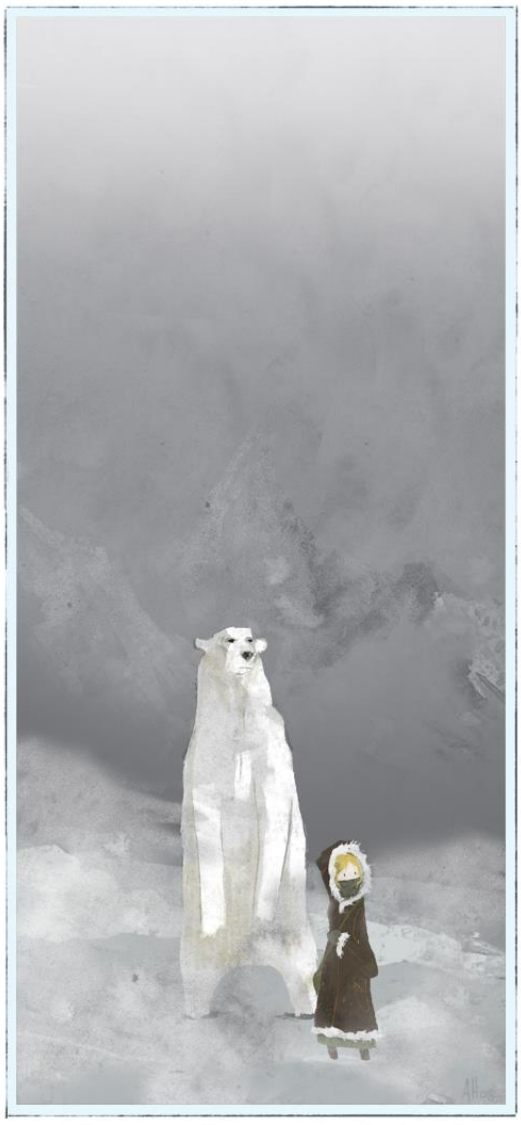
His Dark Materials



Introduction

Welcome to the world of the fantasy novel trilogy “His dark materials” by Philip Pullman. A world similar in some aspects to your own, yet very different. The first thing you will notice in this world is, that every human you see, has an animal by his side. These animals aren’t actual animals, but representations of a human’s inner self or their soul called daemons. They are intelligent, have their own personalities and act as best friends and guidance for their humans.

Other than that, this world has a similar geography and history as our world with notable exceptions: Technology and science here seems to be close to our Victorian era/ steampunkish, yet some scientists, called experimental theologians in this world, have gained amazing insights into some parts of particle physics and other territories.

This setting also full with various sentient and magical beings like intelligent ice bears, cliff ghasts and witches.

The most important and powerful institution here is The Church (also known as The Magisterium). They control most countries completely and every aspect of life therein. They are particularly interested in the understanding of subatomic particles called **DUST**, which they link to the original sin of Adam and Eve and their fall from grace. However there are some experimental theologians that have the heretical view that Dust is linked with consciousness. (See notes for more information on Dust)

You get **1000 cp** for the journey ahead of you.

Before you start I have a very important warning for you: In this world it’s considered to be the absolute taboo to touch another person’s daemon without their approval. So don’t go around petting cute doggies you sick pervert you!

Although based on a book for young adults, this is actually a quite dangerous setting, where death isn’t the worst thing that could happen to you, so be careful.

You arrive just minutes after a young orphan named Lyra Bellaqua has saved her uncle Lord Asriel, an experimental theologian, from being poisoned by the master of Oxford University.

Age and Gender

(Both might be important for some races and backgrounds): Roll 1d20 +10 for your age or pay 50cp to choose. Keep the gender from your last jump for free or pay 50cp to choose.

Location: roll 1d10 for location, gallivespians and mulefa can choose their home world for free, pay 50cp for your own choice.

1) Oxford (Lyra's world): Oxford in the world as described in the introduction.

2) Oxford (Will's world): basically the earth as you know it in the 90s. Daemons aren't visible in this world to most people. There may exist a few portals to other worlds, but it's not generally known to people here. The church isn't as powerful in this world compared to Lyra's world.

3) Cittàgazze (Cittàgazze world): A beautiful, Mediterranean city. In the middle there's a strange tower which seems to be important. Don't stay too long if you aren't immune to spectres (see notes), otherwise it will get very uncomfortable real soon.

4) Svalbard (Lyra's world): It's cold and full with huge sentient ice bear warriors. Great if you are a panserbjørne.

5) Mulefa world: Homeworld of the Mulefa. Strange intelligent creatures who live very simple lives in close symbiosis with the giant seed-pod trees. They travel roads made from volcanic stone with wheels out of seedpods. They are highly socially connected and live relatively peaceful lives, besides attacks of their natural predators, outside the reach of the church.

6) Republic of heaven: The name given to the world in which Lord Asriel builds his army in preparation with war against The Authority. If you start here and have no way to escape this world, then you will have to wait until Lord Asriel arrives, before anything really happens. The world is empty except for some animals and cliff ghasts.

7) Gallivespian world: A world where almost all humans are insanely devout to the church, trying to exterminate all gallivespians, believing them to be demons (note: demons not daemons). Gallivespians won't go without a fight though.

8) Land of the dead: The afterlife. The ghosts of all sentient beings who have ever died in the multiverse are in here together guarded by cruel harpies. It's a sad and boring place and basically serves as a concentration –camp world set up by the Authority to indefinitely hold all ghosts from all worlds. Don't expect to escape from here without some form of travel between worlds, otherwise you'd have to wait until someone else shows up (like the protagonists) to free you. You also have to leave behind your daemon/soul if you aren't actually dead, causing you great pain (you will reunite if you escape)

9) Bolvangar (Lyra's world): Far in the north, near the home of witches and bears. There is some shady stuff going on there apparently. Dark experiments are carried out by a fanatical part of the magisterium involving the separation of children from their daemons. They believe that way, the children will be freed from original sin, since no Dust is able to settle anymore on the severed children.

10) Free choice. Lucky you

Race

Daemon (free): Instead of having a daemon you're now one yourself. You can chose a canon human character to be bonded to, create your own character or import a companion as your human

Human (free): You're a normal Human. You have a Daemon. If you can see your daemon depends on the world you are currently located.

Mulefa (free): Mulefa are sapient, elephantine creatures with a diamond shaped exoskeleton and six limbs who use large round seedpods attached to the claws on their feet as wheels, moving like living bikes (it's hard to imagine; look up some pictures on the internet). Mulefa are also able to see Dust directly without the aid of an instrument

Gallivespian (100): Gallivespians are very small humanoids with poisonous stings on their spurs. They're small enough to ride a dragonfly. They could paralyse a full grown human for hours with their poison, causing extreme pain. In their world they're constantly at war with humans and therefore live in a strict militant, but chivalrous society. They have very short life spans. (Divide your age by 5)

Panserbjørn (200): Panserbjørne (literally means armoured bears) are ice bears with opposable thumbs wearing thick armour living in an honour based warrior society. They have no daemons but believe their armour to be the representation and manifestation of their soul. They have mighty jaws, long claws that can cut through steel and their thick armour from meteor metal can stop bullets easily. They are naturally adept in metallurgy. Panserbjørne tend to stay for themselves, fighting for whomever pays best. War is their life.

Witch (200): Witches technically count as being human, but with special witch powers/magic. Only females have those powers though. Male witches are normal humans. Witches have the great ability to be as far away from their daemons as they want. All the daemons of witches were birds so far. Witches don't worship the authority, but nature gods/goddesses of their own, thus they're constantly at odds with the church. (Multiply your age x10)

Angel (300): Angels are beings made from condensed dust. They are very old, powerful and wise. Most of them are loyal and closely connected to the Authority (the first angel calling himself God) and Metatron (his right hand) and by extension allied to the church which was founded by the Authority. Although it isn't easy to do so, they can be killed and will just disperse if that happens. They can neutralize spectres. Angels are nigh immortal, but after several aeons their substance becomes so weak and fragile that a gust of wind would disperse them. (Multiply your age x1000)

Background

Drop in (free): You drop into your world/location just as you are

Orphan (free): You grew up in some institution in your world, probably managed by the church, from a very young age on. You're not quite sure as to what happened to your parents. You're not quite sure even who your parents were.

Warrior (100): You are a born warrior. You can look back on many years of training and hard fought battles, most of which victorious.

Agent (100): You are an agent of the Authority, working for the magisterium or some similar church body. You are the eyes and ears of the Authority, while you might not even be aware of for whom exactly you're working for in the end. You are expected to spread the word of the church and protect it from heretics.

Experimental theologian/Scientist (100): You are a scientist. A particle physicist to be precise. You know more about dust than most people and you have great determination to learn more. You might be part of the magisterium, being in conflict with it due to your research on dust, or you might be a particle scientist in a world largely outside the influence on the church, depending on your start location.

Perks and abilities

100 cp perks and abilities are free and the rest are 50% off for the listed backgrounds

Racial perks

Daemon

Long leash (100): Most daemons can only move a few meters away from their partner before both experience great pain and fear of loss. You can move away from your human as far as you want now, although you probably still prefer to be close to them.

Emotional connection (200): You can intuitively feel how your soul bounded human feels even if you're worlds apart. This isn't telepathy, but it can strengthen the relationship with any being you're bound to.

Multi soul bond (400): You can establish a connection between several individuals. You can have multiple humans, daemons or other beings bonded together and your souls become connected together. This will strengthen your groups relationship, cooperation and overall strength of your respective soul, since you don't have to share the burden of existence alone. (I really, really suggest that you take the long leash perk with that if you don't want to be permanently stuck to that group)

Adamant bond (600): Nothing can separate you from whatever you're soul bound to. No subtle knife, no Authority, nothing. This will also extend to relationships with others in general. No outside influence may alter the status of your relationships with others if you do not wish

it to happen. If somebody really wants to destroy this bond they'd have to destroy one or both of you directly.

Human

What are you, a chicken? (100): You can see another person's daemon, even in worlds where humans don't normally have visible daemons. This makes you a quick and good judge of character. That one dudes' daemon is a chicken? Well, now you know you can't trust him to have your back in a fight. This will take some experience however, since there is a huge variety of daemon animal forms out there. What the fuck is the character of a black alpine chough?

Strength in numbers (200): There lies great strength in numbers and you know it. Sadly many people seem to forget that obvious fact. When you are around however the masses will realize once again the power they hold. Why let yourself be suppressed by a tiny cabal of people if you make up the majority? You can show the people their strength.

Scary potential (400): There are great and powerful entities at work behind the scenes. They control every aspect of human life and try to suppress them at any given chance. Why? Because they fear humanity. They fear what they could become. Even beings that are supposed to be stronger, wiser, more intelligent and overall greater than you will see your potential and will respond with respect or even cowardly fear if you so wish to.

Fall to grace (600): Original sin? Pah! Whatever lies the ruling class has fed you, you can't be deterred from the path that is yours to thread. They say humanity is weak and full of sin. They say humanity has to debase themselves, be humble and don't strive for greatness. However your enemies want to pull you down, you'll find your self-worth and reputation untarnished and you'll come out of it unharmed and even stronger than before. The more they fight you, the stronger and with more followers you'll emerge.

Mulefa

Dust sight (100): You can see dust and its flow naturally. This helps you distinguish between sentient and non-sentient beings and lets you gauge the level of their sentience/intelligence. It'll also allow you to predict the coming of world changing catastrophes although the details won't be clear to you.

Bio biker (200): You're a natural biker. You have a great sense of balance and could pull stunts on a bike or seed pod other bikers could only dream of.

Cooperation genius (400): Companions and allies will help you accomplish tasks as if they were another hand/trunk. They intuitively know what you want them to do and how to best help you with your task. Two mulefas working together could have shared between their trunks all the finesse of a master human sculptor.

Prophet of the Dust (600): Not only can you see Dust naturally, you can also talk to it. You are only able to get vague answers to the questions you are asking the Dust, as it's its way, but you can nevertheless peer further into the future and have knowledge were great destiny

awaits. You can't be certain about your own role in those things, but places, objects and names will be revealed to you that will come into play. If you follow the call of the Dust is up to you.

Gallivespian

Communications expert (100): You learn other languages very fast. You can pick up languages even from non- human sentients pretty quick. It also helps a little bit with deciphering the meaning of the alethiometer results and similar ways of dust-divination.

Silent shadow (200): You aren't noticed easily, even for a small Gallivespian as yourself. You could go through a crowded room or watch a private comversation without being noticed (some people might be strangely immune to that, so don't rely too much on this)

Float like a butterfly, sting like… (400): You move across the battlefield as if you were dancing. You evade attacks and deal out punches as graciously and effective as anyone can imagine. This will also translate to the mounts you possess, such as dragonflies.

Death spur (600): Gallivespians are incredible poisonous beings, being able to paralyze a grown human for several hours and leave them in excruciating pain. You however are something else entirely. Your spur is sharper, able to pierce even chain mail. Your poison is potent enough to kill even an average Panserbjørn. You can freely control the potency of your poison and how much you want to administer.

Witch

Witch magic (free for female witches; 50 for male witches, 200 for everyone else): Witches have very long lives (several hundred years) with perfect youth. They have an immunity to cold, the ability to feel aurora on skin, they can fly on special branches of cloud pine and they can make themselves invisible for short amounts of time. They have other weak forms of magic, and ability to brew magic potions (witch magic mostly works only under very specific conditions, but an experienced witch will know several ways to reach her goal). Male witches will get very very odd looks if they're able to wield witch magic. You might start a huge social upheaval.

Beauty beyond belief (100): You are an otherworldly beauty. Even the most beautiful human women couldn't compare to your radiance and natural grace.

Perfect memory (200): Witches live very long lives. They take many lovers and bear many children. It would be a shame if you would forget even one of those beautiful moments. You have perfect memory and can recall every second of each night well spent.

Fury of the witch (400): Did a man steal your heart, but rejected you? Did a fellow sister abandon you? Was your dignity insulted in front of others? They WILL pay for it. You are not one to forget so easily. You can track you're enemies over hundreds of years and across hundreds of worlds, waiting for the right moment. Waiting for the perfect moment when they let their guard down. This is when you'll strike. This is when you'll have your revenge.

Great witch of the north (600): Witches live nomadic lives, split into several tribes, each one ruled by a head witch. You somehow managed to unite all those split tribes into one massive people. You are THE witch. In addition to the mighty army you lead now, you'll find your magic increased as well. Being able to cast more powerful and more nuanced spells than before, with less need for the right time.

Panserbjorn

Master Smith (100): You are a genius when it comes to metallurgy and smithery. You can easily create a perfectly fitting, easily movable and durable armour for a bear.

Sir Bearington (200): You're bear royalty. Other bears will naturally pay respect to you, but you do need to prove your worth in battle, else you might get banished.

Great and fearsome (400): You're huge, even for a bear. You tower over most of your brothers and you could subdue 3 of them with your mighty muscles alone, not to speak of your fighting prowess and your sharp claws.

Soul of iron (600): Bears are curious creatures. They don't have daemons, despite being conscious beings. What they have instead is their armour. Bears don't need something as fancy as souls. They are bears and they have their armour. They are panserbjørne. While most bears don't give a damn about the metaphysical implications of a lack of souls and call their armour their soul because it's part of who they are, you can take this more literally. Because of your jumper- status you already have a soul and now you can imbue any item with your soul or parts of your soul. This will strengthen the object proportionally to the strength of your soul and the amount you poured into it. Depending on the object and your use you could dangerously expose your soul for destruction, make it indestructible, create some soul- power foci etc. Be creative.

Angel

Angel physiology (free for Angel; 300 for everyone else): You are a being made entirely out of dust. This makes you basically something composed out of pure intellect, emotion and light. Those aspects of your being will therefore greatly be enhanced. Since Dust are also involved in other particles interactions with each other you get minor matter manipulation and telekinetic and telepathic abilities. With time and a lot of patience you could alter the course of evolution, leading to the rise of intelligent life forms much like yourself. You are a winged humanoid glowing with light (the luminosity depending on your power; lesser angels could only be seen at night). You can travel through the skies and to different worlds and dimensions. Your strength is far above a normal human, but still below a panserbjørn.

Guarding angel (100): People tend to believe in you wanting the best for them, even if that weren't the case. Why shouldn't they? You're an angel after all.

Shining light (200): Every angel glows with a light from within. Lesser angels only glow a little, while greater ones shine with a great blinding light. You will have control over how much you

shine. Your maximum brightness will depend on your power, but you could turn off your light completely only to blind an opponent in the next second.

An Angel of the lord (400): You are a messenger of the almighty. Your word is his word. Your action is his sanctioned action. As long as you act under the order or protection of someone you'll have all the pure authority of your patron, while taking none of the blame.

Authority (600; must have angel physiology): You're on par with Metatron or even the Authority in its prime. All your angel powers are significantly boosted. You can magically levitate mountains and shroud them in eternal storm. You can communicate with your followers over dimensional boundaries and you can travel at great speed through the dimensions. You can drastically alter biological life on a whim, for example granting perfect youth and longelivety. You can manipulate souls and ghosts to some extent. You aren't almighty however. Most of your power isn't instantaneous, but potent nonetheless. You can do a lot, but not all the time to everyone. You could impress enough people with your miracles to call you a god or THE god, but if they would uncover the truth and fight back, you better hide in heaven.

Background perks

Drop in

Sharp shooter (100): Be it a bow and arrow, a gun, a slingshot or whatever: As long as you can shoot some kind of projectile with it you just tend to hit your target right where you intended to.

Heartbreaker (200): You are so charming you could even steal a witches heart (which is a dangerous game to play, so be careful). People tend to trust you and easily loose themselves in those beautiful eyes of yours.

You've come just in time (400): If you are stuck somewhere or cornered, fate or luck will manage that someone will come along to help you out. You might have met them before or they might be strangers from another world altogether, it doesn't matter. This is basically a once per jump "out of jail" card. Freeing you from a hopeless situation (just, because you manage to escape a prison doesn't mean the guards can't hunt you down again mind you)

Shamanism (600): You are a mighty and wise shaman. You have a deep connection with nature and dust. You are such a talented potion maker that you can heal even major illnesses with mother natures' herbs. Your control over nature allows you to even create storms, control all the birds in the forest and many other things. You have some form of telepathy, calling upon people from very far away guiding their steps, and mind control, even being able to force spectres to attack other people. You are very adept in divination allowing you to predict events almost to the exact day. You have the ability of astral projection.

Orphan

Silver tongue (100): If you lie, you lie with a passion and talent that makes everything that comes out of your mouth more believable. You don't even have to call it lying, you could just call it telling the truth with creative liberty. If not believable, impossible things you claim at least become plausible. Doesn't work on everything (beware of harpies!)

Intuitive understanding (200): You can intuitively understand what dust is trying to tell you with its complicated ways of telling. You can therefore read the alethiometer (and other ways of divination) without much problem, as long as you don't concentrate too hard on the problem. You can do, what most people can't do with a lifetime of study. The ways of the dust are confusing however and just because you can "read" what it is telling you doesn't mean it necessarily makes sense.

How are you still alive? (400): A little girl following kidnappers, travelling with gypters, escaping the church, travelling through the multiverse, getting involved in fights, between giant bears, angels, spectres and so on… how is she still alive. Well, I guess she's just lucky. But so are you now. This will give you a healthy portion of luck, but don't rely too much on it. You wouldn't win in a fight against an armoured bear just by depending on your luck, but at least he won't attack you just at first sight.

Adam or Eve (600): You are the chosen one. You are the Father or Mother of all. You will eventually bring about the end of destiny. At least, that's what the witches' prophecy said. The church in turn thinks you'll bring about a new fall from grace. Whatever your actual role is supposed to be, you seem to be somehow entangled in the threads of destiny guiding you to the very end of the story. You can now freely chose to follow them or to avoid your fate altogether. No divination can grasp you and no destiny shall bind you if you do not wish so.

Warrior

Warrior training (100): You know how to fight and how to efficiently move on different battlefields according to the circumstances. You're an old war vet with iron nerves and many tricks up your sleeves.

Way of the warrior (200): You live your life according to an honour code giving you inner strength and sense of self. This perk gives you great self-worth and relative resistance to corruption and other attempts to stray you from your path. It can backfire however, should you break your code or are somehow excluded from your honour society. Then you might fall into depression and alcoholism.

I see your lies (400): You aren't really complicated, are you? You're just a warrior who lives for honour and war. Because of your honest and true to yourself nature, others will find it hard to deceive you with their lies and illusions. You see through all of this deception and see their truth. This won't work if you stop being true to yourself.

Keep on fighting (600): Fight through pain and keep on fighting. A savage fire burns in you with the rage of a hundred bears mauling each other. Once this fire is ignited it's hard to put you down until you have finished the fight. If you burn with rage and want someone dead, you

could very well mow through a whole army to reach that person, you might even have enough strength left to finish the job. This doesn't make you completely invulnerable and we are still speaking about relatively realistic matchups here: Don't expect to hold your own against a panserbjørne army if you are a normal mulefa, but with this perk you might stand a chance against a single one.

Agent

Motherly affection (100): People just naturally trust you even if they shouldn't. You can make people believe you're on their side with ease. This won't work again if you betray this trust. After that you'd have to genuinely earn it back.

Blinding demeanour (200): You are beautiful and gracious, but more importantly you have a very intriguing and ensnaring way of carrying yourself. People will become fascinated and even obsessed watching you talk, walk, sit and stare. They'll become less and less able to keep their guard up in your presence

Your fame precedes you (400): People have heard rumours about you. And they believe them. Even if those rumours originate from yourself, others are inclined to really believe your stories of grandeur or your proclamation of being a higher form of life. Sharp witted people might be immune to this, but at the point they try to convince the others you will already have a big group of followers

Ultimate sacrifice (600): Once per jump you are able to save a loved one, or someone you deem worthy to be saved from certain death or worse at the cost of your own life, while also completely annihilating whatever threatened them. If you have 1 ups this can be circumvented, but if you don't your chain will end, but your loved one WILL be saved.

Experimental Theologian

Funding (100): Every researcher needs money. Luckily someone seems to like the work you do. This ensures you grants, covering all the cost of your research. You can build giant crazy death rays if it somehow advances your science. No needs to worry about money in this jump as long as you use it science related

The scientific method (200) (experimental theologian): You are a scientist at heart and don't need magic tricks and fancy stuff to come to conclusions and a deep understanding about the world(s) you live in. You are a genius in regards to particle physics, giving you the equivalent of a PhD in knowledge in that field, but you're also able to quickly uncover truths about phenomena you know nothing about yet.

All according to keikaku (400): You are a true master at planning and strategy. You could easily orchestrate, micromanage and plan a several dimension spanning war operation and keep your enemies confused at the same time.

Wage war in heaven (600): Your eyes glow with determination. You can evoke respect even in beings that deem themselves "superior" to yourself. If you wish you could convince almost

everyone to follow your cause, if it's a worthy one. Willpower could get you further than one would imagine: You're a normal human who wants to wage war against heaven and God himself? You can actually achieve it, with sheer will alone (don't expect to reach such goals without huge numbers of causalities and without crossing moral lines though)

Items and military units

All items for the listed backgrounds are 50% off or free if specifically stated.

50

These items are free for the respective backgrounds

Bow and arrows (**witch**): You get a very well-crafted composite bow and a quiver with 30 arrows.

Winter clothes and gear (**drop in, orphan or agent**): You get a set of perfect fitting winter clothes (boots, gloves, hat, coat…) and gear (snow shoes and/or skis, goggles…). All of this equipment could keep you alive for an entire night in the icy regions of svalbard.

Flask for the good stuff (**drop in or warrior**): You get a nice big flask, perfectly fitting in your pocket filled with an alcoholic beverage of your choice (doesn't refill). You can choose its size.

Letter of passage (**agent or experimental theologian**): A letter signed by the some of the highest authorities within the Magisterium. This allows you unquestioned passage across all the Magisterium controlled regions of your starting world. You can spend an additional 50 cp for a letter of passage across all Magisterium controlled world. Don't expect to just waltz in to some secret Magisterium child- experiment lab with just this letter in your hand however.

Hut or tent (**mulefa or drop in**): Don't want to sleep in the open or on the street? Now you have a small but cozy hut or tent where you can sleep and rest.

Maps and normal compass (**drop in, orphan or warrior**): You get a map of your respective starting location and an additional map to the very next place you intend to go. You will also get additional maps after that for 50cp each. The compass you get is a normal compass, only indicating the magnetic poles, nothing fancy. You should be aware however that this compass won't work in every world, since magnetic poles might be very different or non-existent there.

100

Stairway to heaven (**undiscounted**): well it's not really a stairway, more like an apparatus with a metal rod placed under the northern lights. With huge amounts of ambaric (electrical)

energy it can tear the sky open, creating a portal to another world. Might have some bad consequences regarding spectres, but it'll look pretty cool!

Alethiometry book (**undiscounted**): a very heavy book teaching you the art of using an alethiometer and how to best interpret the results.

I Chi (**undiscounted**): works like alethiomether but by far not that exact

Hot air balloon (**drop in**): A hot air balloon. I hope you have some experience as an aereonaut.

Trusty old gun (**drop in**): A nice old gun, which will never let you down. It won't ever jam, it won't ever backfire and it won't miss if you aim it right. You don't need to worry about ammunition getting wet or exploding with it, no matter the temperatures. No maintenance needed. Basically, whenever you pick it up it will be in perfect condition and feel completely natural in your hands. Always 1 free bullet per day in chamber.

Lab equipment (**experimental theologian**): everything you need to study dust and/or consciousness. Might be used to build sentient computers if you have enough knowledge about dust and are smart enough.

The amber spyglass (**experimental theologian**): see the Dust and where it settles and flows.

Star armour (**bear**): A bears' armour. Very heavy, thick and extremely sturdy. It's a beautiful piece of smith craft. If you can't wear it I'm sure you can sell it for a decent price.

Cloud-pine branch (**witch**): it's a special branch that would allow a witch to fly. If you aren't one, then it's still a really nice stick! As a witch you could of course search for your own special branch, but that takes some time.

Ship (**orphan**): you get a boat big enough to carry a big family a great distance. Looks shabby but is actually very sturdy.

Pet dragonfly (**Gallivespian**): you can ride it (if you're small enough). It's an interesting pet anyway

Weapons of trade (**warrior**): you are well equipped for the next fight. Be it a gun, a sabre or some spikes on your armour. You can start ripping and tearing now.

2 Seedpods (**free for mulefa**): essential if you are a mulefa. The liquid from the seedpod trees can also be used to make your very own amber spyglass. With enough force you can free the seed from the pod and plant a tree.

200

Zeppelin (**Drop in or agent**): a better hot air balloon. Also faster and cool looking.

A witches flower (**drop in**): call upon a witch in times of need (not instantaneous, she still has to traver by normal flight). If there aren't any open portals and you're in another world she can't reach you.

Machine gun (**drop in or warrior**): You know, Victorian era guns really lack in rpm. You now have a machine gun with all the attributes of "trusty old gun"

Aereonaut (**Drop in, Orphan or agent**): Your very own pilot. He comes with a trusty gun and is qualified to skilfully steer all kinds of hot air balloons or zeppelins and even airplanes to some extend (we're talking WW1 level airplanes here).

Seedpod tree (**Mulefa**): A fully grown Seedpod tree. Normally those trees will take thousands of years to mature and produce seeds again, but you already possess a grown example. You can have it stand on your warehouse attachements, gardens, pocket dimensions or wherever. It can also follow you from jump to jump.

300

Iodestone resonators (**warrior**): which are described as using quantum entanglement for instant communication across all distances. Can be theoretically used by all races, but they're pretty small, so it might be difficult for you to use if you are a giant bear (it would look hilarious to watch you though)

bolvangar guillotine (**agent or experimental theologian**): You sick bastard. A guillotine made from a strange metal alloy. It can separate a human from his daemon; a process called intercision. This will render the human soulless and at the same time release a giant amount of ambaric (electric) energy.

Fighter jet (orphan or drop in): An actual 21st century fighter jet (specifics are up to you). You'd dominate most battlefields in Lyra's world with this, but the battlefields in the republic of heaven will be a lot more dangerous even for you. I hope you have an experienced pilot (The/an aeronaut will definitely need a lot of training before he could use this) and access to kerosene and ammunitions.

Multinational and multi-dimensional company (agent): You somehow managed to not only become an incredibly rich and influential person in your country, but you also got influence and money overseas and over..abyss? Needless to say, you're filthy rich and the ability to be the crosspoint of information, technology and money across dimensional borders make you extremely powerful. I'd suggest you stay on good terms with the church however.

Family of gypters (**orphan**): A friendly and welcoming family of gypters will help you on your journey. They'll hide you from your pursuers and they can help you cross wast distances on the waters. They come equipped with a ship…or boat more like. It will get pretty crowded. They can come with you on your adventures, but they like to keep to themselves and they really really hate to be separated from the water.

Sibirsk Regiment (**agent**): A company of sixty members of the tartar guards. They are highly disciplined and are OK shots. All of their daemons are wolves. They only speak Russian and their respective Turkic languages, so you might want to invest in some language course.

400

Intention Craft (**experimental theologian**): A vehicle that carries (amongst other things) an extremely potent energy-weapon (It was able destroy enemy artillery shells before they could hit their targets and wipe out several enemy aircraft before they could respond). The device is powered by the intention of the controller. The Intention Craft is a "flying" machine, but has no engine or wings. It has a cockpit and controls like a gyropter (helicopter from one of Pullman's fantasy worlds) and six bug-like legs. However, there is a helmet and leather wrapped mechanism on a string, so that the craft can be controlled by the driver's intentions. Due to it being steered completely by its users' intention, its manoeuvrability and speed are impressive.

Flying mountain in the clouds (angel): You posess a flying mountain that is shrouded in an eternal raging storm, which makes it difficult to access for anyone but you. The mountain flies rather slowly, but not much slower than a zeppelin. For 100 cp more you can already have a fortress/castle built on your mountain. For an additional 200 cp your mountain gains the ability to seamlessly cross dimensional barriers. Your mountain will of course follow you to other jumps.

A sleuth of bears (**Panserbjørn**): You are the leader of 20 intelligent, highly trained and skilled armoured polar bears….woe to your enemies. They'll follow you to other jumps and you can call them in times of need. There's one caveat however: They don't like cowardice or being altered. They are Panserbjørne and nothing more. So don't try to genetically enhance them or give them ironman armour or something. They'll abandon you quickly.

Gallivespian swarm (**Gallivespian or warrior**): 300 gallivespians riding on dragonflies heed your call. They are all war veterans and are also naturally well versed in espionage. They can't kill a human (at least not if only one stings one), but they can paralyze one for hours. Same rules as with the Panserbjørne apply also here.

600

Fortress of the republic of heaven (experimental theologian): You are the proud owner of a gigantic heavily fortified fortress in the republic of heaven world (see location section). It stretches over a whole mountain range and can house several million of your followers (followers not included in this package) and allied forces. The fortress is already equipped with all sorts of weaponry, vehicles and aircraft. After this jump the fortress will pop up wherever you go if you want to.

Soul armour (**warrior**): an armour made by yourself, for yourself and from yourself. You now have an armour made out of your very soul. The stronger your soul is the more durable it will be and if you are an old and powerful jumper, this armour will be nigh- indestructible. You can chose if your whole soul is being transformed or just a part of it.

The golden compass (**orphan**): also called the alethiometer or truth teller. A compass with four needles and 36 symbols on it. The user needs to direct three needles to lie over certain symbols on the face of device to create a question. Once such an alignment of the needles is achieved, the user had to define or think of the question in his / her mind. The user must not

grasp for an answer, but be content not to know. Once the question was formed lightly in the mind of the user, the fourth needle swings into action and moves from one symbol to another. It may point to one symbol more than once, specifying the meaning. Any particular symbol has multiple meanings and answers. The user has to learn to decipher the answers and it takes much experience to be able to do so. An alethiometer provides the answers through the influence of Dust. An alethiometer can provide answers to past and present events, but it can't foretell future events. At least not directly. It can predict the future in a limited way, as to what would happen if certain actions were taken; for instance, the effects of leaving the underworld on the ghosts.

The subtle knife (**drop in**) (must take the "missing fingers" drawback): The legendary Æsahættr, the god-destroyer, the subtle knife. One side can cut through anything as long as it is made up of some sort of matter/particles (not trough pure energy, concepts etc.) the other can even cut space time, opening portals to other worlds. While doing so you must be highly concentrated, otherwise you will break the knife (it can be repared, but that takes some time). Opening a portal this way will cause dust to leak into the void and spectres to appear (Both can't be avoided in any way during your time here, but after this jump You may choose to have both, one or none of those side effects active while using the knife). You also gain the ability to close all portals you have created. You may import any edged weapon you already possess, gaining those properties.

Secret weapon schematics (**agent**): schematics for an advanced inter-dimensional weapon which, when aimed using a sample of the target's DNA, can track the target to any universe and disrupt the very fabric of space-time to form a bottomless abyss into nothing, forcing the target to suffer a fate far worse than normal death (sort of like falling forever into pure nothingness). This can only be escaped if the target has high control over space/time. It isn't finished and it will take some time and resources to build it.

Companions:

Daemon (free + mandatory for all humans/witches; 100 for everyone else): Even though they are your companions, they're more than that. They are your very soul. They are you in a way. This means daemons don't take a companion slot. You can chose to manifest and disappear your daemon whenever you want after this jump, for the duration of your stay you must have them out in the open however. You can freely import a companion into this role, but they will occupy a companion slot after this jump.

Human (free +mandatory for Daemon background; excluded for everyone else): With this option you can "create" your own human with you being his soul. You could also take a canon companion (no, you don't have to pay 200cp for that, you get one free) or you could import a companion free of charge (they still get their 600cp and free race choice). If you want to be the daemon of a non-human (canon) companion you'll have to pay an extra 100cp and you might have a lot of explaining to do.

Canon companion (200 each): You can take anyone from the books except one of the deaths. Humans and their daemons count as a single companion.

Companion import (100 for 1, 200 for 4, and 300 for 8): You can import up to 8 companions (If you already have "Human" with the daemon background, you can still import 8 additional companions to a total of 9). They can freely pick their race and get 600 cp to spend on background choice, perks and items. They can't take drawbacks.

Drawbacks

(800 max. 1400 if "a happy end?" is taken)

Alcoholic (100): you are a goddamn alcoholic. You love the stuff and are affected by it no matter what immunities you might have.

Missbehaving child (100): Even if you're not necessarily a child you behave a lot of times like one. You have no respect for authority and constantly get yourself into trouble by being cheeky, nosy, and altogether stubborn.

Problems with the authorities (100): you constantly run into troubles with your local law enforcement, some agency or educators.

Missing fingers (100): you lose the little- and ring finger of your leading hand in a painful and bloody way at the beginning of this jump. They won't grow back in those 10 years regardless of any regeneration or similar powers you might have.

Deaths darling (100): doesn't mean you're more likely to die, but your personal death likes you and wants to interact more with you. That means he won't hide from you anymore and you will be able to see and hear him constantly. He seems nice, just a bit reserved and cold. Why is this a drawback? Well, some people don't like to be reminded of their personal death.

Shunned by society (200): important for gallivespians, bears, witches, agents,

Family member that needs your help (200): You have someone close to you who is very much dependent on the help of others. They can't take care for themselves, you have to help them or find someone willing to do so. Drop-ins will find someone like this early in the jump. You might endager those loved ones if you make enemies here. If you grow attached to them, you may take them with you as a companion free of charge at the end of your jump.

Broke a witches' heart (200): How could you, you bastard! You broke her heart and now she wants you dead.

Replaced (200): You may have been a king once, you may have had an important job in the magisterium, you may have been the once proud member of your warrior caste or just the cheekiest kid in town; well, not anymore. You were proud of your position and you would do anything to get it back.

Trapped in the land of the dead (200): You seem to be trapped in the underworld unable to escape by yourself at all. It's boring and the harpies are cruel. You have to wait until the two protagonists arrive to free you or until the 10 years are over, should something go wrong.

No sense of direction (200): you don't know where you're going and where you came from. You are completely lost. Be it a travel in just one world or across several worlds. I hope you have some good guides.

Enemy of the church (300): You are an enemy of the church. The church is very powerful and has its institutions and agents in almost every world. Expect to flee a lot.

Spooked by spectres (300): Spectres thinks you look especially yummy and will favour you before other prey.

Asriel hates you (400): Asriel thinks you are an important piece in the way of his plans, which means he wants to eliminate you in any way possible.

Metatron is after you (400) (can't be taken together with "enemy of the curch"): Well fuck, the most powerful being in this multiverse is after you. As if that wasn't bad enough, since he is basically acting as the head of the church, this drawback includes the "enemy of the church" drawback as well (but without the CP).

Severed (600): You poor soul. You have been severed from your Daemon (humans/witches only). As dæmons are the physical forms of humans' souls, the separation from their humans would leave humans soulless and extract any real meaning from their lives. Characteristics like creativity and ambition were reduced to minimal levels. You are reduced to a vegetative state. You also wouldn't go to the world of the dead. You are basically useless for the rest of the jump. Let's hope that someone else takes care of the multiverse.

A happy end? (600): If you make it to the end of this story it won't be a completely happy end for sure. Even if you manage to survive, defeat the evil guys, save the multiverse, you WILL still lose something very dear to you. You will suffer in some way or another. You might lose your true love; not necessarily trough death, but simply because you just can't possibly be together. You might lose a companion. You might have to leave more in this world than you want. Either way, your joy will be tainted.

After 10 years

Go home: End your chain and go home

Stay: Stay in the world of his dark materials

Move on: Jump into the next world

All drawbacks will be removed once your 10 years are up

Important notes

On Dust

Dust is a very important aspect of this Multiverse: Dust is everywhere. This isn't the dust you have at home, but tiny subatomic particles, being drawn to all sentient matter, originating from it and accumulating around it. They are the source and the reason for consciousness in the universe. Therefore it likes to settle on thinking beings; only slightly settling on prepubescent children but stronger on adults and the works of the mind they create (tools and machines). In other worlds it might be called dark matter or shadows or something completely different. Anyway it's a form of particles that seems to even have consciousness of its own, trying to communicate with sentient life trough ways of divination. Dust is also what connects humans to their dæmons. If the bond between a child and their dæmon is severed (as through Intercision), both the child and the dæmon will eventually die. If the separation occurs after Dust has settled on the person (that is, after adolescence), the person becomes a lifeless shell. Dust desperately tries to communicate, since it faces a great calamity. It will flow out of the multiverse into the gap between worlds. Into the void. The abyss. If this continues it might end all consciousness in the multiverse as we know it.

On Daemons

Daemons are representations of a human's inner self and their soul called daemons. They are intelligent, have their own personalities and act as best friends and guidance for their humans to which they're soul bonded. Daemons are always close to their humans only staying a few meters away at maximum (except for witches). Each daemon takes the form of an animal best describing their humans' soul. The daemons of children aren't settled yet, but ever changing from animal to animal until they reach puberty. Daemons are also in general the opposite sex, so if you're a female, your daemon will be a male animal. If a person dies, their daemon dies too, only leaving behind a coin.

Other sentient/semi sentient races, beings and entities

Ghosts: all people, including many races but not all (bears are an exception for example) on all worlds have a ghost which lives on after they die; ghosts have vague forms resembling the person when alive. Unlike a dæmon, which dissipates upon a person's death, the ghost is led away by their death and become trapped indefinitely in the underworld. Outside of the underworld, ghosts will dissipate their atoms/substance becoming one with the universe again (this is seen as relieve by them). They can hold their substance together outside for a while, if they are needed, however.

Cliff- Ghasts: Flying mortal creatures feasting on flesh, either living or dead. They have flat heads, large, bulging eyes, and wide frog-like mouths. They have a simple patriarchal society, but communicate little and almost never with non-cliff ghasts. They are the only creatures not

taking sides in the great war between Lord Asriel and the authority; only waiting to feast on the dead. Watch out around cliffs!

Spectres: Spectres are also known as the Spectres of Indifference. They are beings of spirit escaped from the void between universes. Most commonly, a Spectre is created from each new window opened by the Subtle Knife or by other things that fuck with spacetime. Spectres feed upon Dust that makes up the connection to a person's soul: their attack leaves a person in an immobile, zombie-like state. They are invisible to and do not harm pre-adolescents, as Dust has not yet settled upon them. They are normally not air-borne, but someone might convince them to fly by promising them more prey that way. Spectres cannot be killed by any physical means (probably works with the subtle knife, but we don't know), although numerous methods of countering their attacks exist and they can be pushed back into the void. Angels can neutralise Spectres, and ghosts are able to hold them in combat. Humans whose dæmons have been removed from them via intercision can pass them without being attacked, and humans can repel them with the Subtle Knife. Great Shamans would be also able to control some and send it to attack others.

Deaths: each person has a personal death. They accompany a person throughout their life, serving to gently alert the person when it is their time to go to the underworld. Deaths are unnaturally quiet and able to blend into the background with uncanny ease. However, as most people do not wish to see their death, deaths are courteous enough to hide from their humans. Deaths are presented as caring yet stern creatures, showing no pity for a person's dæmon which must vanish upon death. Deaths are present in a physical form in some worlds, much as dæmons can be seen in Lyra's. They vanish forever once a persons' ghost is in the underworld.

Harpies: similar to harpies from myths and legends, having human heads on birdlike torsos including wings. They are the guardians of the Land of the Dead, harassing the ghosts without mercy. They appear to hunger for information and knowledge in the form of stories, and appear to have the supernatural ability to know when they are being lied to and use their knowledge of this and other wrongful acts committed in life by their victims to torment them. You may appease them a little by telling true stories of your life. But don't bore them and don't lie to them (they can tell)!

Tualapi: The only known enemies of the Mulefa, destroying the Mulefa's villages and causing the loss of many seed-pods. They are large, white birds whose wings look like ship sails from a distance. Tualapi are almost always seen in groups. The Mulefa have no defence against Tualapi other than retreating inland during their attacks. Tualapi attacks generally result in the destruction of Mulefa habitats. Like most animals from the universe of Mulefa, their limbs are in a different position than those of our animals, with a single wing at the front; a pair (legs) at the middle; and a single wing at the back. Although they are similar to birds, they do not fly. Instead, they use their wings to navigate rivers as sails and rudders, and emerge onto dry land when attacking the Mulefa.

Other stuff

-After the jump you can choose to see/hear your daemon and if people besides you can see/hear it. In universes where you already have a corporeal or semi corporeal representation of your soul this functions as an alt-form for your soul.

-If you have a daemon and a soul armour they will act as alt forms of each other, which you (or they) can switch at will.

-If you are a daemon, your daemon form will act as an alt-form after the jump. Your connection with your human can be separated or maintained indefinitely. It's up to you. If you leave your human back in this world, they'll get an exact copy of "you" as their daemon. This daemon will have your personality and memories of this jump. If you return to this world at some point you are free to assume the role of your humans daemon again.

-The abyss and spectres won't really become a problem in other jumps unless you use methods bought from this jump to open portals. That means that you don't have to worry about spectres being created and Dust leaking out of the multiverse whenever you open a portal with your portal- gun for example, but if you cut your way through with the subtle knife of tear a hole in space time through the aurora borealis, then you suffer the same consequences as in this jump. Who knows; it might be in your interest to slowly destroy all consciousness in the multiverse in another jump, you evil bastard.

-For this jump ALL methods involving the creation of a rift or portal in spacetime you might have to travel the multiverse will create an opening to the abyss and spectres. No circumventing those problems with your portal gun here. But at the same time it wouldn't be that big of a problem, if you can quickly close your rifts/portals.

-If you fall into the abyss/the void it'll count as dying, so you won't be trapped for all eternity. Come back via 1 ups or end your chain. In other jumps, if you somehow open the abyss, I can guarantee for nothing, but you might also just be able to use your high tier spacetime manipulation that you'll surely have by then to free yourself.

-Yes, if you have some kind of angelic alt form from other jumps, you can neutralize spectres. Yes, if you have some kind of ghost alt form from other jumps you can hold off spectres.

-the bolvangar guillotine and the subtle knife can separate a daemon/from its human outside of the jump too. Remember: only works if the universe you're in has the concept of a soul and you'd have to see the daemon to cut the connection (requires "what are you, a chicken?").

-all other soul/mind/consciousness powers and immunities you have can interact with this world as long as they don't violate the rules stated here. (If you are immune to have your soul stolen/destroyed you are immune to spectres…). Fanwank!

-If you can see dust here, you will be able to see dust in all other universes you jump to, except you somehow end up in a dimension void of consciousness of course.

-Dust works hidden in every world just as it does here. So you can use the golden compass and other dust-divination methods outside this jump

-Oil from the seedpods/seedpod trees attract Dust. If you use it as an ointment regularly, then I'm sure you'll get smarter

-Q: "Why should I pay for companions like Iorek Byrnison when I can buy 20 bears instead of one for just 100/200 cp more?" A: Well, companions bought in the companion option will act as actual companions. They can be imported in later jumps and go on adventures with you. The units, specialists, families bought in the item and unit section will just always immutably act as that unit. They can't really change over the jump of your chain. They will automatically get fiat immortality however.

Changelog

-WIP 0.2: Added several perks. Grammar and spelling changes

-WIP 0.3: Clarifications on Daemons and Dust

-Jump 1.0: organized and added several items

-Jump 1.1: Added Human companion option for Daemon background. Grammar and spelling changes

-Jump 1.2: Further clarification on post-jump Daemons

-jump 1.3: Added 50 cp items. Grammar and spelling changes