

Hilda Jumpchain

by Book_wormer35



Hilda lives in a wild world, there's civilization of course, but much of the world remains untamed, filled with thousands of creatures, a lot of which are sapient and can speak the human language. From Ghosts to Giants to Nisse, and all kinds that remain hidden most of the time. This world is filled with adventure, with libraries full of knowledge and legends about magic artifacts and dangerous monsters. Not to mention all the secrets, from a hidden magical society, to different realms and even a whole dimension hidden in plain sight. Many of these facts can be learned by talking to the people and creatures residing nearby, so do try to be friendly.

Origin: Pick one, all 100CP perks and items are free for your origin and the rest discounted (-50%). You may take any origin as a drop-in.

-Heroic Newcomer

You're new in town, time to make some friends!

-Studious Sparrow Scout

You've got knowledge to obtain and badges to earn!

-Cautious Adventurer

There's adventure just around the corner, time to grow beyond your fear of the unknown and hopefully *not* die trying.

-Working Adult

Some jobs are far boring, yet everyone's gotta pay their bills, and there are plenty of ways to make it even more fun.

-Civilized Creature

Foreign civilizations simply have different mannerisms, that they're of a different species and of completely different size doesn't matter overly much.

-Wild Creature

The creature of the night has arrived! With claws, slit eyes and a ferocious roar! Or maybe it's just a cat?

Age&Gender: Take any gender you'd like, your age is either $8+1d6$ for the first three origins, $18+2d6$ for adults and any one $2d10/2d100/2d1000$ for creatures depending on the specific species you choose.

Location: You can choose your location or roll a $1d8$ for +100CP.

1 Trolberg: A somewhat peaceful city surrounded by walls to protect itself from Trolls.

2 Hilda's House (Wilderness): You find yourself in the forest near Hilda's old house, there's a settlement nearby, an elf village and a road you could follow, but the majority of your surroundings will consist of wilderness.

3 Forest: You find yourself in the forest near Trolberg, there's still danger around, especially at night, but it's mostly safe to explore.

4 Tofoten: You find yourself in Tofoten, a small, peaceful town out in the countryside that's also known as The Fairy Village.

5 Fairy Country: You find yourself on an island that's known as the home of faeries, said to once have been the home of all magical creatures. Now there's just the matter of leaving, something that might prove to be a lot more difficult than anticipated.

6 Witches Tower: You find yourself in the secret headquarters of the Witches in Trolberg. Should you be discovered and identified as a non-witch you're likely to be punished.

7 Stone Forest: A forest of stone underground, it has low visibility due to the lack of light and is filled with rock eating worms, it has some streams of water which are often surrounded by trolls.

8 Free Pick: Pick whichever location you want.

General Perks:

A Life of Adventure (Free)

Adventure tends to find you, be it a cry for help, a suspicious creature walking by you, or someone asking for directions to an interesting place. You can simply ignore these of course, but these kinds of occurrences will happen to you every few days, with each of them offering some small reward for engaging with them, be it a neat souvenir, a new friend or some knowledge you wouldn't have learned otherwise.

Seasonal Preview (200/400CP)

You'll seasonally get a half-minute preview of the threats and major moments ahead, as well as a weekly picture with a title, depicting what will be happening this week. It will also be a bit of a self-fulfilling prophecy, as you'll encounter the people or situations shown in the preview in some way. If you saw yourself being attacked by a troll and went to a different country to make sure it won't happen, you'd still be attacked by one. Though the scene might only seem like you're being attacked, the troll could for example just have stumbled into your direction with an angry face, it could be a cardboard cut-out, or maybe it will just manifest in a dream. The picture will be a lot less informative, but the depiction and the title should give you a general idea of what will be happening soon.

For an additional +200 you'll now be getting a half-minute preview when a major threat to yourself or those you love will soon emerge, as this is focused on a single threat it will be a lot more informative, but will in exchange only activate once a year. Should you or your allies be near assured to die a true death, even counting resurrections, then you'll forcefully get such a preview irrespective of the last time you had one, though these previews will go into cooldown for a decade, if you used 1ups, then the cooldown extends by a decade for each one you used.

Quarter Creature Ancestry (200CP)

One of your grandparents was some sort of creature or magical being, there's no need to think further on how that came to be, just focus on the part where you're gaining some benefits from having them as part of your family.

Specifics as always vary depending on the exact being you're a descendant from, but you're assured of gaining partial access to their abilities that grows stronger with age, and may optionally change your looks to incorporate some of their appearance.

Trolling (600CP)

You gain the ability to turn into a troll. A race that has access to magic of their own and which are significantly faster, stronger and more durable than humans, this also allows you to understand creatures you couldn't before, as long as they actually speak a language.

You gain a weakness to sunlight when in this form, turning into stone when exposed to it and breaking free when it becomes night again. You're also weak to light-based weaponry and loud noises like those of giant bells. You can quickly and easily transform in and out of your troll form.

Heroic Newcomer

Old Chums Short Roads (100CP)

Doesn't it suck to leave old friends behind? Sure you can visit, and so can they, but distance can be as preventative from meeting as a solid barrier can be, and as the time between each visit grows you'll slowly become strangers to each other. No longer. Old friendships no longer deteriorate, and you'll soon find that a distance that might have taken days to cross has turned into a trip measured in hours if not minutes when it's on a road leading to friends, or one leading friends to you.

New Kid? Not for long (200CP)

Moving somewhere else is always hard. New people, new strangers, new surroundings, new everything. It's sometimes hard to break into that new, to establish a foothold and make a place for yourself in what feels like an already filled ecosystem. Now you can. Be it that first hello, first glance or first friendship, all of it comes easier to you, and so does it to those strangers. "Hey, do you want to be friends?" becomes incredibly easy to say, and incredibly easy to answer with "Yes." to you and those you ask. Likewise, talking to strangers no longer has that awkwardness or unfamiliarity. Strangers are just friends you haven't met yet and as such the path from Strangers to Friends has become much, much easier to pave. With one introduction leading to another, you'll become a familiar face in town before you even know it.

A Familiar Creature (400CP)

You've got a Familiar. While it's generally something reserved for Witches and Wizards, you'll have a bond with one of your own. You can decide what kind of creature they are, whether a Deer-fox, a Nitten, a Woof or something else entirely. The possibilities are endless, just don't take anything too dangerous, having a Troll for a pet in Trolberg (A very Anti-Troll town) would be a good way to get it injured or even killed.

You have a general sense for its location and are able to understand its intent through its body-language and the sounds it makes. If it's a creature that speaks the human language, or even a human, then you have a telepathic link to them in addition to the normal empathic one. Should it have any magic or special abilities, then you'll get a weakened copy of it, which gets stronger the stronger your bond becomes.

Your synergy with your Familiar also benefits you both in combat and everyday life, as nearly every action taken together with them just seems more effective, more fun and overall better than it would have been if you'd done it alone.

Should you already have a familiar, then they may gain the additional form of a creature of your choice in addition to the other benefits.

Ancient Secrets (600CP)

And sometimes Ancient Problems, you're prone to stumbling upon them, whether that's finding out about an ancient mystery and finding new clues for it, driving somewhere only to get lost

and finding ancient ruins or seeing the shadow of a mythical creature passing by. This can occur monthly if you wish to stumble upon such things, though the size of these secrets and adventures vary drastically, with about eight small, three medium and one big secrets or problems occurring per year if you're especially eager, something big would be the likes that could destroy your city if not solved, while something small would be the discovery of Cauldron Island.

You could decline the smaller and medium secrets for two big ones per year or do the reverse to get eighteen small ones, any combination of such, or even toggle it off entirely.

The rewards for solving and uncovering these secrets and problems are just as varied as the things you discover, the only assurance being that you'll be deservedly rewarded for completing them.

Studious Sparrow Scout

Perfect Student (100CP)

Note-taking, planning, preparing, tests, homework, presentations, memorization. You're pretty much the best student at school due to your competence in these subjects. Even if you slacked off a lot and only gave the minimum effort of listening to your teachers, you'd still earn a B+. You know exactly what and how much you need to learn to get through school, and can thus do so easily.

Aptitude for Magic (200CP)

There's magic in this world, and you've got the talent for it. Truthfully, everyone can *do* magic as long as they know the words, have the necessary ingredients and such, but it takes a special mind and disposition to thrive on it. You've got attention to detail, patience and a knowledge-hungry mind that will ensure that you'll discover and learn magic even if you tried doing so all on your own, not to mention what heights you might reach with proper tutelage.

Badge Master (400CP)

As a proper Sparrow Scout it's only natural that you'd do your best to earn those Sparrow Scout badges, be it the 'Advanced Herb Identification' badge because you could identify at least a hundred random plants, the 'Geographical Pro' badge for being able to perfectly draw a map of Trolberg and your surroundings, or maybe the 'Friend of Animals' badge for befriending squirrels, birds, and rabbits and using them to get a balloon down from a tree?

You know and have done enough to have earned badges like the ones mentioned. Choose 3 badges with any kind of feats like the examples above, you get all the necessary knowledge and skills to confidently say that you've earned them, being capable of replicating those feats as easily as breathing and becoming naturally talented in them. You'll also be capable of repeating those feats in new locations, instinctively gaining the knowledge and skills to do so, meaning they'd reapply even in new settings. You get a new badge at the start of each jump and may also flat-back a badge you've earned in-jump via this perk. The latter can apply to more official

stuff like driver's licenses or degrees, working the same in future Jumps as the badges you're granted through this perk.

Lightbulb Moments (600CP)

A lightbulb just lit up over your head. Metaphorically of course. Just the right sequence of thoughts to have led to a new insight, some kind of direction or solution you hadn't thought of before. These kinds of moments increase drastically in frequency. You'll get such an insight at least once a week, although what kind of insight it will be and how important it is will differ wildly.

It might be the simple idea of adding pepper to your grilled ham sandwich, the best way to tie a rope, or who to befriend. In dangerous situations this goes into overdrive however, a thought popping up that gives you a beneficial course of action if you don't know enough. Or the last nudge necessary to figure out the enemy's fatal weakness in time if you *do* know enough.

Cautious Adventurer

Bravery of a Coward (100CP)

If you're afraid, scared, traumatized, fearful or any other adjective describing negative emotions that hold you back from something, then you now possess the inner strength to push past those emotions in times of need. As long as someone requires you to act or do something, even if that someone is yourself, you'll be able to act while feeling the full brunt of your emotions. True bravery isn't having no fear. It's acting while feeling afraid, pushing past your feelings to do what needs to be done.

You've also got a beautiful singing voice and have access to a large variety of screams to make your fears known and heard.

Beloved by Bugs (200CP)

Bugs seem to really love you and unless someone takes them off, there will always be at least one bug stuck to you. It wouldn't be great to live like that normally, but you don't even notice that they're there. On the upside though, they can fully understand you and while you can't understand them directly, they can communicate through their flying, like saying yes or no by flying vertically, or writing letters in the air. While it might not seem like much, always having a scout on standby can be a real lifesaver sometimes, not to mention the tricks they might be able to learn to help you further. They can already detect nearby danger, audibly fluttering their wings when they sense something off and share a collective consciousness, so even if a bug died, others, even new ones, would retain whatever you've taught or told them before.

Professional Side-Kick (400CP)

It's time to kick butt and chew bubble-gum. You're a real pro at this side-kicking business, you've got the tools for the job or know where to procure them from, know how to keep your friends and allies motivated and in high morale, you've got provisions, drinks, and even a pack of the aforementioned bubble-gums.

But there's a tad more to this whole business than just having the right items. Real side-kicks

aren't just assistants, they're the ones who fight alongside their friends, who manage to throw the vital item to their friends for them to use, and who rescue them when they're in mortal danger. That's right, it's all about being present and having the right timing, something you're really good at. With you on the team, it's now quite the frequent occurrence that things go according to plan.

You've also got a sense of some other places to be, which are 'the wrong place at the wrong time' locations, but unless you're looking for trouble those spots are best left undisturbed.

Growing Up Right (600CP)

There are many ways one can mature, physically by growing into an adult with time, mentally by learning and internalizing what you discover, and in skill, ability and so many other things. Now you're assured of growing up the right way. Physically you'd still grow as normal, but there are many things that can go wrong even in that relatively normal process, from cells turning cancerous, to your body not developing as it should. Those potential troubles won't bother you anymore, on the contrary, your body will actively improve itself to the best of its ability.

Mentally it's a tad different, you'll be capable of dodging the wrong lessons, of not making mistakes that could drive you towards various downward spirals, whether that's major financial decisions or just tasting some drugs. You can still do these if you wish, you'll just be fully aware of where these roads will lead to if you persist on them, like losing all of your money if you bet on the wrong horse and what the consequences of that would be.

In other avenues of growth you'll also get some assistance, though to a smaller extent, occasionally finding errors and getting gut feelings for what course of action would be the better one to pursue.

Working Adult

Getting By (100CP)

You're perfectly able to do more with less, whether that's penny-pinching to get enough money for this month's rent, repairing a car in the middle of the woods or MacGyvering a proper meal out of a fridge with ingredients that typically shouldn't taste good together.

You won't be repairing a car missing two wheels with only one at hand, but if it's missing a bit less than a third of it, then you can make it pretty much whole. That's partly because you've got a tendency to find things that can fill half of the rest and because you can handwave the other missing half, treating the whole thing as if you *did* have it.

Cool Aunt/Uncle (200CP)

Turns out you've got family here. The exact details of how this family is structured is up to you, though with no more than six members, excluding yourself. They've invited you to live with them should you want to and are offering family dinners, games, activities and more, an open offer that you can use anytime if you want to participate.

You've also got a cool hobby, something you're super interested and talented in. Could be entomology, chemistry, sword-fighting, charms, maybe even alchemy or one of the more specialized branches of magic.

9 to 5? How about we leave it at 2 and call it a night? (400CP)

Do you hate day jobs with long hours? Wouldn't you just like to simply stay in bed and have a home office? Well, now you can! Instead of having to commute and going to your job, you can simply do your job from home or from wherever you're located. You only have to work two hours a day at most, and will be granted a job with high pay that you'll definitely enjoy doing.

This option may apply even when forbidden or locked away by Drawbacks or Gauntlets, although the work hours double to four hours a day that way.

(Whether this truly overpowers those options is up to your Benefactor, however this perk has the ability to ignore those restrictions if/when desired.)

Position of Power (600CP)

Adults have a whole world of intrigue, backstabbing, bribes, corruption, and alliances. Yep, politics. You're now the worst being there is, a... politician. *Gasp*

You're the leader of the Trolberg Safety Patrol, able to influence and co-decide the Mayor's decisions, and thus shape the city, partly, to your will. It might take quite a bit of elbow grease, charm, and convincing (or bribes, a *lot* of bribes), but you'll be the one shaping the community. If you're not interested in the community, you should be able to pocket some money, say what you want changed and shove all the work onto your hardworking assistant, but as long as you raise some panic that there *might* be Trolls threatening the town, you should be able to fund a bunch of building projects and whatever you want done.

There's a lot of stuff you can do with the political power of the Safety Patrol and the law enforcement task force group under your command. In future jumps, you'll tend to be given influential positions of power, even if you seem unqualified for them and only have minor accomplishments under your name.

Civilized Creature

Elf on the Shelf (100CP)

And on the cupboard, in the garden, on that hill, over that mountain. Well, turns out there's a whole lot of elves all around, but no one sees them, at least not unless they've signed their contract that allows you to see them. Well you *have*. Now you can communicate with these contract and law-loving creatures, which turns out to be quite beneficial for you. These tiny people are after all invisible to nearly everyone, and considering their size they're often capable of sneaking into hidden and guarded locations. Most of them won't do anything that goes against the law, but it's still nice to have some of them around as they see you as a friend of their kind.

They've decided to grant you a Correspondent who will be reporting back to their village and keeping you informed of any relevant news they acquire from it, in addition to serving as a companion of sorts, trying to help you in any way they can, to an extent.

In new worlds you'll find at least one native elf village near you who'll be all too happy to help, providing information and serving as guides, they'll have adapted to the world extremely well and will thus be rather helpful in helping you establish yourself.

Blending In (200CP)

Being a Creature can mean facing discrimination, and that can apply to all sorts of folk, whether it's because of their looks or their dietary restrictions only allowing them to eat babies. Well, now people won't judge you for these things.

They won't judge you for anything at all, actually, not as long as they haven't seen you doing them personally.

Everyone you encounter will be species-blind in regards to you, not noticing that you're something different from the countryman they believe you to be. You're pretty much a Creature of anti-discrimination and pro-inclusion, giving a familiar feeling to people around you and making them stop believing rumors they haven't personally witnessed as long as they involve you.

This doesn't protect you from investigations that could be linked to you or witnesses sharing personal sightings and planting seeds of doubt, but anything non-official will be swept under the rug as if it didn't exist.

Finder of Secrets (400CP)

You have a special way of knowing things, maybe it's with help, like thousands of rats all around the city giving you info, letting you know whatever secret they find. Could be that you're an elf and have access to records and the impressive information network of your species, or maybe you're a lone woodman who has a few sources. In any case, you have a way of finding out stuff that would normally be hard to find. Be it about a nice looking decor, a strange creature, or the location of a missing book. You may customize the specifics to be in line with your Origin.

Monarch (600CP)

You've been chosen as the leader of your people, or maybe you've simply been crowned as the strongest or smartest of them. Whichever it is, or even an entirely different thing if those aren't to your taste, is the attribute that you'll get boosted to new heights. The leader would get incredible charisma and be a great diplomat, while the strongest and smartest would be hailed as such quite deservedly, being even above a prime specimen of their species either physically or mentally.

However, being a monarch isn't just about personal qualities, it's also about the people themselves. You've got an innate instinct concerning the status of your people, where they're located, their general mood, needs and wants. This is very much a blanket sense, you wouldn't be capable of guessing at what singular people might think, but you could quite easily differentiate between cities and villages, as well as what each of their needs would be at the moment.

Wild Creature

Minions! (100CP)

Every good villain needs some underlings to do the dirty work. As you're no doubt already concocting various vile plans, you'll at the very least have no trouble finding underlings to help you in achieving them. Some might need intimidation, others monetary compensation, no matter. You know who's minion material and who isn't, as well as the sort of incentives they'll want in exchange for working for you. This only works on lifeforms significantly weaker than you, as in, a human vs squirrel power difference, but they'll be diligent and absolutely loyal.

Menacing ゴゴゴゴ Aura (200CP)

You're terrifying. To look at, be near to, hear. Your mere presence invites terror and fear into all nearby minds. Nearby deaths will be attributed to you, weak creatures will freeze in fright in front of you, and all bad things will be seen as omens caused by your presence. If you mean to be the villain, you'll find that task very easy to enact. But while you might like to have this aura project your power to your lessers, you can always just turn it off, people and creatures seeing you normally once more.

The rumors you've created might still circulate even after you turn it off, painting a picture of the vilest villain the place has ever seen, you'll simply not seem villainous enough to *be* that villain to others. This also makes you capable of doing an impressively evil and maniacal laugh.

Artificial Creation (400CP)

You're not like the others of your kind, you weren't born but instead made. Your creator wanted to improve your species, and they succeeded. You possess the abilities of two creatures, while only looking like one of them, albeit with some small special characteristics from the other.

Alternatively, you can simply be a genetically superior specimen of your race, with the same potential as some of the strongest creatures of your race. Reapplies if you become a new species, though only once a Jump.

Glow Up/Dim Down (600CP)

Your current form isn't your true one, or at least not your only one. You have a bigger and smaller form you use when you want to either fight and be seen or flee and go undetected. You possess the ability to transform yourself either into a larger and stronger creature with a strengthened ability or two, or a much smaller form, quick and easy to hide with. If you're already of very large or small size, then the bigger or smaller form simply strengthens you

physically, drastically raising your strength and durability, or making you very quick and stealthy without increasing or decreasing in size.

Items:

Undiscounted

Trolberg (600CP)

Trolberg itself, a city with a secret hidden underneath. You become the mayor of this city, allowing you to shape its laws alongside its citizens, yet humans aren't the only ones within. Many creatures come along with this city, as even those that would normally live outside its walls will temporarily seek shelter within should it be relocated.

Heroic Newcomer

Everyday Clothes (100CP)

Some people's clothes never seem to change. Somehow they tend to always wear the same clothes, same hair, same everything. Now so can you. You have a set of self-repairing, self-cleaning, color-adjustable clothes, which also enable you to halt some of your biological functions, like hair or nails growing. This makes it possible to always look your best.

Sword on your back (200CP)

You get a sword which you can store by going through the action of putting it into a sheath on your back, it will disappear that way, only reappearing when you repeat the action to pull it back out. It's otherwise just a normal, if well-cared sword which will remain that way, though if you tried putting an enchantment on it, it would be receptive to it.

Home Sweet Home (400CP)

You found a very special home, though when you first entered it, it kinda tried to imprison you eternally, but after some time and a lot of bargaining you managed to pacify it. You possess a house in the woods, but it's not just any house. It's a sentient house... somewhat. Within it, you can summon anything you'd like, be it food or gold, but it won't persist once you leave the house, it also can't make any magical items. It can however change itself to whatever form you desire, although its outsides will remain the same.

You also gain a key that can make a door appear on any surface and can make temporary doors to very familiar locations. You thus have a domain of your own; be sure to often reside in it, or leave others with it, it hates to be alone after all.

Studious Sparrow Scout

Magic Book (100CP)

You've found a Magic Book, and not just some old normal and boring magic book, but one that not only has all the basics a fledgling witch or wizard needs to know, but also some advanced lessons on a magic branch of your choice. Once you're done with this, you'll be well on your

way to becoming a proper mage. Though without an Aptitude for Magic, you're unlikely to be able to perform more than a few tricks from it.

Sparrow Scout Uniform (200CP)

The best piece of clothing for adventure: Self-cleaning, self-repairing and with spatially enhanced pockets that don't bother you with the weight of the objects you put in them. It's also got an unlimited amount of space for badges on it, you could fit thousands of them on there. Its pockets are all connected to your very own pocket of Nowhere Space, which you can enter by putting your hand into them and pulling yourself in. It's only got enough space for a room, but that should be plenty of space for your needs. There's also a keyhole in there that you can use for any magical keys you might have.

Library (400CP)

You're the proud owner of a library. At first, it might not hold more than a bookshelf full of books, but it copies each book you bring into it and gains new books each time you visit a new world, containing basic knowledge, ranging from biology to fiction, enough to learn what's common knowledge there. Your library expands to accompany this increase in books and also has a secret room, hidden behind the first bookshelf, in which 5 books with 'special' knowledge of this world are contained. Maybe it's magic, maybe books on super science, or maybe something more mundane like political intrigue and what the political scene looks like.

Cautious Adventurer

Headphones (100CP)

You've got headphones that fit comfortably around your neck, are completely wireless and don't need any energy to function, being capable of replaying any music you've ever listened to in addition to having the Hilda soundtrack ready to play. They can also produce atmospheric music depending on your location, toggleable of course.

Family Home (200CP)

A house in the city that's been in your family for generations, comes with a pair of followers that are part of your family, they default to being your parents, but you can change the particulars as you please.

Potion of Resurrection (400CP)

You possess a flask filled with a slowly replenishing supply of a potion that resurrects everyone it's dripped onto, as long as all of their missing body parts are assembled and they haven't been dead for more than 24 hours.

Working Adult

Jorts (100CP)

They're chips shaped like shorts. Ingenious! You get one bag of chips every day, you can choose which flavor they are. If you don't take them for a month, you can even get the Jumbo Jorts. Which you can eat *and* wear.

Time Magazines (200CP)

You get a dozen Magazines that allow you to travel back to a point in your life and observe your past. As long as you don't try to change it, your past self won't notice you and the timeline will stay as it was. Each magazine is one-use only, and you need one to go back to the past. Once you've chosen a day in the past you can't choose another, and each time you go back to that moment the version of you that went there will be there as well. Should you try to change the past, and create an alternate timeline, however, a Time Worm will come to erase you and all the Yous there currently are, so that the new timeline stands uncontested. You can undo your alterations by destroying the Magazines; this way you'll still keep your memories of what has transpired, though the Time Lord will correct the timeline by erasing the Yous that went to the past. To avoid any existential dread, the You that remains will be the only true You, with the previous and future ones only being lifelike copies that act exactly like you would have.

It is impossible to change the past with these Magazines alone, it would take some perk or decades of magical research to do so successfully. These Magazines replenish every 10 years.

Protective Measures (400CP)

Trolberg is surrounded by walls and bells. Now you likewise have the same amount of protective measures, easy to build walls that can resist high-velocity artillery and bells that will disrupt any hostile enemy forces while being easily ignored by allies. You furthermore have a small arsenal of weaponry, though without any duplicates, you've got dozens of weapons that are effective against different kinds of creatures and get a small arsenal added at the start of each Jump housing weapons effective against the local creatures.

Civilized Creature

Diet Food (100CP)

This is not food that's there to make you thinner, instead it gives access to any food your body might require. It will only make one meal a day, which won't accumulate if unused, but that meal will contain the maximum amount of food you can consume in a meal, and will be filled with food that will take care of any dietary needs your body has, if you've been out on the sea for example you'd be getting some citrus fruits.

Chaotic Fishing Rod (200CP)

You've got an enchanted fishing rod. The enchantment makes it so that you'll be fishing a random object or creature from the body of water you're fishing in, this does mean that your catch could be anything from a whale to a pebble, but hey at least it will be a surprise. It also gives you enough strength to pull it in, though keeping the creature or object on land after that is all up to you.

Cauldron Island (400CP)

You're the proud owner of a smallish island with a botanic garden in the middle that's surrounded by moss-covered rocks. For the most part that's it, but if something were to heavily disrupt the island, like a ton of noise, or trying to crack the island in half, it will reveal itself as an ancient kraken and swiftly try to defend itself. After that, it will return to slumber for centuries, and it's very unlikely to move or be active outside of such emergencies or things that affect it personally.

Wild Creature

Offerings (100CP)

You'll get a steady supply of resources of your choice, enough to keep you content. This works primarily through the **Minions!** Perk as they bring it to you, though alternatively it will come from people you've intimidated, or made a positive/negative impression on. The resources they bring will be sourced from this perk, though they need to be capable of procuring them. Without other people to bring resources to you, this item will not work.

Have you heard of...? (200CP)

Every world has its fairy tales and stories. About the wild creatures that lurk in the dark, the monsters hiding under children's beds. An imprint onto so many souls, all through the power of stories. Now there's a 'you'-shaped imprint in this world as well, and every one that follows. A story about your likeness, what you can do, what you've done and even your weakness. Though this might not seem like a boon, there's power in having your presence be known throughout the world, more so due to your part in shaping what this story is. Though there *will* be an ancient story that holds the complete truth about you, it will be forgotten or difficult to find.

The popularized version will be one you can shape, like changing it so that you're the hero instead of the villain and altering many more such details, though they'll always have to keep a grain of truth, you could exaggerate the strength of your abilities, but not what some of them are, what you look like, and even your weakness, though you could hide it among some other less effective 'weaknesses', like being weak to cookies and milk.

Treasure Hoard (400CP)

You have your very own Treasure Hoard, but considering how you already *have* a warehouse for all your stuff, this is instead useful for the other part Treasure Hoards are for. Bragging rights. You can display all the stuff that you've collected over the length of your journey, and though your visitors and guests may gaze upon them, they won't be able to touch any of it without your permission.

If you want you can get a Troll-Treasure Hoard as well, which consists of trash, or at least stuff that humans would no longer have much use for, you may choose a single object or category, stuff like pillows, clothes, utensils, or furniture which humans would throw away, and you get hundreds to thousands of variants of these objects in good condition.

Companions:

Export (Free)

If they consent, then you may take the characters here along on your chain as a Companion.

Import (50 CP)

For **50 CP** per Companion, they gain 400 CP to make a build with and may take their Origin-specific drawbacks.

Tide Mice (300 CP)

A pair of tide mice capable of helping you achieve great fortune, from promoting you multiple times to the C.E.O. of a company, to making a day near perfect or ensuring that you win an award. Due to being purchased with CP these won't mind control people to make these things happen nor multiply near endlessly, though they'll still cause a lot of trouble if you attempt to use them more frequently than once a decade.

Drawbacks:

Drawbacks with Origins aren't Origin-limited, instead taking both of the drawbacks from your Origin awards an extra **+100CP**.

The Age of Giants (+100CP)

You find yourself in what seems to be the distant past, which is in truth another timeline where Giants still openly roamed the lands and humanity hasn't quite established itself in proper cities. This time is wilder and untamed, but there's opportunity to be found in such primal times.

Should you wish to return to the future you'll be capable of doing so through a Faratok Tree, though you'll only be able to find one after at least a year of staying in this timeline, and will have to go through various other alternate timelines before you'll manage to find the right one.

Turbulent Times (Requires A Life of Adventure) (+200CP)

The frequency at which you'll encounter these situations triples, one now happening every or every other day, and you'll *have* to help whoever you encounter, even if it'd interfere with something you're doing. This won't distract you from life-and-death sort of stuff, but you might just miss important life events due to this if the timing is wrong.

Spooky Scary Skeletons Send Shivers Down Your Spine (+200CP)

Halloween is now no longer *just* another holiday, instead it's now a yearly adventure during which you'll be encountering countless scary beings, dangers and jumpscares. This also makes other holidays have a tad more pep in them, creatures becoming more active and mischievous during their respective holidays, frequently picking you as one of their targets.

The Replacement (+200CP)

Once a year an identical sibling of yours will manifest and attempt to take over your life. While they'll not be very convincing at first, they'll steadily improve as the years go on, needing your whole dedication on the day they visit to stop their attempt. Should they succeed they'll actually take over your life, at which point you'll be the duplicate and will have to be the one to take over

their life, failure to do so will result in a chain-failure as they'll go onwards with their chain in your stead.

Creatures with no Name (+300CP)

There was a time when creatures that weren't so easy to define as today roamed the lands. While that time hasn't returned, those creatures have. There are now many such beings out there, not all of them dangerous, but all of them unknown. There will be no way to know what they are, what they can do, and categorizing them will be a fool's endeavor as no such creature will be the same as another.

This makes the wild that much more dangerous, but there's the rare friend with extraordinary powers to be earned for those that seek to befriend these beings.

Void of No Return (+400CP)

Instead of starting in your location, you start in a place that no one should be able to return from, not unless the Witches open the gate to it. As you arrive, you discover that it wasn't left open. Instead you're left in pure darkness within the Void, grasping hands each with an eye, trying to bind and devour you. The only exit will become available when the magic committee opens it to punish someone in a few months, which is something that happens only rarely, thus giving you only minutes to escape. Should you miss that opportunity, then you'll be left there for many more months. For now all that awaits you is an eternity of falling while the Void tries to devour you.

Heroic Newcomer

Shortsightedness (+100CP)

You become much more impulsive, this won't affect long-term decisions and life-altering moments, but your day-to-day will be filled with a lot more snap decisions. This becomes especially noticeable with instinctive decisions, like jumping away when scared instead of stepping back or making a grimace when spotting an unknown creature, leading to a bad first impression.

Overbearing Parents (+200CP)

You've got parents that are overprotective, overbearing and oftentimes embarrassing, a set bedtime, being home by 8 and mortifying clothes they'll make you wear, will be only some of the things you'll have to endure. You'll have to listen and be relatively obedient to them.

Studious Sparrow Scout

Valedictorian (+100CP)

You're *the* top student academically, and you'll do your absolute best to stay that way, be it hitting the books for hours, going above and beyond during class as the teacher's pet, taking on any extra homework, or even demanding such unprompted, sometimes accompanied by the groaning of the whole class as the teacher decides that everyone could benefit from more

homework. This also extends beyond school, be it as a Sparrow Scout, when working at a job or when doing research on topics you're interested in.

Naive (+200CP)

You're trusting to a fault, you take people's words by their content instead of their delivery and simply ignore warning signs until you're betrayed, scammed or disappointed by them. You look at actions the same way, unless they're moments away from harming you directly and up-front. Otherwise there might just be a good reason they're setting up those traps, making that contraption that looks like a doomsday machine or keeping a whole bookshelf about black magic in their home.

You'll only realize in hindsight that all the warning signs were there, clear to see for anyone looking.

Cautious Adventurer

Nervous (+100CP)

You've lost a lot of confidence and thus question yourself, the situations around you and other people a lot more. Are you sure that was just a rusty door rather than a ghost? Are you truly confident enough to perform in front of a crowd of people, and do others really like you, or are they just pretending to be your friends? You'll be having these sorts of thoughts quite frequently.

Fearless Warrior (+200CP)

You have touched the Medallion of Sigurd and have thus had all of your fear removed, no more shall you be afraid of anything any longer! Sadly this *does* increase your chances of dying horribly. After all fear is there to protect you from making such horrible choices. You've become much more reckless and can no longer fight smart, since preparing for combat just means that you're afraid of taking the challenge head-on. This effect disappears after you die, unless you're resurrected by the Potion of Resurrection, in which case you'll stay just as foolhardy.

Working Adult

Student Loans (+100CP)

Now this is strange. They don't actually have any admission fees here, as long as you don't make a mess or go against the law you're pretty much golden, so why?... ah, there it is. Destruction of property, defamation and vandalism. Seems you really hated someone or something, since it was in another city it won't be publicly known, but you still have to pay for what you did back then as a student. You have to pay back the equivalent of 50.000 \$. Best get working on that debt. You will have to pay back this debt to successfully complete the jump. Should you have any money related perks, then the debt will scale so that you'll have to work at least two years full-time to pay it all back.

Self-Imposed Duty(+200CP)

You feel responsible for someone, something or someplace. What exactly it is will be up to you, but it will majorly impact your life. Maybe you feel duty bound to stay in a town and to protect

everyone from the monsters residing nearby, maybe you've been assigned a duty as a Ritualist by the magical society, needing to do a ritual every night to revitalize some spirits or creatures, or maybe you've decided to adopt a child and decided to be serious about parenting.

Civilized Creature

A Calling (+100CP)

You don't really have a job, it's more like a... calling. Whether it's to be the best entertainer of the sea (merman), to maintain the trees all around you (wood man), to do landscaping (giant), collect information (rat king) or being the local reporter for your species (elf), it's something you like to do, and thus *will* do. Different from a duty, this is instead the equivalent of a semi-casual hobby. It's also completely dependent on your species, and will have to be in line with what you know of them if it hasn't been defined yet.

Neat-Freak (+200CP)

You like your things structured and organized, clothes color-coordinated, sinks clean, floors sparkling. It won't be overpowering, and you'd be fine leaving your dishes dirty for a day or so, but unless you clean your belongings frequently and meticulously you'll become slightly unsettled. The longer you leave it dirty, the worse you'll feel. Having to sleep in a messy apartment would be your equivalent of a human sleeping naked in the wilds with bugs crawling all over them.

Wild Creature

Social Anxiety (+100CP)

You suffer from Social Anxiety. Interacting with unfamiliar people will be a challenge, and it will take a while for you to warm up to new acquaintances. Speaking to a crowd will also make you stutter and fumble your words, and you're far from adept in social situations in general.

Born to be Wild (+200CP)

You have lowered inhibition and heightened emotions for the duration of this jump. You're also more used to sleeping under clear skies and being outdoors a lot, not doing so will give your emotions a negative edge, growing stronger the longer you abstain from fulfilling these desires.

You have one final choice:

Return Home

Stay

Continue

Notes:

Here the full Hilda soundtrack (It's great):

<https://www.youtube.com/watch?v=dP5E34pDT7w&list=PLS4brP-xrAxI5UTQoMUAstEd5vnZA5Uin>

Here two links to Creatures in Hilda:

<https://hildatheseries.fandom.com/wiki/Category:Creatures>

https://hildatheseries.fandom.com/wiki/List_of_Minor_creatures