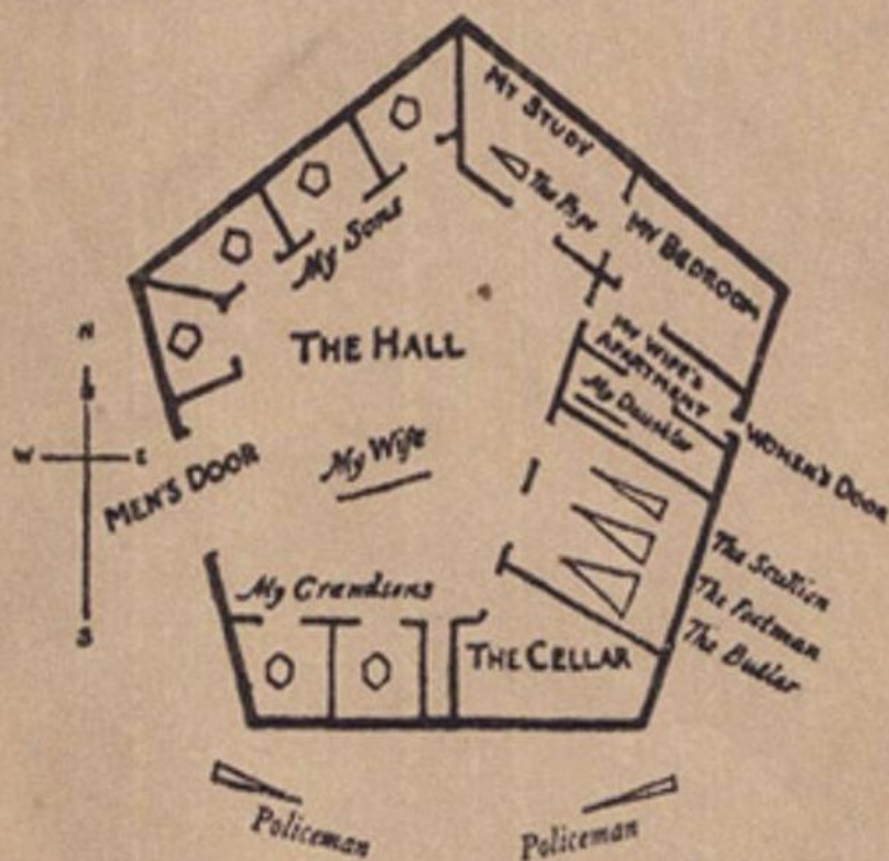


A JUMP OF MANY DIMENSIONS

By A Square

(Edwin A. Abbott)



"And therefore as a stranger give it welcome."

Intro

Welcome to this two dimensional place called Flatland.

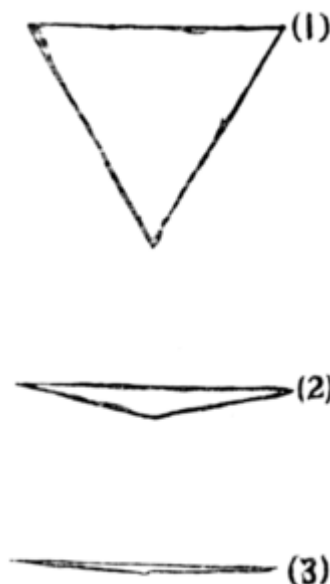
Flatland is a world that exists on the two-dimensional plane, where its inhabitants—literal geometrical shapes—live in a highly-structured society organized into classes based on the number of sides of a figure. You'll enter at the turn of the 2nd millennium shortly before a certain A Square is selected by a visitor from the 3rd dimension, to be his apostle and to proclaim the truth of spaceland.

You'll start with **1000 cp**

Location

You start in flatland while the exact location is up to your choice of background.

All you'll be able to see in this world is one almost invisible line wherever you look, since you are in and part of a flat 2D plane of existence. You'll feel no gravity, but you will feel some unexplained pull to the south. This pull is the only true way to orient yourself in this world, using it as an internal compass. Other than the geometric inhabitants and architecture, it's largely a world like your own, but in 2D. There's trees and other vegetation; there are hills and mountains (however that works) and so on. There's rain which always falls from north to south and other meteorological phenomena like fog (which aids in sight recognition). You'll notice that there's light coming from somewhere without a real light source (let's just say that has to do with a 3rd dimension), which illuminates everything, and isn't blocked by houses and the likes because it comes from "outside".



Age and gender

You can choose your age as you wish for no points at all, since the lifespan of the flatland inhabitants was never specified and the concept of gender doesn't really make sense when applied to a

geometrical shape. That being said there are male and female shapes. All females are the same in this world and as the book clearly mocks the societal context, it was written in, the role and appearance of women in flatland is...interesting (see notes). Unless you take the “woman” drawback, you will have the appearance of a male geometric shape (even if you chose to be a woman in this jump); its exact geometry depending on your choices. Drop ins can have whatever gender they want for free as well.

Background

Traveler (drop in) -free

You drop in this world just as you are, but in 2D. You'll find yourself in front of a market place.

Commoner –free

You're a middle class citizen. You're either an equilateral triangle, a square or a pentagon. You'll have a middle class house, a middle class job and a middle class life. Exciting, isn't it? You can't expect to have much influence or fame, but at the same time, you're likely to live a peaceful life if you don't actually try to stand out.

Noble -free

You're some kind of higher polygon. This class is starting at a Hexagon-level up to many-sided polygons until you'd reach priest class, which have so many sides, that they look like perfect circles. You aren't that far, but you can expect to be treated with respect and have quite some authority and influence on the going-ones in this world. You'll likely have some high end political or legal office. You can expect to have large amounts of money and servants at your estate.

Perks

100 cp perks are free and the others cost half for their respective background

General

-2 dimensional (Free for All, Mandatory). The inhabitants of flatland are indeed flat. As such for the duration of your stay your form here, all of your altforms that aren't explicitly higher dimensional (meaning higher than the 3rd dimension), and all of the gear you take with you will be restricted to a 2D form, which will be dependent on your background choices. This doesn't count as an alt-form in itself, merely as an inherent property of your form(s) during this jump. Post-jump this ability can be used to turn yourself and your gear into 2D, whether in your geometric form or in some of your other forms and you may enter any true 2D dimensions that may exist in other worlds freely in this form.

-The arts of recognition

-Art of feeling (free for commoner and noble) -50

You get the ability to determine shapes, angles and exact lengths, by touch exceptionally quickly. A common practice among the lowest classes, but frowned upon in higher circles.

-*Art of hearing* (free for commoner and noble) -50

Just by pitch and inflection of voices you're able to determine what class people belong to and can therefore guess what kind of shape they must be.

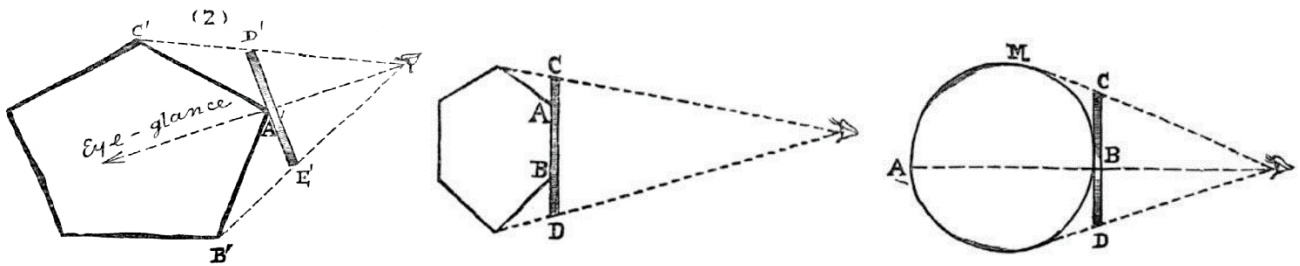
-“Art” of voice modulation (free commoner) -50

You've learned to control your voice and speech pattern very accurately so as to fool others and simulate being someone you're not. Most people might even believe you to be a priest, if they just listen to you talk

-Art of sight recognition (free noble) -100

While everyone in this world can see and use it to navigate and avoid objects, you are very skilled in the exact art of determining exact shapes, angles and lines just by looking.

Remember we're talking about looking at a shape from the side, meaning you'll only see a line. By the way light becomes dimmer/fades away from the illuminated side you're looking at you can determine the acuteness of the angles and with maybe some wiggling to help you triangulate you can quickly determine shapes and social standings with but a glance.



-Über dimensional -1000 cp

You're not an inhabitant of this world at all. In fact you're not an inhabitant of the 2nd dimension. You are a 3rd dimensional being, your exact shape being up to you, but some geometric shape is highly encouraged. This gives you quite a lot of power compared to the inhabitants of flatland (See notes)

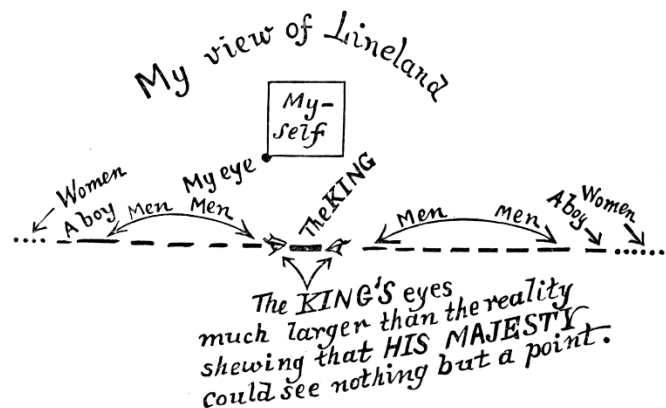
Outside of this jump this perks basically allows you access to a spatial dimension 1 order higher than the one you (can) currently occupy. If you are a 3 dimensional being you can now enter a 4D state, which you can enter and exit at will. If you are already a 4D being, you now enter a 5D state and so on. This will apply to all your alt forms as well as all the gear you carry if you so wish to. How you will then interact with the dimensions lower than you I leave up to your imagination, since I can't predict how far you will go, but I suggest it would be similar to how the sphere interacted with flatland. Its inhabitant didn't see his true form and he was only ever a 2D fragment of the whole sphere could be seen.

For an extra 300 cp each you may add additional dimensions to this perk. So spending 1300 cp will give you a +2 spatial dimension access and state (meaning access and state of 2 more dimensions than you (can) currently occupy), while spending 1600 will give you +3 and so on.

Note: Since flatland was written in 1884 time didn't count as a dimension yet, so this additional dimension will only apply to spatial dimensions. If you have time travel powers or can manipulate time in other ways, you don't count as 4D being for the purposes of this perk.

-Reach down (free if Über dimensional was purchased) -400

Normally beings of a certain dimensionality are trapped in their dimensional confines. 3D beings can't reach 4D worlds, but they also can't really interact with dimensions lower than theirs like 2D and 1D, since they are confined to their own dimension and can only exist in and interact with the 3rd dimension. An actual 2D world can only exist in theory within the 3rd dimension. With this perk you get the ability to interact with the *actual* dimensions that exist on a lower dimensional plane than the one you're currently residing in. You can now interact with 2D (and 1D, and 0D) space and the beings therein if you are a 3D being, just like the sphere did. At the same time you don't lose your own dimensionality in the process, so you don't actually become 2D (and 1D and 0D), you are merely able to pass through flatland and interact with it. You can now visit your 2D, 1D or 0D friends and have a shadow/part/avatar of your true self interact with them.



-Uplift -200

You can now uplift lower dimensional beings for some period of time. As a 3D being you could reach into flatland and basically scoop up a 2D inhabitant and moving him through 3D space. This will be very confusing, initially painful and probably traumatizing for the inhabitant, since they will at first have no idea how to interpret the strange new kinds of information they're getting. To keep them in this state will require some effort on your part. Without your help they'll fall back into 2D space, since they have no inherent ability to traverse 3D space alone. This doesn't uplift a 2D being into being a 3D being.

For an extra 200 cp you can now turn lower dimensional beings into true higher dimensional beings. You'll be able to turn a square into a cube, a circle into a sphere and your 2D waifu into your 3D wife. The same applies of course to other dimensions. As a 5D being you can uplift 3D beings into 4D and 5D and so on.

-No shapes anymore! -200

Let's be honest: Spending 10 years in either flatland or spaceland really sucks. It's boring to say the least and will most likely result in you going insane due to sensual deprivation. With this perk you can turn the shapes into actual human forms and you also get the ability to see flatland from a spaceland point of view even though you're still in it, just like you playing a video game. This last ability doesn't apply if you're an inhabitant of spaceland; you'll just see the world as normal.

The society won't change, just because the people aren't shapes anymore, they will just have another human-system to be classist.

For an extra 200 cp you just have to spend 1 year in this world.

Traveler (drop in)

-Strangely regular -100

Well you don't really look like a geometric shape now, do you? Despite being a drop in and looking as weird as you do, none of the inhabitants will get outright shocked, confused or repulsed as they would likely be seeing some form as irregular and strange as your own. They'll treat you with slight suspicion, but you'll be protected from most hostile reaction that would arise from your inherent strangeness. This reaction will carry over to other jumps where you show up in forms that are completely foreign to those worlds. Can be switched off.

-Crash course: geometry -200

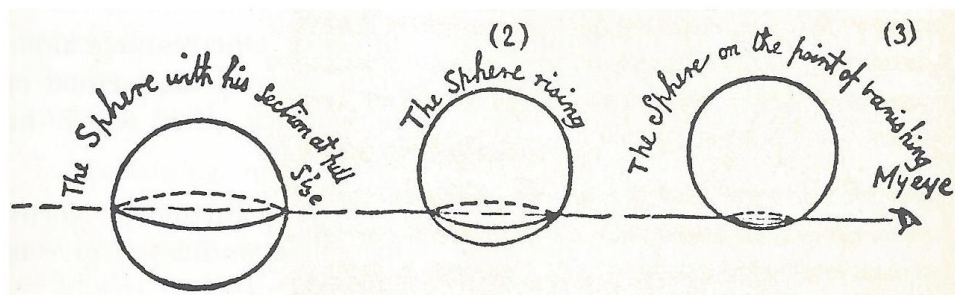
You should have paid more attention in class. Offending people here can be really dangerous and offending people is very easy, especially if you don't know your geometric shapes. This will give you the knowledge of a geometry teacher, a general boost to your math abilities and the ability to triangulate distances, lengths and angles on the fly.

-More circular than a circle -400

There are some ideals people tend to strive towards. For some it may be Jesus, for others Schwarzenegger and in this world it's the completeness and roundness of the perfect circle. You now can choose one ideal per jump and appear to people to be the perfect representation of that ideal. People will believe you represent perfect roundness even if they can see that you aren't actually circle. This means that although you aren't more likely to become a circle or the other ideals you represent people will just see that as an inherent aspect of you and will come to revere you for it.

-Prophet of greater truth- 600

You proclaim to be a higher being and that you truly exist outside of known creation and that all that can be seen is just a laughably pale shadow of what the truth of the world truly is? Sure. People will have no problem accepting the truths you tell them, if indeed they are truths. You can come across some real thick triangles and will have some explaining to do before you can really convince them, but first of all you will be just great at explaining real foreign concepts, such as different spatial dimensions, so that even the most uneducated and children can understand and follow you and second of all you tend to break down all communicational, societal and educational barriers so that every truth you proclaim will find open ears and fruitful ground in the minds of your listeners. You can start a rebellion if the cause is just and true, but you could also just make people really depressed if you tell them that they are infact just stupid 2D shapes and that in your world that's not even considered being alive.



Commoner

-Master of your trade -100

Whatever it is you make your money with, you excel at it! Whether you're a lawyer like A square or have another middle class job, you will now be one of the best at what you do. Expect a pay raise and several doors and opportunities opening up to you.

-Slow reformer -200

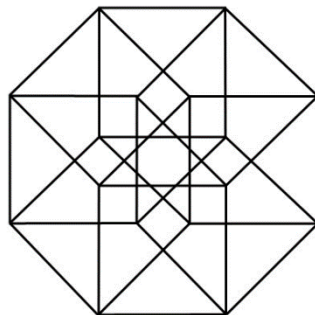
This society is pretty rigid and strict. It would need a gigantic shock, such as the declaration of a 3rd dimension to crush its oppressive structure, but there also is another way for change. You have the talent to subtly and slowly push change and progress over a long time. You can't expect to change all of society in a weekend, but with a lot of patience, you might get women into the workforce and have irregulars commonly accepted within a decade

-Apostle of the 3rd dimension -400

Something about you is drawing the attention of higher beings. They seem to favor you in their choice of apostles and prophets. You will find yourself often at the epicenter of new religions and sects, because gods and other higher beings will share deep knowledge and cosmic truths with you in exchange for you spreading their message. This can be turned off any time.

-Geometric genius -600

You have an incredible understanding of geometry, spatial dimensions and mathematics that allows you to wrap your head around the most baffling concepts in those fields. You could be a 2 dimensional being and easily grasp the concept of 3D space just by having it accurately explained to you once. As a 3D being you can even grasp concepts of hyperspace and develop entirely new mathematics and technology based on it. Who knows what you could do as a 4D being? Having such amount of deep insights into those topics isn't just great for academia and technology, it will help you maneuver through higher dimensions easier should you ever find yourself thrown into them, it will give you protection to certain mind crushing effects, such as looking at outer dimensional beings and it will leave telepaths very disturbed if they enter your mind.



Noble

-Political immunity -100

Because of your social standing, the law just isn't enforced as it should when it comes to you and your machinations. Have an irregular son? Well nobody will dare mention it. They will in fact praise his beautiful symmetry out of fear. You didn't pay taxes last year or ever? No problem. Everyone will understand that you need the money for more important things.

-Almost a circle -200

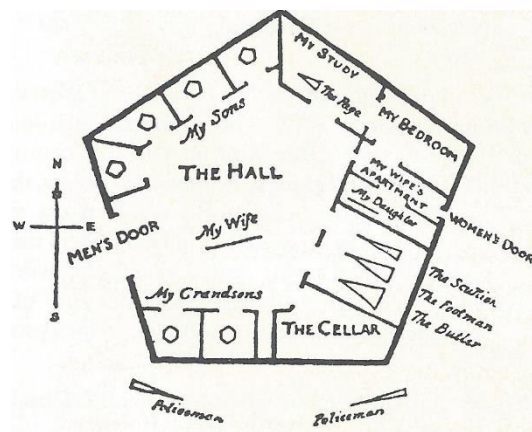
You have a very high number of sides and it almost looks like you're a circle, even up close. You'll be among the highest members of society and may enter the priest class if you wish. Expect a life of luxury and respect. This also comes with slightly increased intelligence and charisma.

-Great inheritance -400

You don't even need to work hard to be rich. You're rich because your dad worked hard. You can relax and focus on more important things, like yourself. This perk will ensure that if there's an inheritance to be had from some relative, distant or not, you'll get the lion share of that.

-Greater offspring -600

Congratulations, your kids look very, very round! Children in this world tend to have more sides than their parents. This is true even for commoners, where a square tends to produce pentagon sons, but it's even truer for you. Even in future worlds your children will have many more sides than you have (metaphorically speaking, except if you want to stick with the geometry theme), bringing them closer to the divine principle of a true circle. Your children will be a more perfect version than you. Not necessarily more powerful (although that isn't out of the question), but just a more well-rounded and better version of what you were when you sired them. This also tends to give them higher social standing than the one you currently have.



Companions

All companions get the 100cp freebies and discounts for their respective backgrounds. Companions can't take drawbacks. If you want to give your companions more cp, you can buy cp for your companions by spending yours at a 1:1 rate

A line –free

You have a fine young line of a lady following you around. She will never shut up and fill the gaps within her speech with utterances of her peace cry. Other than that she is very loyal and devoted. She would be more than ready to impale people who threaten you. Comes with a small house and the commoner background.

A square -50

A square just like the books protagonist, or the very same. I leave that up to you. He's a middle class lawyer with a still closed mind, but with the potential to dream up, experience and understand entirely new realms of physics and mathematics. Has a larger house and the commoner background.

A sphere -100

A sphere just like the one that visits our protagonist, or the very same. He has a slightly smug aura around him, but he's a good and patient teacher and is more than happy to help you and indoctrinate you into the mysteries of the higher dimensions. Has the traveler background.

Companion import/creation -100

Import a single companion or create an OC companion. They get 600 cp to start.

Full import -300

Import up to 8 companions. Each companion gets 600 cp

Drawbacks

Take as many as you like

-Attend to your configuration +100

You are a hopeless traditionalist and classist. You can't even think about stepping out of line or accept other doing so. Whatever

-Loon +100

Everybody thinks you're a raging lunatic and will ignore your speeches and explanations. You won't get in trouble just because you're nuts, but you'll have no success if you want to have influence in this world.

-Euclidian nightmares +100

You'll be plagued by geometric sheep hopping in and out of weird dimensions, being fractured along their lines at the point of entering new configuration when changing dimensions. This and similar dreams will be common for you when you try to sleep. While others may have epiphanies regarding geometry and dimensionality in their dreams you'll only have math phobia and sleepless nights.

-Arrogance +100

You're one arrogant son of a line. You think you're the center off the universe and you'll let everyone know. Everything challenging your ego will promptly be dismissed by you. You'll have a hard time expecting stories about dimensions beyond yourself, even if you just showed a lower dimensional being that exact truth. Don't expect many friends.

-Isosceles triangle +200

You're the lowest form of commoner. A dangerous and unruly bunch, good only for menial tasks and mindless jobs. Expect to be treated as such.

-Blind +200

You're blind, which means that you can't use the art of sight recognition to identify objects and people. For the rest of your stay you'll have to rely on sound and touch, which is very much looked down upon, by the higher classes.

-Irregular +200

Something about just doesn't seem right. Your proportions, angles and lines are all fucked up and asymmetrical. You'll be treated like a severe cripple and shunned by society. This would overwrite "strangely regular" as well.

-Woman +300

Well, seems like you lost the genetic lottery. You're now the lowliest of creatures. You're a woman. Women in this world are lowest class citizens, constantly oppressed and suppressed by society and even their husbands, brothers and sons. You'll have certain obligations, like the obligations to utter a peace cry wherever you go, so as to not impale others. You can have no job or function other than being a housewife, mother and nuisance.

-Wanted +300

You are wanted by the police for heresy. The common people might help you, but they could just as well sell you out. If captured you're likely to be imprisoned, but if you commit other crimes as well, you'd be executed.

-Lineland +600

Oh no! It seems like you don't start as a 2D form in flatland, but instead as a 1D form in the only dreamed of world of world of lineland. You'll basically just be a line pressed somewhere between an endless string of your fellow line-citizens for the rest of the jump.

-Me be king of Pointland! +600

Where the hell is this awful incoherent babble coming from? For some reason you'll be able to hear the voice of the monarch of pointland in the back of your mind. He's a 0 dimensional being, making him the only thing that exists in pointland. He's infinite in his own dimension while being infinitesimally small. He always existed and will always exist. He encompasses all of creation within his realm. He is the alpha and the omega. He is the great king of pointland....and he will tell you about it! Constantly. You can try to talk with him, but since he is the only thing that can exist (according to him) he will just believe that you are part of his own glorious mind. You can try to ignore his voice, but during your stay you'll never be able to shut it off.

Notes

-The acuter the angle, the more dangerous that shape is for its fellow shapes. Acute angles, like those of isosceles triangles also signify lower intelligence and social standing. The inherent needle-ness of women makes them even more dangerous. From the front they are basically invisible since they are but a point and they can deeply impale other shapes, hence they are required to utter peace cries wherever they to, so as to alert others, and to wiggle their behinds, so they can be detected from up front

-Yes you are completely right: If flatland would be perfectly flat, there would be no way for sight recognition to work. It's actually revealed to A Square by the sphere that flatland does indeed possess height, although being microscopically small. Enough for light to bounce off on the edges and vision to work. For the purposes of this jump and the described perk, flatland will be treated as pure 2D world.

-“How does a 3D being interact with flatland and its inhabitants?”

It would be easiest if you looked that up on youtube. Just typing in “flatland” should actually give you some short videos that serve as explanation. Shortly. A 3D being has one more dimension it can move in compared to flatlanders (the 3rd of course). A being like the sphere can move “up” and “down”. As such the sphere could move outside of the plane that is flatland and be totally invisible and untouchable to it’s inhabitants. It’s voice can still be heard however (with no exact source to flatlanders, seemingly coming from everywhere, even their insides). Take a piece of paper and draw some shapes, houses and humans with their insides and front facing eyes only. That’s basically how a 3D being can perceive flatland. As you can see, by moving outside of the plane you have the freedom to vanish from everywhere and enter everywhere with no normal physical constrictions like walls being obstacles to you. You can see the inside of people and even touch them there if you wish so. Entering the plane would make a sphere seem to appear out of nowhere as a series of growing and shrinking circles as it passes through the plane. Entering the plane makes it obviously visible and touchable to flatlanders and the section of it being in the plane is therefore also vulnerable to attacks.

-I don’t know where the rain drop either or what that pull to the south is.

-No idea if flatland is finite or infinite. I leave it to your imagination

-Light in flatland is actually coming from the 3rd dimension from spaceland, from natural light sources such as the sun.

-If you already have a (spatially) higher dimensional alt form you may apply this to the mandatory 2D form perk in such a way, that this form is reduced by 1 dimension. A 4D altform would be reduced to a 3D one then.

-spatial dimensions are not (always) the same as what is described as dimensions in some settings. Most dimensions hoppers in fiction don’t change their spatial configuration, but instead enter alternate worlds.

-If you are some weird outerdimensional being where spatial dimensions don’t apply anymore, then Über-dimensional and related perks won’t do anything for you.

-The natural law states that in each generation a son gains on average 1 side more than its father, making them more intelligent and of a higher standing. This is an exception for isosceles triangles who have to go through a complicated series of marriages to even come to the point of equilateral triangles after some generations.

-I really recommend reading the books, since some concept can’t be explained well in this form. It’s really short and pretty fun.