



In Stars and Time jump by Tak, v1.0.1.

After a strange dream, you wake up in a pleasant meadow. You look up at the light grey sky and take this moment to consider your journey before you need to get up. You are in Dormont, the only town in all of Vaugarde that the King has not yet frozen in time.

You are near the end of a long quest, a great adventure! Tomorrow, you will use the five orbs you've gathered on your quest to open the doors of the House, once the local center of Vaugarde's religion, in hopes to slay the King and end his time-freezing Curse for good! After that, you can go back to your home country and enjoy the rest of the decade.

This world is a JRPG on its second last day. The world itself is in black-and-white, that's not just a stylistic choice. You gain 1000 cp (choice points).

ORIGINS

Pick one Origin.

Vaugardian.

You're a Vaugardian, from the country you're starting in. Perhaps the reason you aren't frozen is because you live in Dormont, the only unfrozen place left in all of Vaugarde! Or maybe you were a Housemaiden (don't let the name fool you, it's not gendered), one of the practitioners of the House of Change religion dedicated to perpetual change and reinvention. Vaugardians are varied in their appearance and look like they could be from somewhere in the Francophonie.

Ka Buan.

Ka Bue is a distant land. Instead of Praising Change, they have thousands of minor deities that double up as expressions, with an 'expression' for just about anything you might want help with. Relative to Vaugarde, Ka Bue is more a conservative, distrusting, regulative society. Aesthetically, Ka Bue roughly corresponds to Japan.

Traveler.

You're from another land, travelling here from elsewhere. Perhaps you've found company in an adventuring party like Siffrin has. If you're from the same place as Siffrin, you most likely have white ('darkless') skin and hair.

Sadness.




Created by the King, Sadnesses are remnants of people defeated by the King and whose very beings have been taken over by their regrets and misery. Transformed into monsters, Sadnesses are this world's monsters you don't have to feel bad about cutting into pieces (since they'll always come back anyway).

Drop-In.

You aren't from around here. To represent that, you won't even look human: you'll look like you have a stylized star for a head, and a smooth dark body. This new alt-form can also regain any lost limbs or eyes, as a bonus! You don't have any history here, nor are you under any obligation to make any more.



COMMON CRAFT

Common Craft Type (free for all, required for all except Drop-In, optional to keep): In this world, people have a Craft type. The Common Craft types that you can choose between are  Protective Craft (*Rock*),  Creative Craft (*Paper*), and  Piercing Craft (*Scissors*). Each Craft type has an associated hand sign (if you've ever played Rock Paper Scissors, you know them already: Rock is a closed fist, scissors is a flat hand, and Scissors is a U-shape formed between the index and middle fingers) used in Crafting and in its attacks. As you'd expect, Rock is more effective against Scissors (Crush!), which is more effective against Paper (Snip!), which is more effective against rock (Wrap!). All of someone's basic, standard attacks will be of their type. So, for example, if you're Scissors Craft (the Piercing one), your attacks will be more effective against Paper type things, neutrally effective against other Scissors type things, and weak against Rock type things; conversely, you have more to fear from Rock type things hitting you, and less to fear from papercuts.

In combat, Rock Craft is all about protection, buffing/debuffing your allies'/enemies' offensive/defensive power, and it smells like wet rocks. Paper Craft is all about magic spells, altering enemy resistances, and it smells like wood or leaves. Scissors Craft is all about damage, critical hits, area-of-effect/multi-hit attacks, speed buffs, and it smells like scissors. This isn't just fluff, it will also affect some prices!

Crafting can be applied to all sorts of... well, crafting, making things, and enchanting qualities and a semblance of life into objects. However, if you want to start out any good at that, you'll need some more perks! While everyone has Craft, most don't do all that much with it.

Apparently, about 3.5% of people have two Craft types instead of one. You can choose a second Common Craft type for 200 cp! With two Craft types, you'll be resistant to your two types, but weak to the one Common Craft type you lack. Also, your basic attacks will still default to only one type, so pick one for them.

If you took the Drop-In origin, you do not need to select a Craft type. If you don't, your basic attacks can be neutral, effectively ignoring the Rock Paper Scissors system. Some types of Skill can't be neutral, though.

If you decide to keep this perk into future jumps, the combat system will only apply to you and your party, with monsters being given appropriate typings that won't matter unless they're fighting you. Alternatively, you can pay 200 cp to make the system apply universally, even in encounters you aren't involved in.

Common Crafting (200, requires Common Craft Type): You can use your Craft to imbue all sorts of magical properties into things you make. Make a Change God statue and, boom, it'll dance around and be cute. Draw a picture, and you can give it some animation, maybe even some sound. While you can't imbue true consciousness- not with this perk alone, anyway- you can at least imply it at a glance.

It will be easiest to learn Crafting of your own Craft type, but everyone is capable of using any Common Craft. Rock Craft works best with clay and malleable metals, Paper Craft works best with drawing, painting, and origami, and Scissors Craft works best with cutting away (like sculpting the marble of a statue) and collage, but there's quite a bit of nuance to it and sometimes the *how* or style of your doing matters more than its *what*. You can also use Craft to make especially effective weapons (where Rock makes the best blunt weapons, Paper makes the best slicing weapons, and Scissors makes the best piercing weapons), put strange new scents in candles which change their aroma over time, and enchant clothing to make it more practical or comfortable.

SKILLS

Skills are an application of Craft that allows you to take your creative ability to act on and alter the world, like drawing a picture or working clay into shape, and turn that into a physical effect. These Skills are balanced by their choice point costs and by their ⚡Cooldown, which is the length of time after using a Skill until you can use it again. ⚡Cooldown increases exponentially upwards, which means that trying to create the ultimate skill, on top of costing more, will result in something you can't use often. Because Skills use Craft, overuse of Skills can result in a kind of creative burnout, so be careful! Something like Time Craft takes up so much energy that it would kill the average person if they tried to use it, but that won't affect you, since only the King can use Time Craft anyway.

Some traits will be marked with Craft hand sign symbols (👊👐✂️): if you have the appropriate Craft types, that trait's cp cost will decrease by 50. Specifically for Attacks (since only Attacks can have types), taking a trait with a type other than the Attack's will make its cost increase by 50.

Try to think of what it looks like when you use a Skill, and what gestures or displays that might involve. Try to keep Rock Skills using a closed fist (like a punch motion), Paper Skills with an open, flat hand (like clapping), and Scissors Craft accentuating just two fingers (like snapping fingers).

Attack! (first free, each additional costs 50): Ka-pow! Your attack could be as simple as a stab or a punch, but it is still imbued with Craft and so has the same potential as your creativity. If you can see yourself doing something cool, and you're fine with the ⚡Cooldown, you can probably do it! Your first Attack is free, but additional Attacks cost 50 cp, and taking an Attack not in your typing makes it cost an extra 100 cp. If you spend an amount in adding traits to an Attack, you can spend that much cp on each other Attack you bought for free.

- If the Attack's Craft type doesn't match yours, it starts with a ⚡Cooldown.
- You can make it multi-target or hit every nearby enemy for an extra 50 cp and 2 ⚡Cooldown.
- Gives two JACKPOT points instead of one for an extra 50 cp and an extra ⚡Cooldown. (See the Jackpot Attack perk.)

- You can increase the damage for an extra 50 cp plus an extra ⚡Cooldown. You can take this one any number of times.
- 🍀 You can increase its chances of being a critical hit for an extra 100 cp and an extra ⚡Cooldown.
- 🍀 Enemies struck by this Attack might be briefly debuffed: either their ATT ATTACK or DEF DEFENSE is lowered (pick now). Costs 100 cp and an extra ⚡Cooldown.

▲Buff! (first free, each additional costs 50): By bringing your Craft into something as seemingly mundane as a speech or a pose, you can give it substantial effect! By default, it can only affect one person, which can be yourself, and it has a short duration. Your first Buff is free, but additional Buffs cost 50 cp. If you spend an amount in adding traits to a Buff, you can spend that much cp on each other Buff you bought for free.

- The Buff boosts someone's ▲ ATTACK for the duration. Costs 100 cp and an extra ⚡Cooldown.
- It applies to all of your allies (plus yourself) instead of just one person, for the cost of 100 cp and 2 ⚡Cooldown.
- The Buff's duration increases, costing 50 cp and 1 ⚡Cooldown. This trait can be taken multiple times, and the duration increases exponentially, though its duration grows slower than its ⚡Cooldown.
- 🍀 Boosts all of your ally's DEF DEFENSE for the duration. Costs 100 cp and an extra ⚡Cooldown.
- 🍀 Substantially increase an ally's resistance to a Craft type (you can pick which in the moment) for the duration. Costs 150 cp and an extra ⚡Cooldown.

In future jumps, this can apply to other kinds of 'type', whether Pokémon types or D&D's damage types.

- 🦶 Makes all friends ➡FASTER for the duration. Costs 100 cp and an extra ⚡Cooldown.

▼Debuff! (first free, each additional costs 50): By bringing your Craft into something as seemingly mundane as an intimidating display or an insult, you can give it substantial effect! By default, it can only affect one person, which can be yourself, and it has a short duration. Your first Debuff is free, but additional Debuffs cost 50 cp. If you spend an amount in adding traits to a Debuff, you can spend that much cp on each other Debuff you bought for free.

- It can apply to up to all enemies in sight, not just one, for the cost of 100 cp and 2 ⚡Cooldown.
- The Debuff's duration increases, costing 50 cp and 1 ⚡Cooldown. This trait can be taken multiple times, and the duration increases exponentially, though its duration grows slower than its ⚡Cooldown.
- 🦶 Decreases an enemy's DEFDEFENSE for the duration, for the cost of 100 cp and 1 ⚡Cooldown.
- 🦶 Decreases an enemy's ATKATTACK for the duration, for the cost of 100 cp and 1 ⚡Cooldown.
- 🦶 Substantially decrease an enemy's resistance to a Craft type (you can pick which in the moment), for the cost of 150 cp and 1 ⚡Cooldown. In future jumps, this can apply to other kinds of 'type', whether Pokémon types or D&D's damage types.
- 🦶 Makes enemies tired and ⏪SLOWER for the duration, for the cost of 100 cp and 1 ⚡Cooldown.

☺Heal! (first free, each additional costs 50 cp): By bringing your Craft into some kind words, a 'get better' kiss, or, sure, maybe even something slightly medical-looking, you can heal someone! By default, it won't heal all that much, maybe 30% if you wanted it in the abstract. Also, it won't bring anyone back from unconsciousness! Your first Heal Craft is free, but additional Heals cost 50 cp. If you spend an amount in adding traits to a Heal, you can spend that much cp on each other Heal you bought for free.

- Your Heal heals more! Up from the default 30%, one purchase brings it to 60%, a second purchase brings it to 80%, and a third purchase brings it to 100%. Each purchase costs 50 cp and a ⚡Cooldown.
- Your Healing can now bring the ☠Unconscious (or K.O.'d) back into the action! Each purchase costs 50 cp and a ⚡Cooldown.
- The healing is given to your allies (including yourself), instead of just one. Each purchase costs 100 cp and 2 ⚡Cooldown.
- Spread your healing over a longer duration, so it doesn't all come up at once, for a cost of 50 cp.
- Grab a ⬆Buff trait and stick it here, for 50 cp and an extra ⚡Cooldown plus whatever that trait costs.

🌀Hasten! (200): You can point out to or encourage someone to remove all their ability's 🌀Cooldowns... unless the cooldown is longer than a day, then it just takes a big chunk out of it. 'Once per jump' does not count as a cooldown. 'Hasten!' cannot be hastened, who would've guessed. This Craft's Price halves if you have either 🖐Rock or 🖐Paper, and halves again if you have both.

🌀Relay! (200): Your turn! You can push the spotlight onto someone else, presumably an ally, and give them the perfect opportunity to strike. They could have just done their last thing, they could still be stumbling or getting back on their feet, but, so long as they *could* act, they now can! Whatever they elect to do with this wonderful opportunity will have a 🌀BOOSTED ATKATTACK and CRITCRIT CHANCE. This Craft's Price halves if you have either 🖐Rock or 🖐Scissors, and halves again if you have both.

🛡Shield! (200): Magical shields, superb! This advanced Craft Skill spell can protect you and each of your friends, drastically reducing incoming damage for a small time. What sets this shield apart from a defensive Buff, though, is how malleable the shield is: if you gain access to a new Power source, you can make an effective shield out of it. If you develop an immunity to being frozen in time, you can learn to protect those defended by your shield from being frozen in time. This Craft's Price halves if you have either 🖐Paper or 🖐Scissors, and halves again if you have both.

Disappear! (200): The ultimate finisher! This sort of Skill can cut down even the most durable, toughest boss enemies out there, provided you meet the conditions. It'll even destroy the body entirely, making it disappear and leaving nothing behind! But wait, the conditions? For one, it has to be an actual boss, a tough foe! Next, they have to be sufficiently beaten up- it is a finisher move, after all. Once you've reached the point where the finisher will work, you'll know (it'll have a dramatic cue!), and you and all your party will have the opportunity, like a RELAY for everyone, to work together on this final strike! The more types or elements to be used by the party in this final strike there are, the higher the health bar this will still work against.

UNDISCOUNTED PERKS

CRAB!!! (50): You might notice how no one swears in this game... not with any of our swears, anyway! No, they say 'crab' instead, and now you can take this particular strain of silliness with you, censoring all manner of swears with similar but silly mundane words. Duck that ship! As an extra bonus, people will associate these censors with what the word means: people might not want to eat crab, people might start considering ships unclean, and who knows what those ducks are getting up to?

Smell Craft (100): Craft is a natural, very real part of the world as intuitive as any creative art and as hands-on as working with any material, and this is reflected in the aroma of Craft. In future jumps, you gain the ability to smell magic and supernatural abilities when you're quite close to it or it's especially powerful. Different types of magic and ability will give off different smells, though it will be up to you to figure out what odors are associated with which magics. (In this jump, each Craft already has an associated scent, so this perk wouldn't do anything until future jumps.)

Snack Duty (100): With skills like these, any adventuring party would be glad to have you as their Snack Leader! While the food you make might not be conventional or perfectly align with their recipes, you can consistently turn scarce and disparate ingredients into an array of snacks and meals worth celebrating.

First Room's Hospitality (150): Vaugardians have a strange custom: you may freely enter the first rooms of people's houses, to greet and chat, as if each house's first room was a public space. All rooms further than that, though, are appropriately private, and will be locked as readily as that first room might otherwise have been. This is how it is for you and anyone going with you, socially able to freely enter people's first rooms but go no further.

Blessing Craft (200): This might sound like a wonderful perk to have, but be careful: you aren't making blessings out of nothing! Instead, you can give one of your perks, powers, blessings, or equivalent to someone else. And, yes, when they have it, you don't! If the person dies, relinquishes it back to you in person, or doesn't follow you into your next jump, it will automatically return to you.

Just a Guy (250): Sure, maybe you're born to a noble family or have a long-lost bloodline ability, or are the reincarnation of an ancient god or hero. Sure, maybe you're the queen's secret second child, or the Chosen One, or the last of your kind. But maybe, just maybe, you're *just a guy*. Just a guy, what a thought! You don't need to be born special to make a difference, and the world agrees. Whether you use your skills and initiative for great good or evil, whether you save castles or conquer them, few will begrudge you your 'station', 'status', or 'pedigree'. You do not need a title to best villains or rescue maiden- after all, you're just a guy! As an added extra, this perk lets you enter various clubs or parties you might otherwise be too lower-class or

mundane for. That's the beauty of being 'just a guy': in truth, no one is *just* a guy.

Jackpot Attack (300): In a fight or some other kind of high-stakes encounter, you can start accumulating JACKPOT points! What's that mean? You hit something with a 🖐️Paper Skill, and your side in that fight gets a 🖐️ Paper Jackpot Point. When you get five consecutive Jackpot Points of the same Common Craft type, you and each of your allies get to unleash an especially powerful attack of that type (though it doesn't give any Jackpot Points of its own) inflicted by all of your team against all of its enemies, gives a substantial heal to your allies, and brings back anyone unconscious with a decent, though smaller, heal! Neutral attacks and non-initial damage over time won't give Jackpot Points, but be careful anyway, for you can easily ruin a chain with a different Craft type thrown in at the wrong time. In future jumps, where appropriate, the Jackpot system will use different types, since most worlds aren't going to sort their damage into rock, paper, scissors, and neutral.

Body Craft (400): Body Craft is the specialized application of Craft to slowly make alterations to one's own body to achieve some desired effect, whether that be altering the body to reflect a gender transition or just gaining a few extra inches of height. Substantial changes used to take years but, thanks to recent advancements, it can now take as little as a few months or even just the one. Most people use this for benevolent, self-actualizing reasons, but there's little to stop someone from using it to grow to ridiculous, monstrous sizes,

other than the time required, the weird looks you'd get, and trouble fitting through doorways.

For your stay here, note that, while accepted and cherished in Uaugarde, the practice of Body Craft is illegal, taboo, and only practiced covertly in Ka Bue.

Play's End (500): This perk can't quite make it so that future jumps begin the day before the final boss or dungeon, but it *can* start you off at the level that would be appropriate for precisely that. In future jumps, in settings with level systems or comparable rank systems (whether those levels/ranks are real or just an institutional abstraction), you'll begin the jump with a substantial head start already. In a setting like Pokémon, this might result in starting with a team ready to take on Victory Road (though with far from a guarantee of beating the Elite Four, especially without further development!). Without a clear level equivalent, you may want to consider level 45 in a system with a maximum level of 99 or 100, or otherwise roughly five elevenths of whatever the max level is, as appropriate 'high levels'.

VAUGARDIAN PERKS

Culture of Change (300, or 150 if Vaugardian): This, too, will pass. It is a part of your cultural upbringing that everything must change, and a pleasant consequence to that cosmic truth is that the unpleasant predicaments you find yourself in will, like everything else, change. There is no point keeping yourself glum in the shadow of a cloud that shall inevitably pass, especially when there's little you can do to hasten its travels, and this perk gives you the cultural training to recognize that.

That's Weird (400, or 200 if Vaugardian): When people aren't gushing about how perfect and welcoming a people you are, they're telling you about how weird your customs are. Perhaps it's the end-of-the-world party, or the culture of Change, or the whole 'entering the first room of strangers' houses is so fun' thing, but people tend to think your culture and its practices are quite strange. Weird, even! The good news is that that's the sum of it. You'll do something strange but not harmful or destructive, be told 'that's weird' and then they'll just move on, without thinking to allocate a strong negative value judgment or try to stop you. So, displays of affection and dining rituals are on the table, but theft and throwing bombs around aren't.

KA BUAN PERKS

Gemmaking (300, or 150 if Ka Buan): You are proficient in the Ka Buan practice of Gemmaking. This traditionally involves taking the ashes of the dearly deceased and Crafting and compressing them into diamonds for their family and friends to remember them by, but this Craft is capable of more than that. All you need is some base components in an easily workable form (powders and dusts work best, the finer the better), some time, and a touch of Craft, and you can turn all of that mass into a gem! The result is determined by your components and how you work them: charcoal powder's carbon content means it will probably create a diamond of some sort, but impurities in the powder can result in various tints and lapses of concentration while Crafting may result in a lower clarity. Your proficiency already gives you a basic knowledge of what input will give what output, but when the result is almost certain to be beautiful, what harm is there in experimentation?

Gestures & Expressions (400, or 200 if Ka Buan): It is true that you, like anyone else, have a natural Common Craft type, yes, but why should this in-built specialization force your hand? You refuse such restrictions, and so may learn from other Crafts, types, and elements that are possible for you to use as if they were your own. Just as your speech praises multiple beatific expressions, your hands have no problem holding various gestures. Also, in this jump, Skill Attacks you purchase do not get more expensive if their Common Craft is not your own Craft type.

SADNESS PERKS

Régénérerais (300, or 150 if Sadness): It does not matter how many Pieces you are broken into, as you will always reform eventually... with conditions, anyway. When you die, your corpse will fade into dissipating remnants of sadness-stuff that will slowly coalesce over months-perhaps even years, if your killers were thorough enough-in places desecrated with intense misery, like the House in its frozen state. If you are not able to reform in time when the jump ends (whether through poor timing, being killed *especially* hard, or your scattered dismal particles not finding a sufficiently morosely profaned locale at which to reform, perhaps because some virtuous heroes cleared and purified it), you're as good as dead.

Temps à Venir (400, or 200 if Sadness): The ultimate Attack*! It takes a bit of Charge and wind-up, certainly enough wind-up for any of your opponents to act in reaction and prepare, and it has a substantial Ⓢ cooldown, but what good can their preparation do when so little can stand against it? This Attack takes the form of a massive flash of light that can be seen from kilometers away and has the strange property that those caught up in its blinding, darkless power bear witness to a (usually disconcerting though not actionable) vision of the future! This attack is so powerful relative to the energy you put into it that, if you and your opponents are on even roughly the same playing field, it is near-guaranteed that the attack will defeat (nay, disintegrate!) anything in front of you!.. Unless, of course, they have some way to be immune to it or damage generally, or have developed a counter that accounts for

it, or have already defeated you in the lengthy wind-up period this Skill requires.

*Not actually the ultimate Attack.

TRAVELER PERKS

Trapfinder (300, or 150 if Traveler): In a dungeon, who do you put at the front of the party? It shouldn't be the leader, and it certainly shouldn't be the cute mascot. No, it's the trapfinder, the scout who checks for danger, opens suspicious locks, and... well, it's in the name. When a party depends on you, your ability to defend them from the less direct dangers of the environment, like traps, grows with the trust they place in you. This means finding traps and disarming them, but it won't help you survive any traps that do end up springing.

The Aura! The Mystique! (400, or 200 if Traveler): How very mysterious and cool! Sure, you might just be introverted, shy, or just a bit strange, but people's mental image of you will easily tend towards 'so cool!'. More than that, as if to defend this image of you that they have in their heads, they will be more hesitant to bother you or get to any depth when they learn about you. So, sure, this won't help with developing healthy relationships, but sometimes all you need is enough people to think you're mysterious and that they should stay out of your way. Toggleable.

DROP-IN PERKS

Beyond the Stage (300, or 150 if Drop-In): As a Drop-In, you're from a world other than this one and so, having come onto this world's stage from outside of it, the Universe has shown you signage meant only for its audience. That way, you are aware of certain 'game elements' in this world and worlds beyond it, though just because you are aware that an XP system is at play does not mean that you can see what your XP score is. The primary application is that you can see helpful shining glitters of sparkling light over important keys, items, or containers those keys or items are in.

How can I help you? (400, or 200 if Drop-In): You are able to read the surface thoughts and feelings of your companions and those who, for whatever reason, knowingly depend on you. You can also teach a special Skill (with a phone-like hand gesture) to whoever you want that allows its users to communicate with you over any distance as if their hand was a phone. Is this what they call an '*Isekai cheat skill*'~? It won't breach dimensional barriers, though, and it won't reach you if you're unconscious.

ITEMS

Silver Coin (free, can't be taken by companions): Some change you got from a while ago. Unremarkable.

Bonding Earrings (50): This pair of earrings have designs that complement each other in obvious ways. People in future jumps will be able to quickly intuit that these earrings mean that the people wearing them are bonded (or married or whatever the local equivalent is), sort of like wearing a wedding ring on you but far more blatant and with the additional bonus of, thanks to their highly complementary designs, it also being obvious who is bonded to whom. Also, this 'pair' of earrings can have as many earrings in it as the polycule requires.

Tarot Deck (50): Looks cheap. The more weird supernatural stuff going on around this deck of cards, the more divinatory power drawing from this tarot deck will have! Though, it only works if you draw exactly one card, and will be actually random if you draw more than that. It's got the Minor and Major Arcanas in it and smells well-played.

Camera Mirror (50): A large, oval-shaped standing mirror. Looks pretty snazzy and works exactly as a mirror ought to. However, there's a bit more to it: simply say 'Fromage' and the mirror will take a 'picture', freezing one moment of its reflection and printing it out for you!

Passphrase Door (50): This special Crafted door doesn't have any visible locks on it. Instead, it'll open if you speak the special passphrase into it. What's the

passphrase? Whatever you want it to be, silly, you're buying it! Just make sure you remember it. For an additional 50 cp, you can turn any number of your doors into passphrase doors.

Battle Items (100): Did you perhaps get these from the Tutorial Kid? This here is a group of tonics, broths, and juices, and crafted waters that carry a bunch of different impressive effects if consumed. The Sour Tonics and Super Sour Tonics will heal you and keep you on your toes in a fight (and make you do a kissy face!), the Crafted Water can bring back the unconscious and tastes of coconut, the Salty Breath will drastically lower all of the consumer's ~~3~~cooldowns, the Pepper Juice briefly boosts attack and is spicy, the Ginger Juice briefly boosts defense and protects against sickness, and the Thyme Juice briefly boosts speed and apparently has a pun in its name? I don't get it. Anyway, you've got more of the weaker ones and only one of the real good ones, following the usual item regain timer rules.

If-You-Feel-Safe-It-Activates-o-Trap (100): This trap is, by default, hooked up to a mechanism that'll drop rocks from the ceiling on some suckers! You can switch it up, though, and use the detector for whatever you want to use it on. What does it do, you ask enthusiastically? It activates whenever someone in the detection order feels safe. That way, feeling safe is the least safe thing you can do!

Practical Cloak (150): This backstitched cloak is masterfully Crafted, eschewing aesthetics for practicality and comfort. It is enchanted to be temperature-controlled, helping the wearer operate in both cold and hot environments, and the cloak will even change size to suit you. This latter enchantment was intended for someone naturally growing up over years and years, but it's powerful enough to keep up with spontaneous, magical growth, in case that ever happens to you for whatever reason. Real convenient! Whoever made this for you must have really loved you.

Papier-mâché Hands (200): Big, exaggerated fists, made of papier-mâché! You can fit your hands in 'em and hit things real hard without needing to worry about them immediately crumbling into pieces- the hands, that is, your enemies crumbling in pieces might be exactly what you're going for. What's important is that basic attacks (not Skills) made using them will deal 🖐️ Paper Craft damage instead of whatever they might have dealt otherwise!

Future jumps probably won't have 'paper damage', though, so here's where the real value comes in: at the start of each jump, the material and damage of these hands (or gloves) will change to something achievable and appropriate, given the setting.

The House (400): The House of Dormont, usually just 'the House', is a building so vast that it may as well be a mansion, palace, or even a castle! The spiritual center of the local 'House of Change' faith (though by no means this world's sole 'House'), the House is the three-story end of the adventure, and now it can come with you! True to its belief system, the House will change jump-by-jump to suit the local building styles and architecture, and its Housemaidens will be different every time, each having been born in their respective world. It might not be all that big, but taking the House with you also means that you're also taking the faith of the House of Change with you!

... Alternatively, you can take the House with you as you found it in game, empty and still, possibly even still with all the frozen people. Also alternatively, you can take Dormont with you instead, or pay an extra 200 cp for both.

COMPANIONS

Companions cannot buy companions or take drawbacks. This section may describe what shades they are (this being a world in black-and-white and all), but, in future jumps, it is up to you to decide what colors they are!

Family Members (50 each or 400 for all): Not your literal family, silly! For each 50 choice points spent, you can import one of your companions into the jump or make up a new one found here. They get 600 cp, but can't buy any companions or take any drawbacks. Alternatively, you can spend 400 choice points to import any number of your companions with all the same boons. If you aren't a Sadness, your companions can have the Vaugardian, Ka

Buan, or Traveler origin. If you are a Sadness, your companions can only be Sadnesses. Imported companions can only take the Drop-In origin if you are a Drop-In yourself.

Dedicated One (50, free for Vaugardian): This young Vaugardian woman was nearly done with her training as a Housemaiden when the King took over and froze the House. She seems to be stuck on the idea that, because she spent so much time and effort on her training and education there, she won't be able to move on from who she was across that duration and change 'properly' until she graduates... and if graduating requires that they save the country, then, sure, guess they'll have to do that! She will initially insist on some distance (because of 'professionalism'), but perhaps this adventure can help her become the affable person she hoped to become after graduating. She's tall (something she intends to eventually Change) and, in black-and-white, has dark skin but well-kept light hair. They come with 600 cp and the Vaugardian origin. She/they.

Clever One (50, free for Ka Bue): Hailing from Ka Bue, this man of ambiguous age claims to have come to Vaugarde to find new kinds of gem to be catalogued for the Gemmaking textbook he's working on. In truth, he is on the run from Ka Buan secret agents for both practicing the art of Bodycraft (illegal in Ka Bue) and aiding a Ka Buan princess in transitioning (highly controversial). Clever and kind, his strategy has been to be generous and handy so the locals would want to aid him and vouch for his new identity, and nowhere has that been easier than in Vaugarde! He's used Bodycraft to change his own appearance, and made himself look a bit younger- may as

well have. He's thin but wears many layers and, in black-and-white, has light skin and short black hair in a ponytail. He comes with 600 cp and the Ka Buan origin. He/him.

Complementary One (free and exclusive for Sadness): Alternatively named *Complémentaire*. Stained in misery and regret, this Sadness is your other half and pair in battles. It has a Craft type different from your own, but has abilities that complement or contrast with your own: if you have a gimmick, it has the 'opposite' gimmick, or that same gimmick but the other way around somehow. Looks quite a bit like you, too! Still absolutely miserable, though. It comes with 600 cp and the Sadness origin. It/its by default, but might match/oppose your own.

Mysterious One (50, free for Traveler): A mysterious traveler from afar! She's quite the mysterious woman, always holding onto that mysterious scarf of hers, only seldom speaking but always with *cool* things to say. She won't tell you where she's from or even what her name is, but maybe if you become better friends she'll open up a bit and tell you? Here's hoping. She has white skin, long white hair, and clothes of a style you don't recognize. Perhaps it's fashionable? If you have the Traveler origin, she's from the same place as you. Perhaps you even came here together and might even be family! She comes with 600 cp and the Traveler origin. She/her.

Familiar One (50, free for Drop-In): This person looks a bit like you- or, rather, what you might normally look like as a human in jumps. They have your (usual) general

appearance, pronouns, fighting style, and personality, though, unlike you, they aren't any sort of drop-in, have a real history in this world, and aren't a jumper. And maybe they're a bit younger, too. Oddly familiar, for the reasons you'd expect and other reasons you can't quite figure out. They come with 600 cp and any origin except Sadness and Drop-In.

Artsy One (50): Hailing from Poteria, this man has an impressive moustache and many stories to tell! He dreams of eventually returning home to Poteria as a successful and famous playwright which, thanks to its abundance of quality playwrights already, is a tall task indeed! They feel like they have all the practice they need, and that all they need now is the right story to adapt to the stage. He wants to travel with you or your adventuring party because you're all so interesting and because of your grand quest to save Vaugarde. They aren't much help in a fight, but can lift spirits, motivate, and provide healing outside of fights. He comes with 800 cp and no origin. He/they.

Competitive One (50): Oh, don't mind this one. They're your rival, or so they claim, but that doesn't mean that they hate you or want to kill you or anything... no, it's more of the competitive type of rival, where they just want to prove their superiority over you. You might be able to convince them to stay with your party and effectively join it, but they still won't be your friend. You don't know why they've decided to pick you as a rival, but you can be assured that they have their reasons: Perhaps you could convince them to give up the whole rivalry thing if you figure out why they're doing it, but you'd have to put the work in. Their Craft type

beats yours, their specialties and battle style generally trump your own, and they put their considerable willpower into embodying the ideal of 'work harder, not smarter'. They're from Mwudu, though your best chances of figuring that out is from their accent. They come with 800 cp and no origin. They/them.

DRAWBACKS

You can gain no more than 600 cp from drawbacks.

Watch the Hand (+50, or +100 if you're a Sadness, requires a Craft type): In battle, your hands will unconsciously default to making the gestures associated with your Craft type. Even by consciously resisting that tendency, you won't be able to make any attacks or activate any cool Skills, abilities, or active perks without making your type's gesture.

Pineapple Allergy (+50): You read that right, you have an allergy now... though it isn't necessarily an allergy to pineapples. You're certainly allergic to *something*, and that something will be accessible or a possible snack at some point in the jump, but you have no idea what it is. Hopefully you have a safe way to find out!

Forgetful (+50): There are worse quirks to have! Don't worry, you're just occasionally forgetful, forgetting words for things or details about past events. Also, if you happen to have any of that pesky metaknowledge, you'll forget all of that, too. It's certainly more fun without it!

Ab Ovo (+100): Instead of starting our story the day before facing the final dungeon, you'll instead start at this adventure's very beginning six months prior! That is, where 'In Stars and Time' as a video game would have begun if it was a traditional JRPG focusing on its wider quest. This quest will involve being recruited by Mirabelle and gathering the five mystical orbs from around Vaugarde to open the House's doors!

Another Party (+100): Mirabelle never recruited you and, if you take the Ab Initio drawback, she'll never get the opportunity. Your jump starts a few days before Mirabelle and her party arrive in Dormont: as far as you or anyone else knows, it'll be up to you (and any companions you're bringing with you) to save the day yourself!

Rock Beats Scissors (+100, requires Scissors): Rock, both in Craft and in general, is a lot more effective against you! This mostly matters for dealing with Sadnesses that attack with Rock Craft, but you also have more to worry about from, say, boulder traps or falling rocks.

Paper Beats Rock (+100, requires Rock): Paper, both in Craft and in general, is now your sworn enemy! Not only will Paper Craft attacks be more effective against you in battle, but you've got to be really careful around pages and books, lest you get a papercut. The horror!

Scissors Beat Paper (+100, requires Paper): Scissors, both in Craft and in general, are even more dangerous to you than you'd think! There's the Scissors Craft damage being a major concern, certainly, but there's more: you'll need to be especially careful with bladed weapons

to not accidentally harm yourself, and heavens forbid you try to run with scissors.

Burnout (+100): Watch out how you creatively exert yourself! Spreading yourself too thin, including with continual overuse of Craft as well as with impressive abilities from previous jumps without appropriate resting, will bring the body into a deep fever and the mind into an exhausted burnout. Remember to take your rests, drink plenty of water, don't use too much Crafts (and certainly not for hours at a time!), and, as always, remember to breathe in and out!

They're INEVITABLE (+100): The House of Change distrusts crabs not simply on account of their vulgarity, but also because of what they represent: In nature, the crab appears inevitable as the perfect shape that all forms will, in time, assume. This notion, 'carcinization', goes against Vaugarde's philosophy of perpetual change- and you shall embody the crab as an unchanging bastion of cosmic inevitability. You shall be set in your ways, personally resistant and unwilling to develop as a person or go through any of that pesky 'character development' nonsense.

Decarcinization, what's that? Never heard of it.

From Somewhere Else (+300): Perhaps you're from Poteria or Mwudu or another land entirely, or perhaps you want to be a true drop-in without any of the origin's baggage. Either way, you no longer have an origin and can't get origin discounts. (This drawback does not add to the drawback limit.)



In Stars and Time jump, by Tak, v1.0.2-4.

Did you die? Perhaps you did, perhaps you didn't. Perhaps you did everything right. And yet... You smell the smell of burnt caramel, and the world is becoming strange and flittery. You feel a tug on your stomach.

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You wake up in a familiar field. You're... back at the start of the jump. How? But, you... no, no, it's fine. It's fine. You've dealt with weird things before, haven't you? You just need to figure out what's happening, save the day properly, and get out of this loop!

ORIGINS

Wait, Origins again?... No, this is different somehow.

The King is not a Sadness. He is a Traveler, really, though options that represent him still fall under the Sadness origin. Everything that happened to him... But that doesn't justify any of it, does it?

The Traveler is not simply from 'elsewhere', they are from one specific place... a place no one remembers. No one can remember its name or even say anything useful about it. Even trying to read its language will just give you a headache! Strange.

There is no 'Drop-In' origin, that was a facade. You aren't simply being 'dropped in' from another world, you're here to act as someone else's Sponsor as they go through their time loop. Hence, in truth, it is the 'Sponsor' origin.

THE LOOP

There are a few ways this could work out. The simplest way for it to work out is that there simply is no loop, as you unwittingly satisfy all of the loop's conditions the first go around. If so, congratulations: not only do you get to skip this whole section, but you get to skip the rest of the jump, too, and all of its options and purchases are not available to you.

Anyway, loops! In a loop, if satisfying the conditions of ending the loop ever becomes impossible, you'll loop back to that first day when you awaken in a field. That means, generally, that you'll loop back if you die, or get permanently frozen, or if anyone the conditions care about living dies, and so on. When you loop back in time, you'll revert to the body you had at the time, without any of the damage you took in the day that hasn't happened anymore... yet, you'll remember it all as if it just happened. More than just memories, though, you keep non-physical advancement, too, like your XP or level, sure, but skill, muscle memory, and magical/psionic ability should all follow you too.

If there is a loop, though, who must suffer it? If you aren't a Sponsor, the default answer is 'you'. If you're the sort to throw your friends under the bus, though, you can instead elect to make one of your companions the center of the loop instead. If you do this, and the companion isn't the sort to tell you about the loop, you might not even know that you're in one, continually repeating the same two days over and over and over again!

If you *are* a Sponsor, surprise surprise, you'll be in the loop too. At least you get to pick who the loop is centered around, though, if only between two options: Siffrin, the quiet traveler (and not an option if you took the Another Party drawback), or the Familiar One companion.

OK, but if you aren't a Sponsor, what does the looper get? Do they get a sponsor, too? Probably! And if not, if they're entering the loop without guidance, they'll be at a disadvantage. So, sure, the looper (whether it's you or a companion) gets an additional 100 choice points if they don't have a Sponsor. Otherwise, the Sponsor will either be the game's canonical sponsor, Loop, or an original one. Perhaps this one's called 'Loop', too! Either way, they'll share at least one of your sets of pronouns, your handedness, and maybe even your rough bodyshape, but will look way more celestial and abstract, and will have all the Sponsor ('Drop-In') perks.

If you want multiple 'central loopers', sure! You can pay 300 choice points to make a companion or canon character an additional looper, and an extra 100 for each extra companion or canon character beyond that. If there are multiple loopers, pay attention to what wishes created the loop: if a looper dies, and the wish conditions don't require that they live, all the other loopers will continue down that loop until the conditions are failed. (If the wishes need everyone, though, you'll loop back if any of the loopers are killed or permanently frozen.)

OK, but what about the loop itself? With some sleuthing through your loops, you might eventually figure out that the loop was created to satisfy one or more wishes, via the long-forgotten art of Wish Craft- so, whether you figure that out or just luck into satisfying the conditions for ending the jump, how *do* you get out? Or, what wishes created the jump? Let's find out and pick some. Because of how Wish Craft works, there can be multiple Wishes all expressing themselves through the loop, and the loop won't end until all of their conditions are met. It also means that, unless one of the wishes needs you to live, you might accidentally end the loop and then die before getting to see the next day! Be careful.

(Note: You won't get any points for these if you accidentally fulfilled the wish's conditions the first time around and prevented any need for a loop! Also, if so, you can't pick any options at all, which means that the jump is already over and you skip to the end choices. These are written as if you are the looper and will affect the looper even if that isn't you.)

Loop conditions cannot give more than 600 cp.

I wish for Vaugarde to be saved (+100): The loop is the fulfilment of the wish to beat the King, end the time freeze, and save the day! If this is the only Wish, you'll always escape the loop by beating the King, since getting rid of the King will end the Time Craft that's kept Vaugarde frozen. Easy! That said, it's also at least hypothetically possible to satisfy this wish without defeating or even interacting with the King.

I wish *I* // kill the King (+50, requires 'I wish for Vaugarde to be saved'): You're the one this loop is centered around, so clearly *you're* what must be important to end it! It isn't enough to merely save the day, you need to kill the King yourself, directly, with your own hands if you need to. If something else does the job, you'll end up immediately looping.

I wish for Vaugarde to always be perfect (gives +100 only if you also took 'I wish for Vaugarde to be saved'): Did you know that the King gained the ability to freeze Vaugarde because of a wish? And now that other wishes are coming up to directly counter that first change, perhaps now the wish can find some other way of being granted... or perhaps this is always what the Universe had in mind. To get out of the loop, you'll either need to keep Vaugarde frozen (and therefore need to stop any heroes trying to save the day) or find some other way: perhaps you can find some way to freeze the King in time so it is always perfect *for him* in his eternal last moment, or maybe you might have your own solution that involves bringing Vaugarde as a whole with you on your chain if it's guaranteed to always be there, and as welcoming as it always has been.

I wish for someone to help me (+50): What's this doing here? Just ignore it.

I wish to stay with my friends (+100, can't be taken with the 'Another Party' drawback): Cute. What a selfless and utterly selfish thing to want... but, sure. It's fine. The wish that keeps you here is your own, and a way to keep hanging out with these people, your friends. To get out, you'll need to find some way for 'I want to stay

with my friends' to still be granted beyond the repetition of the loop, for example by having a revelatory heart-to-heart with all your friends and ensuring or learning that they want to / you could keep adventuring after you save the day, if only for a time. Note that, while still in the loop, you'll start looping back the moment it's clear your adventure is at an end, such as when you speak to the unfrozen Head Housemaiden.

I wish I could remember home (+300): Was this the King's wish? Perhaps that would be your first assumption. If you're a Traveler, perhaps it was yours. Either way, it will probably take you a while to figure out that the Universe has taken this as an opportunity to grant the 'I wish I could remember home' wish it's had in the cards for a while. If you think you can resolve this by reading some old forgotten books and thinking about it really hard, think again, even if you have a way to read forgotten languages. No, this will require going to that island north of Vaugarde- the one that everyone can see, but no one remembers the name of- trying to figure out who wished for the Forgotten Country to be forgotten in the first place, and trying to figure out what their wording or emotional intent behind it might have been. With those, you might be able to figure out an alternate solution to their wish- like the Change God, the Universe is lazy in its wish-granting, and it is sure to drop one of its granted effects once it is no longer required for its wish. Make an adventure out of it! (Note that there are two strong possibilities you may wish to use: one is that this land will be uninhabited and that you won't be able to remember or comprehend most of what you can see there, and the other is that the land is inhabited by

people who deliberately set up the Wish to keep invaders out and aren't keen on you being there.)

I wish to win a coin flip (+50, can't be taken with the Another Party drawback): This one... oh, this one. It doesn't seem like it does much but, with some bad luck, it can be utterly devastating to your mental health. What does it do? Simply put, at the start of each loop, a figurative coin is flipped, 50/50 odds, with no way of knowing the result. If it fails, the loop can't be broken that go-around, no matter what you do in it.

... And do it tomorrow! (+50, requires another wish condition): Not a wish, so much as a constraint on all the other wishes you have. No matter what you do, no matter how you try it, if you haven't gotten out of the loop by the end of the second day, it'll naturally loop back to the start.

... And do it today! (+50, requires '... And do it tomorrow!'): You won't even get that second day! Instead, this jump will only last for one day. And then that one day again. Over, and over, and over again! This will require that you take on the House before anyone ever originally intended to, which might need you to justify yourself if you want to try to bring a party with you. The moment we get to midnight, if the loop hasn't been broken, you'll be going back to the start.

UNDISCOUNTED PERKS

Okay you're over it (100): Bottle up that trauma. Yeah, compartmentalize that crab, do it! You have a task ahead of you, don't you? You have a job to do, and you can't let the stress get to you. Not now, anyway! Now, sure, if it gets too much, the stresses will boil over the top and result in a crisis of some sort, but who says it has to get that far? No, just compartmentalize better, suppress it, push it down and don't think about it, and it'll be fine. If how much stress and trauma you can take before a meltdown or crisis is a cup of water with water that can be added to or taken from it, this perk makes the cup thicker and taller, but does nothing to help you when it breaks or spills.

Zone Out (200): All this talk, you've been through it all before. All these emotionally exhausting discussions and revelations, you already know it. Wouldn't it be better to simply... zone out? You can act out the motions on events as you previously had, except without needing to pay attention- or, perhaps more importantly, risking divergence. If you simply let your memory and muscle memory take control, things will generally stay the same between loops or in sufficiently familiar, repetitive situations. In short: if you act the same as 'before', things will react to you the same as 'before'. Note, however, that anything novel or unexpected will take you out of it (in case there are any changes between loops, or people who can remember previous loops), as will pain no matter how expected, and that no amount of remembering and acting can keep a coin flip from giving the same side every time.

Friendquests (300): Huzzah, character development! That you need to do again! And again! And again! FOREVER.

...

Anyway! A friendquest is a sidequest of sorts, one focused firmly on one of your friends or companions, their unresolved issues, baggage, motivations, crises, or concerns, and you helping them work through it. You'll probably get some more of their backstories, too, if you don't already know 'em!

Upon finishing a friendquest, that friend is inspired by their personal realization or the development of their relationships, and so gains a cool new Skill or ability that is thematically appropriate to their previous abilities and what they've been working on (in Skills or personally). You can consider it a breakthrough earned via character development, and it's generally at least a little better than any Skills or abilities one could learn 'naturally' through their normal level progression. Even after this initial friendquest, with your support and involvement, your friends and family members can make further breakthroughs in their projects or struggles with help from positive character development.

If you have the Zone Out perk, you can pretty easily get through the emotional labor of a friendquest and still get the Skill out of it... though, there will always be a lack of authenticity others can pick up on when you're zoned out: their new Skill will be less useful the less you're truly, emotionally present throughout their friendquest. If it's not much, it might just be a ⚡ Cooldown increase.

CAPSTONES

'Change God's' Blessing (600, or 300 if Vaugardian): Thanks to the Change God, or so it's easier to claim, you have less to fear from the King's ability! You can't ever be frozen in time, and any external attempts at freezing you in time will fail. With some application of your Craft, you can even use this blessing to touch someone else and try to unfreeze them, too... though, note, the longer and more thoroughly someone has been frozen in time, the more Craft this will take and the harder it'll be! If you run into people who have been frozen for long enough, unfreezing them just won't be an option. In addition to this immunity, you gain the ability to sense if people you know are frozen, and so can detect if they are ever frozen or unfrozen in time no matter the distance. Additionally, if you are Vaugardian, you gain a stipend of 200 choice points to be spent on Healing and Shield Skills.

Oh No You Don't (600, or 300 if Ka Buan): What a fascinating possibility... with a hefty helping of Craft, you can attempt to suppress certain grand applications of Craft, magic, and the like being worked before your eyes. Now, sure, you could use this to try to counter the Craft from all sorts of those standard Common Craft Skills, but that would be a waste and you'd end up exhausted in a burnout both physical and creative. This Skill is best served against great and mighty effects, even when you only barely understand what it is that you're countering (so long as you do have *some* understanding of what you're suppressing). This could allow you to halt the effects of something as powerful as Wish Craft for a time, though would be unable to end

the Wish itself. Additionally, if you are Ka Buan, you gain a stipend of 200 choice points to be spent on Attack Skills.

The Monarch (600, or 300 if Sadness): No, not a literal monarch, it's just the gender-neutral equivalent expression of equipping oneself with the same power and purpose as the King- who, turns out, was just a guy who happened to make an important wish- and now you have much the same. This is expressed in five ways:

First, as you develop in your mastery of Craft, and especially when Wish Craft gets involved, all of that energy pulsing through your body expands it in scale: the King, the center of a Wish that froze a whole country in time, was multiples times taller than he naturally would be. The size increase is logarithmic, so you shouldn't expect this to bring you to Godzilla scale any time soon.

Second, your hair becomes lustrous and, without any lessening of its beauty, tough, resistant to cuts from conventional weapons and fully able to benefit from any durability perks you might have. Further than that, if you will it, your hair growth can be enhanced by what power flows through your body. With time and power, and with no one to stop you, your hair could cover whole lands.

Third, near you, the sky is always at night. Pretty nifty! The stars are always out and on a field of black, in other words. The sun will still be where it should be, and it will still cast its light, but the firmament

will remain lightless. You can guess why the King might have included this in his wish.

Fourth, by utterly defeating a foe and inflicting complete terror upon them, you can draw out the grief and sadness from within their minds and souls and allow it to overtake the entirety of their beings. The results are *Sadnesses*, transformed into physically monstrous (if perhaps occasionally cute) forms, retaining none of their memories or personality but keeping their Craft types and some of their Skills or previous Power, and, in mind... They retain their grief, their sadness, their regrets, their misery, their anguish, and even their embarrassments, but they have all been decontextualized (they do not know what they were embarrassed *about*, yet it remains all the same) and expanded until they took up all of the space available. They will attack anything on sight except for you, other Sadnesses, and perhaps other comparable creatures (like Grimm from RWBY), and, if ever destroyed, can benefit from the Régénérerais perk. Unfortunately, though, this perk provides you with no means of controlling, directing, or even communicating with them.

Lastly, if you're a Sadness, you gain a stipend of 200 choice points to be spent on the Freeze Time perk.

Wish Rituals (600, or 300 if Traveler): Greet the falling stars! Say it three times into a folded leaf that represents you! Identify the stars! Something with a four-leaf clover! Do it in front of a Favor Tree! These are just some of the rituals and ritualistic elements that you are now familiar with, and that can give real weight to the power of your wishing and your prayers. It

doesn't *give* you any way to make wishes or prayers- at least, not any that hold power- but they are an incredible boost for when you are in settings where wishing or praying can directly impact the world or if you've brought with you your own system for precisely that (like with Wish Craft, as found later in this document). Such is the efficiency and power of these seemingly quaint rituals that using even a few of them on your lonesome gives your wish the same level of power as a wish made by the citizens of a whole country only accidentally making one. If it is possible for your prayers to reach a force on the other side, they probably will! Because of what these rituals are, you will generally benefit from having access to an area with trees, access to the largest tree in the area (a 'favor tree'), knowledge of the setting's stars and constellations, access to four-leaf clovers or equivalent, and knowing when falling stars will fall so you can greet them appropriately. There are even more rituals that we just don't know about, either forgotten by everyone else or just not ever mentioned because fulfilling them would be impractical: Perhaps you could find the opportunity to try them out in future worlds. Also, in those future worlds, you'll start off already knowing about any new wishing and prayer rituals, and already understanding their mechanics. Additionally, if you're a Traveler, you gain a stipend of 200 choice points to be spent on any Wish Craft.

Everyone's Favorite Cosmic Joke (600, or 300 if Sponsor): Uh oh, looks like someone just time travelled, or time looped, or changed history somehow. How troublesome~! Fortunately for you, you're going to remember all of it anyway. If someone turns back time, you'll retain all of your memories, experiences, and abilities not dependent on your body, effectively mentally time travelling back with them into your old body (or as soon after that you *had* a body). Yes, even if you don't know it's happening! Similarly, if someone alters history, you won't forget (or won't never have learnt) your old memories of it, either. Seems useful, but sometimes remembering is worse. Additionally, if you're a Sponsor, you gain a stipend of 200 choice points to be spent on companions.

MEMORIES

While they are also perks, Memories are also... well, they're memories, they'll even go away for a while if you take a 'lose all previous memories' drawback. And since you're paying cp for them, you can benefit from as many of them as you elect to buy. You can repress Memories, too, if you don't want to benefit from them for whatever reason. You can also 'give' a bought Memory you aren't using to a companion, though they won't remember anything attached to it.

Memory of Barrels (50): There's nothing wrong with it, you just like looking inside barrels. You have good luck finding loot appropriate to the current jump when rummaging through barrels and are sure to find *something* in there most of the time.

Memory of Looping (100): Round and round it goes. While you're in a time loop- the one central to this jump or otherwise- you'll get just a bit more durable and healthier with each passing loop. Barely noticeable at first, but it could constitute a massive boost if you're in there for long enough. This benefit will fade if you escape or end the loop and will start all over again if you get into another loop.

Memory of Defeat (100): Whether it's just rest, or combat, or the boring bits you'd usually forget, you'll now tend to form memories of otherwise banal things that would otherwise be left to oblivion. These aren't *useful* memories, and you probably won't ever directly benefit from remembering them, but... well, suffice it to say, making more memories can be quite useful if you, by chance, get an ability that consumes memories, and you'd rather keep the important ones for yourself.

Memory of Tonics (100): You know your tonics, and apparently that makes them work better. Crazy how Craft works. Anytime you use a health item, it'll work better. Simple, right? Easy peasy. Just note that this works for healing items *you* use, regardless of who you use it *on*. Someone else using it on you won't be any more effective than normal, so keep that in mind, yeah?

Memory of Sadnesses (200): They're scared of you. Monsters- and I do mean monsters here, people who happen to be opposed to you don't count- that aren't bosses or mini-bosses or anything of the sort will be terrified of you and will be driven by their instincts to flee from you while they still can. If they get close enough to you, or have no option but to fight, they will as they

normally would and their fear will fade... so maybe keep some distance, just in case?

Memory of Learning (200): Always ready to learn more, and always keen to get back to the process. This memory will decrease the cooldowns of each of your abilities and effects- which, naturally, include the ⚡Cooldowns of Skills, too! It should cut down the duration by ~25%, to a maximum of a year.

Memory of Safety (300): No matter how stressed out you are, no matter how many loops deep you are, it's always important to take care of yourself. With this Memory, recuperating and taking a moment's rest after a battle serves wonders for your general health, stamina, and ability to face further conflict. You can think of it as a party-wide full-heal after each battle. By taking care along the way, you can go a lot further than would otherwise be feasible.

Memory of Memories (300): But... how? This language, it's... sure, it's written down, it's physically there, but no one can remember its meaning, its authors, or half of its content. But then, how can you...? Somehow, you can read forgotten languages, including languages that were magically forgotten by the world or ripped out of reality or wished away or retroactively never existed because of time travel, whatever the case may be. It shouldn't be possible, and yet...

Memory of Family (400): You don't want to leave them behind, and now you won't have to... not in terms of levels, anyway. Whenever you're adventuring or otherwise with a group, presumably but not necessarily in one of

those fun, conventional 'adventuring party' configurations (or perhaps they're just family!), all of their experience gain will double. This counts XP, sure, but also experience more conventionally, the rate at which they become accustomed to their abilities and grow beyond their previous state. Note that this doubles *their* experience, not yours. If you don't want to leave them behind, you have to be a bit selfless.

Memory of Confession (400): It's an embarrassing memory, you can hardly bear to keep it so prominent in your mind. For you to do what you did... disgusting. And yet, with it, you can pull off wonders! Specifically, you can become immune to damage of your Craft type. If you have multiple, pick one. If you don't have any, sucks to be you. In future worlds, with different type and damage systems, you can change this as appropriate: use it as a fire-type Pokémon, for example, and you'll be immune to fire damage. The main cost isn't the choice point investment, it's the disgust with yourself from having to remember what you did.

Memory of Fishing (600): Fish fear you. Women fear you. Soon, gods will fear you. In this world you are alone, and yet you fish... By which I mean, this is a pretty useful Memory! One notable but unchanging downside, with an upside of staggering potential. Through the empyrean, all-surpassing power of fishing, you suffer a penalty to your speed, including the speed of your strikes, but in return your attacks will grow more powerful and more damaging the more fishing you've done. This might not seem worth it for a while, but, with enough fishing, there are no heights you cannot surpass! You don't even need to catch anything; you don't even have to think

about anything. If nothing else, it's good to take a relaxing moment to yourself.

New Memories (300): This isn't a set memory like all the other ones, this is the opportunity to make your own. Or, at least, the opportunity to turn them into perks, like all the other Memories! Unlike all of those other ones, though, you can only 'remember'/equip one of these new Memories at a time yourself, so choose well.

Living through big events, moments of catharsis, character development, overcoming crises, or moments so strange that you can't help but remember them might give you a Memory which, if equipped, will give some bonus thematically appropriate to the moment that made it. For example, 'the ability to use an ability you can currently use, even if you don't meet its requirements later' as coming from remembering learning that ability for the first time or 'weakening yourself' as coming from embarrassing memories.

If this memorable moment heavily featured one other person, it will be a Memory that you cannot separate from them in your mind. If they don't have the New Memories perk themselves, and are a companion, you can 'remember'/equip that memory *on* them, even if they don't remember it themselves! Weird, huh? Completing a companion's Friendquest, if you have that perk, is a guaranteed way to get a solid Memory for them: it won't have any gimmicks or specializations, but it will give them a solid, wide boost in power and ability.

TIME & WISH CRAFT

Found below are various perks based on various supernatural effects achieved through Wish Craft and/or Time Craft. Wish Craft smells sweet, like sugar. Time Craft does not have its own smell but will burn through or 'overdo' the scents of other Crafts: Time Craft as made possible via Wish Craft, then, smells like burnt sugar or burnt caramel. Using Body Craft with Time Craft (no idea what for!), for example, smells like whatever Body Craft usually smells like (candles? perfume or cologne? wet clay?) but burnt or 'overdone' in some way. If overdone, Time Craft will go up from smell and instead *feel* like a pull on the stomach.

Freeze Time (500): A world of everlasting peace and rest... it seems impossible, but you might just be able to help it happen with this strange Curse. You gain the miraculous ability to use your Craft to emit a growing zone of frozen time. This zone follows you but also grows the longer you stay within it, allowing you to freeze a whole country within years... and perhaps more, or faster, if you have enough power and energy for it. Things and people caught in your expanding time freeze will be frozen, or perhaps will only be frozen eventually if they're powerful enough and stick around for too long without the right protection. This Curse depends on you and so, if you are ever slain or banished from the world, everything frozen will resume and follow time once again.

Anything frozen this way has their shades (and even colors) inverted with a tendency towards darker tones. Frozen buttons, doors, and contraptions can still be interacted with, though they become tougher to act on

(and especially tougher to damage or break) the longer or deeper they've been frozen. Frozen smelly things will still smell and frozen food will still have a taste, though you may have some trouble biting into solid foods that've been frozen for long enough! Gravity will still exert itself on frozen things, too, though won't be able to affect or harm any frozen objects even over geological timescales as would be realistic from a physics standpoint.

You can subtly accelerate the growth rate of your time freeze by removing parts of your body or by taking its secretions- like the King's 'Frozen Tears' and hopefully not much else- and freezing them. These Tears, as we can call them, are also hazards in that they hold a more concentrated version of your time freeze effect that can bypass most wards and freeze almost any mortal foolish enough to touch them.

Another Self (600, or 250 if you have Body Craft): If anyone would be able to understand you, if anyone would be able to relate to your experiences, it would be yourself. So why not... *make* another one? Another you, ensouled and individual. With time and energy, you can create a copy of yourself in body, mind, soul, and all of those perks and powers, too, while we're at it. There's no guarantee that they'll *stay* relatable to you, or even that they'll want to be friends, but you should be able to predict their reaction well enough. They're you, after all! You can try to use it again, but the time, effort, and energy required will increase with each living duplicate.

Time Loop (600): After being stuck in a time loop like this, are you sure you want to be in even more of them? Fine. When not already in a time loop (including a time loop not made via this Perk), no more than once per jump, you can choose to begin a loop of your own by choosing the purpose the loop has been set up to achieve. You will loop back to the moment you started the loop whenever the loop's goal is rendered impossible- by you dying, for example. Since you're paying CP for this as a perk, you will always have the option to end the loop yourself, establishing the current attempt/timestream as 'real'. Undone time does not count towards a jump's duration.

While you are brought back into the physical form you possessed at the start of the loop, you will retain any memories, pieces of knowledge, and other non-physical changes, including experience in any XP systems you might be subject to. You'd be the only one doing this, though, so you may end up surpassing your peers 'overnight' without apparent cause.

There's a bit more to it, too! Any equipment or Memories equipped to you or your companions will stay with them even going back to the start of the loop. Yes, even if that equipment was not available at that time! Yes, even if it really wouldn't make any sense at all! There is no duplication, though: finding equipment looped back this way again may seem possible but, the moment you get close to it or someone tries to touch it, reality will catch up mid-sentence and remove it. If the equipment itself has no significance to them (so not, say, a legendary weapon the quest is built around), people generally won't question where this equipment came from but, if the

discontinuity is brought to their attention, reality will catch up again to subtly confuse, distract, oblivate, or befuddle the mind (perhaps even going back a few seconds in time to do it) until it seems to make sense.

Stars (100, supplements Time Loop): When in any kind of loop, in each settlement, at the entrance of each major floor of a dungeon, and wherever else is appropriate, there will be a *star*. A star? Not a massive celestial body of superheated gas and plasma, no, but a glowing mote of darkless, shining brilliance the size of a fist floating in the air at sternum-height. You can even touch it, even though it's invisible and intangible to everyone not 'in the loop'~! Whenever you would loop back to the start, you can instead choose one of the stars you've touched and be sent back in time to the last time you touched that star. Since you're cutting the natural cycle of the loop short, though, there is a cost: memories. They don't have to be big memories, or useful memories, either! Simply sacrifice a few of those piddly, banal memories of combat or rest or tedium, the more memories the further you 'skip', and you'll be there. As an extra convenience, your party will have the most power or highest level they ever had when you touched that star, though the boons of a completed friendquest can't be cheated in this way.

Variety (free, supplements Time Loop): While in a loop, monsters and enemies from a dungeon or a floor of a dungeon that you've successfully cleared (even if that clearing was looped back from) will show up in other dungeons, effectively merging their enemy pools into one.

Damnatio Memoriae (800): Once per jump, you can damn the memory of a whole people. That isn't to say that people will forget everything, no, but rather that all memories, and their people, will fade from *everyone*. You can remove any memory of a country, or a (not necessarily inhabited) island or region, or, in a science fiction setting, perhaps even a whole world! And this isn't a fine scalpel to everyone's memories, either, as it cuts wide and beyond what is strictly necessary: if they had a language or dialect unique to them, it will be forgotten with them. All cuisine and technology unique to them, forgotten. (The effects are so far-reaching that, after an astronomical, space-gazing culture was forgotten, even scholars from other countries would have to double-check they knew what a star was.) Even the names of their people and their cities... all gone, even to themselves. *Even its name*. People may be able to figure out that they forgot something and might even be able to deduce the general shape of what that was, but it won't help. Make no mistake, the physical landmass remains, but no one can associate it with the land they have forgotten at a glance, even if they intellectually *know*, even if they were *from* there. Since this is a perk you bought with choice points, you have the option to undo this effect whenever you wish.

Attempts to remember information redacted this way will fail. Reflexive, passive memory might have some success in remembering, if only for a moment, but reflexive memory is difficult to manipulate at the best of times. Attempts at remembering or reading a 'forgotten' language will be met with pain and headaches and, if the attempts persevere, might even be fatal... attempting to

speak of it just makes it worse. (You might be able to *reflexively* speak some of it, like saying a swear word in it if you trip and fall, but any attempt at keeping that going to pause to consider what just happened will only result in headaches.) People who have lived there won't have any memory of their time there, even if they've lived there for their entire life. If their own name came from there, they won't even remember that. Worse, the more memories it's taken from someone, the harder keeping onto even new memories will be for them.

OK, but what about the people who are there when it happens? Answering that will be up to you, and determined by your will. Pick *Offensive* or *Defensive*. If used offensively, the people living there won't fare well at all: they won't remember much, they won't know how to refer to each other, or what their relations are to each other, and, short of any other languages they might know, they won't even be able to talk. Removed from any of their cultural identity, they'd be just about as close to *tabulae rasae* as it's possible to be. If used defensively, everyone there at the time will be unaffected- presumably, after all, you're using this ability on their behalf, and how could you ever invade a land you do not remember? This strange forgetfulness will fade whenever someone enters the forgotten land and will set in once they leave, even if they were there when it happened!

ITEMS

Bomb (50): It's a bomb! The sort that goes boom. You should throw this at an enemy, it'd be hilarious. Do it, do it!

Familytale (100): Vaugardians have an interesting tradition, and now you can bear that tradition as well: Vaugardian families keep special books, called familytales, in which they record all of their accomplishments and their part of the family's history. Over generations, familytales become tomes of accumulated family knowledge and history that give the family's children something to be proud of and something to have read to them before bedtime. This item, though, is *your* familytale! It will automatically write itself, updating its content to suit your accomplishments over your chain, and of course the accomplishments of all the rest of your family, ancestors, siblings, and descendants alike.

Astronomy Room (100): This room has a nice telescope, a big open window, and lots and lots of star charts. While the astronomy room in the House could see the stars because it was always nighttime near the King, *this* astronomy room can always gaze upon the night sky on account of its own subtle Time Craft enchantment. No matter the time of day, here, the sky will always be dark and the stars will always be clear.

KeyKnife (100 or 200): For 100 cp, you get a key that's also a knife! You can use it as a key to open all sorts of conventional locks, though its sharpness will likely damage the lock in the long run... but you wouldn't really care about that, anyway, if you're using this in a dungeon or a matter of grave significance. You can also use it as a knife to cut through just about any physical obstacle, for example the thick thorn wall of the Erdtree... but then the KeyKnife will shatter and can't be repaired until the next jump.

For an additional 100 cp, you instead get the *KnifeKey*, the knife that's also a key! The KnifeKey is a lot more durable and won't shatter nearly so easily. Not only that, but it's now sharp enough that it'd be pretty useful in a fight. Divinely crafted and sharpened with human determination, this KnifeKey will glow with power when brought to bear against a force of great evil and power, like the King! With that glow, the cutting power of the KnifeKey and any other weapons used against the great evil will become keener.

DRAWBACKS

All drawback sections share the same 600cp cap.

Did you see that? (+50): A strange consequence of Wish Craft keeping this loop up with only so much energy is that, eventually, more and more keeps bleeding through from loop to loop: you'll occasionally see 'ghosts', imprints of a looper's past actions in previous loops burnt into the reality of its future loops. Despite that description, though, and quite confusingly, these ghosts are interactable! It's as if they can be snapped out of this soulless reenactment of past motions with a tap on the shoulder. This can be quite disconcerting for anyone not in the loop, especially if they end up interacting with the ghost and you suddenly have some big questions to answer. The more loops in you are, the more common ghost sightings become and the longer they stay around.

GET BACK TO THE STAGE (+50): You cannot quit. Not in the sense that you have endless willpower, but more in the sense that *there is no way to get out of here*. You are stuck on this stage, and that means that you can't escape to your little Warehouse... or anywhere else, for that matter.

They'll hate you (+100): Anyone who knows about the Loop (the loopers, the sponsor, even the Change God!) will, for whatever reason makes the most sense for them, elect not to tell anyone not in the know (or, ahem, *in the loop!* Teehee~) about the loop. More than that, they'll actively want to make sure no one else knows at all. Why? Perhaps they'll resent you for keeping it secret. Perhaps they'll be envious for this 'opportunity'.

Perhaps it's just too emotionally exhausting, who knows! And if anyone does figure it out, they'll want to loop back as soon as they can.

You Can't Remember (+100, requires 'Forgetful'): You're forgetting more and more, and you don't even know what you're forgetting. Sometimes you won't even remember what the names of your friends are, and won't be able to remember again for periods of time that get longer and longer as you fall deeper into the loops. Whole loops, whole days, will pass by, lost the moment they pass...

Crestless (+100): Those Star Crest Sadnesses that smell of sugar were quite strange, weren't they? They were placed there or altered by Wish Craft to give our heroes a way to get past obstacles of frozen tears. Maybe that wish wasn't chosen this time around, or maybe the Universe couldn't scrape up enough energy to make it so, but, either way, there are no Star Crests to be found! Without Star Crests, no one has any way of clearing the Frozen Tears short of defeating the King, but you need to get past lots and lots of Frozen Tears to get to the King in the first place... it's a real 'key in a locked safe' situation. You'll need some other way past, but it won't be easy.

Stifling Change (+100, requires Vaugardian): You are fully subject to the House of Change as a culture, as a religion, and as a way to live. That might sound rather nice, but I emphasize what it means to live in respect to perpetual change: *you must always change; you must always be changing*. You feel obligated to continually change and evolve and be a different person from who you were before, no matter how comfortable you feel with how

you are *now*. This includes going for all the novel experiences you'd otherwise stay well away from. You feel obligated to try jobs you have no interest or skill in, date even if you are aromantic, have sex even if you are asexual, exemplifying different traits and personalities even when they seem alien, all for the sake of Changing.

Take this alongside the 'They're INEVITABLE' drawback if you want to live in a crippling perpetual identity crisis and create a self-reinforcing cycle of misery.

Private (+100, requires Ka Buan): You're quite a private person, from an already quite private culture. That's not an issue, is it? Well, normally, no, it wouldn't be... but these are interesting times, and you're under some fascinating circumstances. You prefer to keep your secrets close to your chest and are reticent to divulge even simple unnecessary details about yourself. This distance in information and emotion also limits how easily you can become close with your peers.

Monstrueux (+100, requires Sadness):

M i s e r y

Uh! Anyway. I'm sorry to say that, at least with this drawback, there's not much socializing you can get away with. Now, filled with regret, misery, and aggression as you are, you have no choice but to attack anything on sight except other Sadnesses. Hopefully your companions are also Sadnesses, because they aren't exceptions to your rage.

Everything Was Worth Remembering (+100, requires Traveler): It isn't just your home here that you can't remember... no, you can't remember where you came from as a jumper either. You won't remember any of your previous jumps or where you came from before your chain began. You'll keep your perks from those jumps, though it may take a while before you remember you have some of the less obvious ones. This also means that you'll forget any previous companions you didn't import into this jump. Instead, you'll be left with only what little history you're provided with here.

Teehee~ (+100, requires Sponsor): You just can't bear to see those people... or, rather, you just can't bear to be seen by them. You will try your best to not directly interfere with loops or communicate with anyone other than your looper. In desperate circumstances, sure, you might be able to interact with others as required, but not without a radical shift in the loop's circumstances and the looper-sponsor relationship.

Ab Ovis (+0, or +200 if you have 'I wish for Vaugarde to be saved' or 'I wish I'll kill the King', requires 'Ab Ovo'): By default, with Ab Ovo, you get a nice half year adventuring and getting to know your party before the loop starts. Now imagine how awful it would be if, say, the loop started *all the way back then*, on the day you would normally meet Mirabelle. If you want to get into the House, you're going to need to enter the five frozen dungeons around Vaugarde and gather the five orbs *every time*... or every time you don't want to spend lots of memories, if you have the Stars Perk. Taking this drawback will also *double* the CP rewards from the '... And

do it tomorrow!' and '... And do it today!' loop restrictions, for what should be obvious reasons.

Stops at the Border (+200): Any wishes made over the course of this jump, plus the King's own wish to freeze Vaugarde, will, naturally, only affect Vaugarde. Any perks and powers, too, will only work there. The time freeze stops exactly at the border but, less obviously, the time looping does too. Everyone else is fine! This drawback does a few things: it limits the reach of wishes and powers, it brings you down to your Body Mod outside of Vaugarde (even in the Forgotten Country), and, most interestingly of all, it opens the possibility of other countries and their adventurers making their own investigations and expeditions into the frozen land. Many of these adventurers will inevitably fall to despair as their attempts at heroism crumble, and they'll transform into powerful, unique Sadnesses immune to time loops and slowly drawn to you. Others still will persevere, but even then can only get in the way. If the loops last long enough, the rest of the world will even begin to advance technologically: with tens of thousands of loops, they may even start sending in airships and Crafted mechs or robots that regard you as a Sadness to be exterminated. The longer they have to advance, the more ability they'll have to investigate and the more you'll have to worry about.

He Remembers (+250, requires 'I wish for Vaugarde to be saved' or 'I wish *I*'// kill the King'): It won't be clear how, but the King seems to remember you! He seems to remember all these past loops, and will remember every time he meets you, too, as if he had the Everyone's Favorite Cosmic Joke Perk. He'll learn your tactics with every confrontation and will even gain lots of XP every time he wins. And don't try to turn this around into a benefit, either: he loves the idea of keeping Vaugarde trapped in this loop forever, perfect, and thinks the only way to keep that going is to oppose you.

Funny, isn't it? That he can remember *this*, but he can't even remember its name.

START AGAIN START AGAIN START AGAIN (+250): You don't know it, but there is no way out of this loop. No matter what you do, it's pointless, it's worthless, you'll need to start again every time... it's hopeless. You can't gain any CP from picking loop conditions, but you have no way of knowing you have no way out. The loop will end when the chain ends, after a minimum of 10 years as subjectively experienced. (This drawback does not count towards the drawback CP cap.)

The Universe Leads (+300): You can only follow. And it seems the Universe isn't all that keen on all of your boons from other worlds, so you'll be dropping all of those. No previous perks, items, or powers from previous jumps will find their way with you or your companions into this world. Gives no CP if this is the first jump, only +100 if it's the second, and only +200 if it's the third or fourth.



Stars and Time jump, by Tak, v1.0.5-6.

You wake up in that blinding field. Again. How many times has it been? You can't keep track any more. You can't handle this anymore. You need to... It has to end soon. Either you find a way out of this loop, or you'll fall to a very special kind of giving up.

Soon. It has to be soon. Everything is... this isn't right. Something is rotting.

... Unless, of course, you've already gotten out before reaching such desperation. In that case, the jump is done, and you can go back home. Finally.

ORIGINS

Deceived, again... it's not a Drop-In, nor a Sponsor. No, it is the *Failed Jumper* origin. They were much like you or the looper, or else whoever in the blinding Universe they really were, but failed to escape their loop and so made a Wish for reprieve and a desperate cry for help... and the Universe answered by placing them in a new jump. *This* jump.

If you're the Failed Jumper, don't take it personally. You won't have to live out the failed jump, but you will remember it. The Familiar One companion option is a version of you but, unless you use an option found below, isn't a jumper and doesn't have any of your perks.

If you aren't the Failed Jumper but you are the looper, this means something quite interesting! The Failed Jumper is a 'previous' version of yourself that 'chainfailed' during their In Stars and Time jump and is now stuck with you and your own chain. This also means that they have all your perks, items, and powers from previous jumps, though anything they got from this jump is replaced by the perks discounted by the Failed Jumper origin and the Memory of Emptiness (as found below).

UNDISCOUNTED PERKS

World of Shades (50): Perhaps you'll miss the aesthetic, the colorlessness, of this world? Without much issue, if you truly desire it, you can allow the wish that took color from this world to take it from future worlds, too: though, notably, the color isn't taken directly from the world so much as from all of its people. The sky's still blue, but people have *forgotten* how to see blue, and now it's just another shade of gray.

There are three classes of exception. First, colors will bleed into the world when the world is close to collapse. Second, colors with metaphysical weight, like the colors of the emotional electromagnetic spectrum from DC Comics, will be unaffected. Lastly, absurdly powerful entities like gods will still appear in shades to others).

Reflection Protection (400): Sometimes offense is better than defense, or the other way around, but you've found that turning an enemy's offense against them has the potential to work best of all. No more than once every few hours, when the time is right, you can draw out some of your energy or Craft into a shield, forcefield, block, or some other defensive ability you are already capable of and give it a whole new quality: *reflection*! Unless the attack or beam is far grander in sheer power than your defense or has some way to ignore defenses, anything that hits it during the split second when it's reflective will *rebound* back to wherever it came from, its power undiminished and its qualities untainted.

Won't Let You (500): Sometimes, when you're truly desperate, you just don't care for the consequences. Sometimes, when you reach out for the power you need, the repercussions it will have on your body and soul do not concern you as they should... at times like those, using a perk like this would be wholly irresponsible. By taking in vast amounts of Craft or energy and burning through it rapidly, you can massively increase in scale and gain some of the qualities of the cosmos: your power is multiplied a few times over, bringing you right up to the level cap if there is one, and drastically reducing the ⌚Cooldown of all of your abilities. This comes at a massive cost of energy- physical, magical, mental, creative; the more energy it burns through, the more impressive and larger the form will be and the shorter the cooldowns will get, but it *will* burn you through- that crazes and plays havoc on the mind. You might be left bedridden for a while afterwards if it gets bad, or just under the weather and weak for days if you're out of there quickly enough. You don't have to have a mental breakdown to use this, but you'd need to be in one to want to.

MEMORIES

Memory of Emptiness (800, requires Looping): You already can't die in a loop, so why not cut out the middle-step a bit? If you die in a loop, as opposed to looping back normally, you can instead elect to 'loop' to the exact moment you died, only with all your health and energy (and only *your* health and energy) back as if you took your previous state and dragged it down the timeline with you. You can call it 'battle looping' if you want, that's a cool name. Like any other application of Time

Craft, this burns through lots of energy, especially if used quickly in succession, so be careful! You might quickly find yourself unable to even stand.

Memory of A Journey (400): This is the memory of your whole adventure, but also the Memory that gives you hope that the future may hold such golden days, too. While the curtains may close, the story can go on for a bit longer! You'll heal passively, turn by turn, fueled by hopes and friendship and all that crab. The adventure continues, at least for a time.

TIME & WISH CRAFT

A Very Special Kind of Giving Up (600, can't be taken by a companion): A cry for help, a wish for *anyone* to come... and perhaps an opportunity, too. The first time you would 'chainfail' in a jump, you instead find yourself transformed into a cosmic, astral state as you and you alone are sent back in time to the very start of that jump- only, this isn't a loop, and you aren't sent back to where you were back then. No, you're somewhere else, and now there's *another you* starting precisely as you did. If you don't interfere, events will unfold as you know they can, but, now, their chainfails will stick. It is up to you, then, as a 'star' or 'sponsor' or 'cosmic joke' or whatever you are, to *make sure that everything goes well this time*. Your companions and the other you won't recognize you in your new astral form (which you can't leave, by the way!), but you're under no obligation to keep your identity secret. Any drawbacks you took will only apply to that other you but, since you need them to get through this jump, you still need to be concerned with them. If the other you chainfails, it's over for good.

By the end of the jump, there are a few possibilities. If you simply let the jump end as normal, the other you will continue down on their chain as you would have- if they never met you, they might not even know that this perk activated- but you fade into the Universe, your chain ended, at peace with nothingness. Perhaps the narrative of the chain could follow the other you from now on? Alternatively, you could murder the other you to inherit (or 'reclaim'?) your chain and your companions, though they may well want to leave after that. Lastly, if you have some way to fuse or absorb others, you and the other you might be able to become one, which works too. (If you have the Failed Jumper origin, your capstone stipend CP can be spent on this perk.)

Time Craft (1200): Time Craft had only been proven to exist quite recently and, even then, remained an academic matter: less like the Common Crafts anyone can use and more like a physicist trying to determine the nature of spacetime on a whiteboard. Even if you could figure out how to use Time Craft, the energy required would kill even the world's greatest Crafter in seconds!... I have good news and bad news. The good news is that you *do* know how to use Time Craft, how to manipulate time like any other material. How to loop it, freeze it, reverse it, stack it, split it, hasten or slow ageing, reverse ageing, hasten or slow the growth of plants and animals, become ageless, there isn't much that's off the table when it comes to the manipulation of time. There is, however, bad news: its cost, in power. *Lots* of power. It's the sort of power requirement that, even in terms of doing something as relatively simple as stopping time,

using it will kill the average person in an instant or a world-class prodigy in half a second. Have you ever been so creatively burnt out you died in a second? This ability is incredibly open-ended with some absurd potential, yes, but its power requirements are *severe*.

Wish Craft (1600): Wish Craft is a powerful, forgotten Craft once used by a now-forgotten people. It is the crafting of wishes, making whatever you want come true. That sounds pretty great, and it is: there are no clear, defined limits. There is more to it than that, though, as well one would hope. When making a wish, there are two things you can do to maximize the power behind it and the odds that the Universe takes notice: first, you must want it, with the more you want it, the better your odds (and if you don't really have your heart in it, you don't have a chance). Secondly, there are various rituals that can *massively* empower your wishes, though you don't know any by default (see the Wish Rituals perk). Without the right rituals, you may need a pool of wanting and wishing beyond what you, alone, are capable of: not entirely unlike the Spirit Bomb, you can use the wishes of everyone else wishing for the same thing (or close enough) to give *your* wish some real power.

OK, but how do wishes work? In short, you wish for something and, if the wish has enough power (see above), the Universe will try to grant it... only, you cannot determine *how* the Universe will attempt to grant it. The Universe is lazy. For example, wishing to win a tournament could empower your reaction speed, your ability to cheat, make the other competitors suck, make you really lucky, or by having you meet a master of the art. It will give you the ability or opportunity to win

the tournament, not directly skip forwards in time to the podium without effort. This is why wishing to freeze a country in time may instead give you the ability to freeze things instead of just doing it directly.

The Universe will try its best to uphold wishes, even when they seem to clash against other wishes or the force of destiny. It refuses the notion of contradicting wishes and will try to make them all come true somehow. You can set up a wish to directly counter another, but the Universe will try to find some way to make them all come true anyway unless there truly is no other way. The way that it finds might not be what you intended! If two wishes cannot coexist and directly oppose each other in a way that the Universe can't cheat its way out of, a stronger wish can trump a weaker wish- or two similarly powered wishes will cancel each other out. If the wishes are at all aligned, though, the Universe, lazy as it is, will try its best to lump them together or try to resolve one wish with what it was already doing with another. For example, the canonical loop was the combination of the wish to save Vaugarde and the wish to stay with friends. *This is not a monkey's paw situation:* the Universe very much so keeps your intent and what you ultimately want in mind, it can just be a bit lazy or cryptic with how it gets there.

Wish Craft, with its open-endedness and limitless potential, is capable of some truly absurd feats. Little else could remove all color from the world so completely, and we don't even know what intent brought that wish about. You *could* try to use Wish Craft to achieve the raw forms of the Time & Wish Craft perks described earlier in the document, but getting exactly what you

want out of it is far from guaranteed. Doubly so if there are pre-existing complementary wishes or forces of destiny in the world your wish could work itself into.

When wishes struggle against each other or the rules of the world, the fabric of the world, the forces of destiny, and any wishes acting on the world will struggle, glitch out, spatially distort, and start to fray at the seams. For example, in the game, the wish to remove color from the world faltered and let in the color 'red', and let some people briefly remember the forgotten country. (According to color theory, 'red' was the color of blood and tomatoes. It was said to be like 'orenj' but less 'yelo'.) Because you're paying choice points for this perk, however, this degeneration of reality cannot result in the world collapsing and ending (unless you take the Red Cracks drawback for this jump).

ITEMS

Your Silver Coin (50, requires and replaces Silver Coin): Your coin. It's seen everything, been on the whole adventure, and it's *yours*! So, if you ever see someone with a coin just like it... In short, whenever there's an alternate version of yours, via time travel or from another dimension or however Kingdom Hearts would do it, they will have a silver coin just like this one even if they usually wouldn't get any perks or items. Could be pretty handy if you have a way to detect such coins.

THE LOOP

Please, Please, Please (replaces 'I wish for someone to help me'): Here's a new loop condition for you, one you might not ever figure out. The loop cannot end until the loop's sponsor (you, if you took the Failed Jumper origin) realizes the truth of their own wish: they wished for anyone to help them, and so the Universe granted that wish by placing them in the best place to, via another self, *help themselves*. Until there is some peace here, until that tension of alienation in a familiar but unwelcoming world is resolved (including by you being murdered and supplanted, that's a possibility too!), there is no escape. Depending on your personality, this might be resolvable over a single conversation. Two hats are better than one and all that.

COMPANIONS

Companions cannot buy companions or take drawbacks.
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More Family (50 each): Short of gods and Loop, you can bring along any canon characters you've met along your travels- provided they want to come along with you, of course!

Loop (150, requires 'Please, Please, Please' and any origin except Failed Jumper): Available only upon breaking out of the loop. Are you sure? Do you really, truly mean that? This Loop, whether it's the canonical Siffrin one or a 'failed jumper', has gone through quite a lot. A cosmic joke, a star for a head... If they are another you, a 'failed jumper', then they have all the same perks, powers, and items as you, but with no companions or Warehouse, and all their purchases from this jump are replaced by the perks discounted by the Failed Jumper origin as well as the Memory of Emptiness. They even *used to* have your personality, before... well, they're out now, and that's what matters.

The Wanderer (150, requires 'Please, Please, Please' and the Failed Jumper origin, can replace 'Familiar One'): Available only upon breaking out of the loop, this option gives the Familiar One origin the perks, powers, and items appropriate for an alternate version of yourself (that is, everything you had before this jump, plus what they got here). They gain an additional 400 cp to spend in this jump.

DRAWBACKS

House's Haunted (+50, requires 'Did you see that?'): What do you suppose happens to all of the time and events that get unwound and undone when looping? Sure, yeah, it doesn't exist anymore, there isn't anything there any more... but *where did it go?* As it turns out, an accumulation of similar actions taking place over many loops will impress that very shape into future jumps. Ghosts, but for others, and carrying the accumulated image of many consciousnesses thinking thoughts never thought. Only, they're the images of consciousness that somehow recognize that they don't exist anymore and are going through quite the crisis! If the loop goes on for long enough, they might have enough of a consciousness to attempt to possess the current, true version of themselves.

Mal du Pays (+100, requires not Sadness): You have a Sadness within you, one that threatens to erupt outwards and consume the rest of the self if it has the opportunity. 'Those defeated by the King are overwhelmed by their inner misery and regrets and turned into Sadnesses', you know, but it seems the misery within you has a head start... it's awake. Perhaps it is called 'Mal du Pays', or whatever French term is appropriate for your brand of melancholy, but it is *very* real and waiting for its opportunity. In moments of intense crisis, it will be there, appearing to you in a form not unlike your own, using the power your misery and instability gave it to prod you further into collapse, taunt you, and push you tumbling down a downward spiral of your own making. If you ever fall deeply enough that it can reach out and fully consume you (especially risky if you're

alone), you're as good as dead. Thankfully, in a loop, 'as good as dead' just means going back to the start.

Peur de Perdre (+100, requires needing to oppose the King): Every time you beat the King... well, turns out, your victory alone won't be sufficient. Upon falling, in his misery, the King's regret and sadness will overcome him and transform him into a vast, scary Sadness version of himself. It's like a whole second phase, far greater in health, defense, offense, and speed than before.

Their Names (+100, requires 'You Can't Remember'): You can't even remember the names of your friends anymore. You only have a half-chance of remembering what your own name is, and those odds will only get worse as you spend longer looping. Attempts at remembering scripts, plans, and key placements will start off difficult and can get only worse from there. Yet, the exhaustion will stay with you, and you can never quite forget something fully enough that you can authentically act surprised.

Red Cracks (+200, requires 'Burnout', mutually exclusive with 'The Universe Leads'): Reality can take a real beating. Wishes against wishes, the power of the Universe brought to bear against itself... against such a disaster, it's a miracle the world continues at all. But perhaps the world doesn't have the same vigor, or perhaps your nature as a dimension-hopping conduit of out-of-context bullcrab is a heavy burden for this world to carry. Either way, the more Power you give off and use or the more 'absolute' the abilities you use are, the more reality cracks at the seams and lets the red in. The more cracks get in, the less stable the world becomes: your abilities will become more and more inconsistent, faulty, will conflict against each other in ways they usually wouldn't, and with whole swaths of perks falling in and out of oblivion at the speed of memory. If you're naturally just that powerful, hopefully you have a way to suppress your power.

If it doesn't get better and you're in a loop, it'll force you back. If you *aren't* in a loop and the world can't handle your power, or you're just that powerful even after immediately looping back, it will collapse for good and end your chain.

NOTES

In Stars and Time was made by insertdisc5 and Armor Game Studios.

On each introduction, the last bit of the version numbers correspond to what Acts the section corresponds to.

You need the Wish Rituals perk if you want your Wish Craft perk to benefit from rituals in future jumps.



(Breathe in. Breathe out.
It smells like fresh air and leaves on a sunny day.
You have a decision to make.)

CONTINUE

Move to the next
jump and let the
adventure live
on.

START
AGAIN

Stay in this
world. Loop back,
if you must.

QUIT

Return to your
home world with
your boons. Enjoy
life.