears. Need to fit in with some dwarves, shrink a bit and grow a beard. Builders can also change into a liquid which might actually be their base form or maybe it's just a quirk. They can successfully reproduce with most other species; offspring might be a Builder or merely an exceptional craftsman of the other parent's species. They also have the ability to sense each other if they get close enough, close enough could be the same county, country or world depending on the skill of the Builder.

Right? Wrong? Build: [Free]

You can take a step back from your emotions and focus on building if you have to. While your sense of right and wrong doesn't take too much of a hit, you're not really bothered much by an adventurer dying in the local dungeon that you just finished building; unless of course you made a mistake in staffing it with monsters or something. I mean you put warning labels up after all, right?

Once a Builder, Always a Builder: [Free]

Builders cannot be permanently drained of their Builder nature, furthermore attempts to cause changes to their core identity, memories or body eventually unravel.

Fun is fun and building is fun: [Free/100]

While most Builders are adventurous by nature, you have a love of the extraordinary and an appreciation of the ordinary. You're always able to figure out something to do to stave off the worst effects of boredom. For 100 points, you don't get bored anymore.

Builder Home: [Free]

Builders have the ability to set a location as their home with a short ritual. This location increases the Builder's mana and health regeneration. In addition, Jumper Builders also gain the benefits of home whenever they are in their Cosmic Warehouse.

Reformation: [Free/300]

While Builders can die, they usually just lose consciousness and turn back into their liquid base form when they've taken enough damage to die and slowly regenerate barring complete destruction. For 300 points you teleport back to your base when you 'die' so that you have a chance to regenerate barring complete destruction.

Scan: [Free]

Builders have an amazing ability to scan technology, items and creatures with an eye for recreating them via blueprints you can create via this skill. You start off with the ability to scan basic structures, creatures and tools such as simple homes, stores, low class minions and basic crafting tools that don't give any bonuses. This ability grows with skill.

Build!: [Free]

Builders can create just about anything with the right blueprints, tools and material. Barring outside events there is no failure chance though they won't always look perfect.

Inventory: [Free]

You gain an inventory that can store a decent amount of building material, say enough for an apartment building or fancy three story house. For those who already have inventories from other jumps, you may add this inventory as a labeled tab if you so desire. The amount of building material you can store grows with time and experience.

Deconstruction: [Free]

You have the ability to quickly deconstruct buildings, material and non sentient minions for material either via magic or with various tools.

Origin Perks

100 point abilities free for origins, rest discounted 50%.

Drop In

Magical Makeover: [100]
Don't like the look of your minions or buildings? No worries, stick your blueprint on your drafting table and do some artistic changes. While every Builder can do research and change minions and buildings with enough work, you have a real knack for on the fly changes and an increased artistic talent to help invoke the right feeling.

HUD: [200] Interesting, rather than carrying around a case filled with blueprints you have a mental computer in your head that keeps track of all of your blueprints and works like a 3D design program for all of your building needs. If you already have a HUD or get one in the future you can incorporate components from your other HUDs.

Magical Assembly: [400] Rather than use tools for your building, you've learned how to assemble and disassemble things using magic. This increases your Building speed by half again.

Mana Substitution: [600] Lacking materials needed for your building? Use magic to permanently create them from nothing if you have blueprints for them (rare, powerful or combined materials take more magic).

Ex-Minion

Monster: [100] Your base form isn't human or at least not completely. Feel free to customize your base form, glowing hair, purple eyes, blue skin or what have you as long as it is just appearance.

Beastial Nature: [200] Razor sharp claws and or teeth, borderline supernatural strength or toughness, enhanced senses, working wings, an alternate form or tireless. May be taken more than once, discount applies to all purchases.

Hero?: [400] You had some type of hero class, a Mage, a Paladin, a Cleric, Beast Master, Magic Swordsman, Thief, Ninja etc. You have decent amount of skill at your chosen class, may be taken more than once, discount applies to all purchases.

Minion Lord: [600] While most minions can learn, your minions learn at an unnatural rate and don't seem to stop learning. Though individual skill growth slows down at the mastery level, it never quite stops nor do they lose skill through time and disuse.

Builder

Claiming: [100] While every Builder can claim/designate space for building if they own it, it's unclaimed, an emergency or if the owner contracts them, any space you claim won't be bothered by building inspectors or paperwork so long as your buildings are at least reasonably up to code. Emergency claims are limited and must actually be caused by a legitimate event.

Theme: [200] You can designate an area with a theme and adjust your blueprints to match easily and quickly. Not only that, but only the strangest buildings will get more than a "Look, an Old West potion shop, no worries they had apothecaries", a magic shop, well, "That weird old man sold some strange Indian trinkets!" so it's all good. A spaceport in Ancient Rome? Now you're stretching it. Themed areas will increase the quality of appropriate goods and double the amount produced.

Dimensional Addition or Subtraction: [400] While any Builder's claimed space may be stretched or limited according to the Builder's ability and preferences, you have an exceptional knack for expanding or shrinking the space inside of your claimed areas, chests that have several rooms inside of them, police boxes that are the size of a large house, a forest that has trails that are merely a block or two when they should be far longer or even turning that child's backyard into an entire magical forest with enough skill.

Builder Creation: [600] While every Builder can potentially turn sentients into Builders with intent, contact, energy and luck, you have a talent for changing people into Builders or giving them a talent related to crafting almost without fail, one use per customer.

Knacks

Knacks are basically special tricks/qualities that help with building. Discounted knacks are 50% off even for multiple purchases.

Smith: [100 Discounted Ex-Minion] You have a particular talent for creating anything a blacksmith/armorsmith/weaponsmith might create. Any such crafted object is half again as durable as it would otherwise be. Creation times are halved and your natural talent increases with each purchase of this knack.

Artisan: [100 Discounted Builder] You have a talent for creating works of art. Creation times are halved and your natural talent increases with each purchase of this knack. Your artwork has an almost magical ability to invoke a particular emotion that you set at the time of its creation, scary masks, awe inspiring fountains, creepy puppets or such. The degree of emotion-induction effect increases with skill.

Craftsman: [100 Discounted Builder] You have a talent for creating things requiring wood as well as selecting the best wood for the job at hand. Creation times are halved for each purchase of this knack and the results are always visually impressive if you so wish.

Inventory, Greater: [100] Your inventory is a lot larger than a starting Builder's and you can carry a vast amount of resources.

Tree Singing: [200 Discounted Drop In] You have the magical ability to shape plants into various shapes and finished products by singing. This drastically cuts the time required to create wooden projects and increases the quality of the finished product.

Minion Affinity: [200 Discounted Ex-Minion] You have an affinity for a certain type of minion, the narrower the specialty the more it helps. Minions that fall under your specialty are cheaper to create and stronger and more durable or more powerful in some way. Taking humans would see a slight increase across the board, picking black knight would result in a dramatic increase in the strength and toughness of any of your less than honorable knight minions. Picking researcher/scientist would result in decreased research times and possibly

higher quality results. The more narrow the focus the larger the boost. This knack may be taken more than once and the effects stack. For example if you take both human and black knight your human black knights will be better than your other black knights.

Tinker: [200 Discounted Builder] You have a knack for creating things with complex moving parts that don't break down given 'normal' wear and tear. Toys could last generations with just a little care, a roller-coaster wouldn't break down unless someone sabotaged it or it was struck by lightning or some other external force.

Soft Physics: [300] You have a touch of madness in your soul, your creations often make physics cry. Or maybe you're some sort of comic book style super-genius, with a device or invention for seemingly every occasion? Regardless, the things you make have a lot more leeway in just what they can do, thanks to not necessarily needing to obey silly things like 'physical laws', 'thermodynamics', or similar. As with all Builder related powers just how far you can stretch this depends mostly on how skilled you are and how long you've been developing your abilities.

Portal Creation: [400 Discounted Drop In]

While every Builder can eventually learn to create portals through research or scanning enough other examples, you start knowing how to craft portals and you're particularly good at doing it cheaply both in terms of magic and in terms of material. Not only that but you have a knack for creating portals with interesting access restrictions that are almost impossible to bypass if you so choose.

Items

Builders and Ex-Minions get 600 points to spend on items, Drop Ins get 300. Discounts are 50% to their respective origins.

Home Blueprint: [Free for all] You have a set of blueprints for turning a small building you can claim into a home or building a small two room house that works as your home.

Blueprint Case: [50 Free for Builder] You have an extra dimensional case that you can summon at will that stores all of your blueprints.

Wireless Printer: [50] This high tech printer is a marvel of technology that can interface with most computers as well as your Mental HUD. It also comes with a seemingly endless internal supply of most types of paper or plastic. While the printer can print ID cards and other such things with the right image for some reason printing money results in obviously fake money, sometimes to a hilarious degree. The ID cards might look and feel real but unless you have some way to file or hack the proper paperwork, they're no more real than any other excellently crafted forgery.

Magic Trunk: [50] A multicompartment magical trunk that can change between a normal if larger on the inside trunk and a single room apartment complete with a ladder so that you can get to your room. This room keeps modifications.

Expanded Belt Pouch: [50] This magical bag holds ten times more than it appears to.

Lab Blueprint: [100] This blueprint allows you to create a small research building that you can staff with researchers in order to create upgraded blueprints. This allows you to assign or reassign the lab's researchers and or yourself as needed to work on upgrading a blueprint or a collection of blueprints depending on the size of the lab, larger labs can have more researchers. For example, if you have both black and white mage blueprints you can have them work on a red mage blueprint or if you have an engine blueprint you can have them work on upgrading it in various ways. The more skilled your researchers are in the field you're trying to research the better the results. Having a themed lab gives a noticeable boost to researching things related to the theme. In other words, a magic themed lab in a magical village that is staffed with magic using researchers is going to be significantly better at researching magic than a general lab staffed with basic researchers. Research takes time, money and material, taking longer and costing more as the complexity and power of the blueprints increase.

Magic Tools: [100 Discounted for Ex-Minion] A set of excellent magical tools that you can summon at will. These tools are perfect for any crafting job and decrease the time any project takes by 20%.

Monster Spawn Point Blueprint: [100] You have a blueprint for creating a monster spawn point, you don't control the monsters that spawn but they will be friendly for a while provided that you don't steal any treasure around them or attack them. It's typically better to set up the monster spawn point after you've set up the rest of the dungeon or zone.

Shop Blueprint: [100] This blueprint allows your to create a shop that can be stocked with things from your warehouse or given a decent number of an item to add it to the shop's list of permanent products that respawn, say 10 for rare items that only occasionally appear, 50 for less rare items that are usually there and 100 for common items that are always for sale.

Random Treasure Chest Blueprint: [100] Contains a random amount of thematically appropriate treasure, the more dangerous the monsters around it the better the treasure. Chest won't open until the monsters are defeated.

Lure Blueprint: [200 Discounted Ex-Minion] This enchantment allows you to lure a type of person or class of monster with parameters you set on creation. The more skilled you are the more specific you can get and the more the object pulls at them. Getting a random drunk to come to your tavern is easy, getting an adventurer to explore the local dungeon, slightly harder. Getting an adventurer to storm the gates of Mordor, a lot harder. The affected people or monsters won't take directly suicidal actions to get the enchanted item but there is a fair amount of wiggle room.

Minion Factory Blueprint: [200 Discounted Ex-Minion] A blueprint that allows the creation of a machine or building that can create minions as long as you have blueprints for the minions. Requires various amounts of material and energy depending on the minion you're trying to create. Can be set up to sell minions like a pet store for gold or cash.

Factory Blueprint: [200] This blueprint allows you to create a building that produces a product or collection of related products. The factory requires a continuous supply of the material required for said products but can quickly assemble the finished product. A factory that is set up for a single product will produce the product faster than one set up for multiple products. Alternate colored products are treated as one product in most cases.

Vehicle Garage Blueprint: [200] This blueprint allows you to create a building that produces a collection of related vehicles assuming you have the blueprints for them. The factory requires a continuous supply of the material required for the vehicles but can quickly assemble the finished product. For 100 extra points the vehicles are intelligent minions, funny eyes and faces are optional.

Random Minion: [300 Discounted Ex-Minion] You have a blueprint for a building that creates random minions from a particular setting. For example, Harry Potter might get you a wizard, a magical creature or a magical being like a goblin. Generic fantasy might give you elves, magic users, dragons or teleporting lizards. Space could give aliens, pilots or various other such choices. The more powerful the creature, the less likely it is to spawn.

Minion Tree Blueprint: [400 Discounted Drop In] You have a blueprint for a minion tree. This large tree allows you to create custom minions directly as well as mix and match abilities and skills from various blueprints if you're willing to pay the material and mana cost.

Stables Blueprint: [600 Discounted Builder] This blueprint allows the creation of a set of stables that is larger on the inside than the outside. The stables takes care of and sells various mounts if you have the appropriate blueprints. These mounts can be summoned and dismissed with a small trinket or maybe it's just a shadow of the mount as no amount of damage seems able to permanently harm the mounts when they're summoned this way. Only works on non combat pets but you might be able to fix that with enough research.

Mana Collector: [600 Discounted Drop In] You've uncovered a curious device, this device pulls in mana from the space between worlds. It has no storage capacity but pulls in a steady stream of mana, enough to run a large factory or create an endless stream of mid range

minions if it was attached to a minion factory.

Companions

Companions may take flaws as long as they make sense for a companion to take. Extra points can’t be spent on blueprints.

Minions: [50] For 50cp each you may create ‘minion’ companions that gained sapience and are no longer just minions. They gain 600 points to spend in the Ex-minion background though they don’t start as Builders. These companions start off incredibly loyal and should remain that way barring exceptional circumstances.

Builder Mentor [200] When you became a Builder a Journeyman Builder noticed you and decided to become your mentor. This more experienced Builder has everything in the Builder Perk Tree other than Builder Creation, two Knacks and one blueprint other than the 100 point blueprints which they get for free. They also have a decent collection of mundane blueprints for everyday objects. This may only be taken once.

Fellow Apprentice [100] Upon arrival to this world you run across a new Builder or Ex-Minion Builder and recruit them for your journey. This apprentice comes with 200 cp to spend on knacks and 400 to spend on perks or knacks. Can be taken several times, each time gaining a new Companion. Companions can also be imported into this role.

Assemble the Guard: [200] You may import up to as many companions as you have companions. They gain 400 points to spend in the Ex-minion background though they don’t start as Builders.

Drawbacks

Not a Builder: [0 Unavailable Builder] Seems that you’re not actually a Builder. You get a discount on the Ex-Minion perk tree and can’t take Drop In or Builder Perks nor do you get

any of the free Builder general perks. You also get a discount on Drop In and Ex-Minion knacks and items. You may buy blueprints as blueprints, warehouse extensions or you may buy a magical blueprint that creates a copy of the item in question once a jump.

Crossover: [0] Pick a jump, write it up as normal then spend your points on this jump. This replaces the basic starting locations with the starting locations in the other jump.

Princess Deal: [+100] Through a magical contract, puppy dog eyes or something you've come to work for a princess or main character that needed some help, while they aren't demanding, you'll be spending a decent chunk of time working on projects for them and helping keep them safe.

Setbacks: [+100] It seems that you've attracted attention from a group that doesn't appreciate you building things. Whenever you Build a large product or deconstruct something in a location that people can reasonably get to, expect some activist to protest which slows down Building time and creates red tape.

Tree Huggers: [+200] Damned tree huggers won't leave you alone, even out in the middle of nowhere these guys hate it when you deconstruct things and 'ruin' the natural beauty of the land. Expect people to show up and chain themselves to trees or in front of targets at least half the time you try to deconstruct anything of note. These guys aren't stopped by no trespassing signs.

Rabid Druids: [+100 Requires Tree Huggers] Now you've done it, you've pissed off violent magic using extremists that will get revenge for any attempt to ruin the landscape or deconstruct plants or even build anything in 'natural' areas. While they don't technically scale with your power, they're powerful enough to level most buildings that aren't created using exotic and magical material. Thankfully if you can fend them off long enough to actually complete the project and it doesn't actually hurt nature, the rest of the druids will leave your finished project alone.

Finicky Components: [+100] Rather than need wood and some metal to complete your

door, you need wood, screws, hinges and a doorknob with a lock being optional. In other words, expect your building time to increase by at least double as you're forced to create a lot more individual components.

Dungeon Problems: [+100] For some reason your monsters can escape your dungeons even when they're not supposed to. They also tend to actually loot the treasure chests and ambush adventurers making your dungeons less attractive to adventurers which makes the fact that monsters escape harder to deal with.

Corrupted Instance: [+100] For some strange reason your dungeons scale with the group that enters them becoming much harder than they have any right to be and always providing a decent challenge. For some reason your margin of safety for your monsters attacking you is much lower in your dungeons.

Temple of Doom: [+100 Requires Corrupted Instance] Yeah, your dungeons are basically death traps. Ceilings that collapse at the wrong time, various palette swapped mobs running around that are at least half again as strong as the rest of the mobs, diabolical puzzle locks, werewolves that are immune to everything other than blessed silver rather than just silver are just some of the problems that adventurers will encounter in your dungeons.

Access Denied: [+100] Your dungeons tend to require keys from other dungeons or require special keys to be forged before adventurers can enter your dungeons. Sadly this drastically reduces the number of adventurers that come to your dungeon which tends to leave you grumpy. This doesn't stop monsters from leaving if you take this and Dungeon Problems.

Madness: [+100] There is just something off about your Buildings, maybe you stared into the abyss too long or maybe you read too many Lovecraft books as a child, either way, your buildings and creatures have a twisted quality that tends to cause others headaches, nausea and in extreme cases madness with prolonged exposure.

M.C. Escher: [+100] For some reason the dungeons and various buildings you construct are

twisted and warped much like one of Escher's paintings. Strangely enough the dungeon monsters won't be negatively affected by this. Comes with a blueprint for magically linked doors.

Conversion Error!: [+300] For some reason the process of becoming a Builder has locked your out of jump powers. You'll get them back eventually, say the end of your stay but until then, you'll have to survive with only your in jump purchases.

Bridezilla: [+300] While you're probably not actually building something for a wedding, you've managed to enter into a magical contract on a 'long term' project with a temperamental/picky client that is hell on Earth. Sadly, because the magical contract you can't quit, avoid them for more than a day or two at a time or kill or otherwise incapacitate them. While they are paying for basic materials and a modest amount for your time they like to hover around the jobsite, change the plans and complicate matters to an annoying degree. Not only that but someone in the equivalent of the building inspection department hates them which means that getting permits is one step worse. If you didn't have to worry about it before, you do now. If you had to worry about it, expect it to be worse. If you have other flaws related to building issues, expect protesters with C4 vests or angry elementals to show up at least once during the project.

Ending Options

Stay: You've found a home, might as well stay.

Continue Jumping: Of course you're going to continue jumping.

Go Home: What? Are you sure?

Notes

1) You can find the Builder Lore at https://docs.google.com/document/d/1cNzjMBy6INJZTfmp2vX9JmT3Pa87g28zgUSWbA4zHNY/pub

2) The Bridezilla project can take anywhere from weeks to years to finish depending on what the project is and how many perks/knacks you have. The smaller the project, the pickier the client will be, wanting things redone and changed and or expanded.

3) Portal Creation can potentially allow you access to the local multi-verse of any given jump, assuming such a thing exists within said jump. Scanning specialty devices such as the return door might allow you to return to a previously unlocked jump under certain conditions but other jumps are out of reach until post-spark.

4) Use your best judgment on how much of a boost the Minion Affinities give you and how they stack. Generally diminishing returns are a thing thus more than two or three aren't going to give a meaningful increase to any given unit.

5) Perks such as training boosters or Narnian Time don't let you fast-time cheese the power progression to Master and Ancient Master Builder, it requires more than just skill or being a certain age.

6) Not all Builders develop all of the powers from the lore sheet.