

# Generic Genius Loci

V1.0 by Songless

As a Jumper, you've likely visited countless places, from the ordinary to lands so magnificent or bizarre few could imagine them.

As a Jumper, you've likely been countless different people, shifting from role to role and name to name as your journey progresses.

Now... now you'll do *both*. In this jump, you will become a Genius Loci - a sentient location - rather than a more standard individual.

As a 'Generic' jump, the exact details of the setting and your place in it are largely yours to define, provided they fit your chosen purchases, Drawbacks and other aspects of your build.

You could be the only entity of your kind, or find yourself in a world where haunted houses, 'spirits of the land' or other forms of Genii Loci are wholly commonplace.

You could even choose an existing setting where such beings exist, using the Supplement Mode available later in this document.

Regardless of who, what and *where* you are, this place will be your home for the next ten years.

You start with **1000CP**.

# GENII ARCHETYPES

Not all Genii Loci are made equal, so to speak, and there are various different kinds of such entities that can be found throughout the multiverse. The choice you make here will give you a rough baseline to work from, though it by no means limits you to purely this type - many Genii Loci are combinations of one or more of these rough classifications, and your choice likely merely reflects whichever aspect is most important to your new form.

Regardless of which Archetype you decide to be, you may choose to become a Drop-In with no existing ties, relationships or other history in-setting, in which case you simply wake up as your new self, most likely as a (recently) formed Genius Loci. Any purchases or other aspects of your existence that are tied to your history or background can be hand-waved away, allowing you to start with a blank slate.

Alternatively, you may opt for the more traditional 'reincarnation' approach, granting you a history in this setting, along with all the memories, baggage, respect, fear, or other such consequences one might expect from having already existed for some time. You may freely choose your age (or the age of whatever makes up your terrain, insofar as it applies to Drop-Ins) from any that seem appropriate for the setting. Your gender, meanwhile, is largely meaningless; choose one if you wish, or simply present yourself as who or whatever you wish at any given time. There is no requirement to be 'Mother' Nature or Big 'Brother' specifically.

Your first option is to be a **Natural** Genius Loci. Many entities of this type are the gestalt consciousness of some untamed wilderness area, such as a vast forest, lake, or some major wilderness landmark. Your kind is almost always 'emergent' rather than created intentionally, though exceptions do exist.

Your second option is to be a **Spiritual** Genius Loci. Defined much more by your mental self than your physical shell, this type includes some forms of 'Haunted House' as well as A.I. caretakers of futuristic facilities. The location, terrain or structures within your domain might be less *you* and more whatever material assets you *inhabit*.

Your third choice is to be a **Constructed** Genius Loci, the manifestation of a structure or other form of built-up territories. Most of the time, these types of Genius Loci are intentionally created for a specific purpose (though whether they successfully fulfill it or not varies), but entities that become self-aware by accident are hardly unknown either.

Finally, you could become an **Eldritch** location of some kind. You're the kind of Genius Loci often seen in darker horror media, an unnatural place where physics and sanity might be entirely optional, an alien entity creating an equally alien terrain... though whether your morals are at odds with those of humanity is up to you.

# CLASSICAL THEMES

While there are countless differences and immense variety among Genii Loci, there are nonetheless certain forms that are, if perhaps not more common, at least more *well known*. These traditional types of Genii Loci represent a mixture of certain skills and talents, which you may acquire here, and are the main source of discounts for this jump. Purchases that are included in the themes below are not mandatory, should you wish to skip any of them.

- Untamed Vastness (600CP, discounted for Natural Genii Loci)

Starting with the largest but frequently also the least populated, this theme covers Genii Loci composed almost entirely of wilderness areas. Though this theme generally doesn't involve itself much with things on a smaller scale, the scope of these entities, both in size and frequently age as well, has its own benefits. You will find yourself easily adjusting to thinking on much larger scales than you are used to, and possess a memory and patience as vast as your domain.

As part of this theme, you receive one free purchase each of *Pure Wilderness*, *Waves And Currents*, *Depth Of Character*, as well as *Reborn*, *Renewed*, *Rebuilt*. You may also reduce the price you pay for *A Portrait On A Map* by up to 400CP.

In the Avatar movie, the gestalt consciousness of Pandora known as *Eywa* would fall under this theme.

- Feral Growth (600CP, discounted for Natural Genii Loci)

In many ways the counterpart to the previous theme, Genii Loci of this type are almost entirely defined by their connections to the vegetation and wildlife within their domain, rather than the terrain itself. Appropriately, you gain a vast degree of talent for cultivating or manipulating simpler lifeforms. Few could match your skill at harmoniously altering life, be it the placement of individual flowers for aesthetics or the (re)shaping of entire ecosystems in the wake of a disaster.

This theme includes the native life a Genius Loci of your talent might wish to direct, granting you three free purchases of both *Static Selves* and *Eyes And Ears*, each of which may be granted one free upgrade with *Extraordinary*. You also receive a free purchase of *Twisting* to guarantee the level of skill you'll need, as well as one purchase of either *Pure Wilderness* or *Waves And Currents*.

As an example of Genii Loci of this kind, the island goddess of *Te Fiti* seen in Moana would be found in this theme.

- Wild Spirit (600CP, discounted for Natural Genii Loci)

Moving away from more terrestrially oriented entities, Genii Loci following this theme tend to be much more active in altering the environment itself, rather than more physical aspects of their domain.

You gain significant insight into the way the environment impacts residents and native life, as well as the reverse. You'll be able to easily change the 'feel' of your domain, and can effortlessly determine how best to alter your environment to achieve a particular effect on your population (or what to change among your residents to impact the rest of your domain indirectly).

As part of your newfound insight into how your environment and society interact, you receive a free purchase each of *Summer Breezes And Stormclouds*, *Touched By The Sky*, *Eternal Springtime*, *Vocal*, *Voice Of The World*, *Aware*, *Patron* and *Unbound*.

A particularly vast example of this type of Genius Loci can be seen in how *The Force* from Star Wars alters the overall psychic atmosphere of entire planets.

- Network (600CP, discounted for Spiritual Genii Loci)

One of the premier mentally focused themes and arguably the most common type of Genii Loci among Artificial Intelligences, this type is defined by their unwavering attention. Your ability to divide your attention and keep track of or direct large numbers of residents or physical extensions of yourself simultaneously is unmatched, and you will never again have to choose between focusing on details or the 'big picture'. As part of these enhanced mental faculties, you receive one free purchase each of *Know Thyself*, *Fragments Of Thought*, *Subconscious Control*, *Amplification*, and *Subsumption*. You also receive one free purchase of both *Static Selves* and *Eyes And Ears*, one of which you may improve with *Extraordinary* if you wish. If you have a particular fondness for Genii Loci of this type, you've probably already met System Shock's SHODAN...

- Shaper (600CP, discounted for Spiritual Genii Loci)

A popular choice for more mischievous Genii Loci, this theme revolves mainly around manipulating a domain and how others interact with it. Hallways that lead visitors in circles, mirrors that only show what you want them to show, sneakily moving candles or other objects, and all manner of other tricks - good-natured or malicious - are your bread and butter. You have a sixth sense for staying unnoticed even when acting close to others, and are a master at distraction, subterfuge and 'lateral thinking'. With your talent at trickery and scheming, you receive a free purchase each of *Guardian Of Gates*, *A Journey Within*, *Self-Modification*, *Transformation*, *Twisting*, *Vocal*, *Voice Of The World* and *Patron*.

Many forms of haunted house fall within this theme, though there are plenty of other entities that might also embrace this style.

- Entity (600CP, discounted for Spiritual Genii Loci)

As opposed to being a structure or piece of land, this theme focuses less on a domain and more on how a Genius Loci manifests themselves when they take a more active role. Whether they choose to act through robotic avatars, mobile tree bodies, or more esoteric physical shells, no other type of Genius Loci is as likely to treat its residents and visitors on (mostly) equal footing despite the comparative differences in size, lifespan, and so on. Unsurprisingly, you are uniquely gifted when it comes to connecting with those who have wildly different experiences and viewpoints, and could find common ground between... well, a person and the ground they stand on. After all, you're well accustomed to changing your *own* form, so you're already used to looking at things from wildly different angles.

As part of your unusually mobile and focused existence, you receive a free purchase each of *Might Of The Land*, *Explorer*, *Focal Point*, *Amplification*, *Unbound*, and *Lord Of The Land*.

The woodlands of *Athel Loren* from Warhammer: Fantasy might represent this type, given how the forest itself supposedly directs and empowers its denizens when threatened.

- Civilization (600CP, discounted for Constructed Genii Loci)

The most populous and integrated form of Genius Loci, this theme involves entities that are a major part of the day to day lives of the local population. Few interact with their residents more than you do, and from the countless conversations you've gained an incredible insight into society and culture in its many, varied forms. You could help inspire your residents through artful decoration of your domain... or put your insights to use by tracking down anyone who dissents against your grand designs. As part of your societal integration, you receive one free purchase each of *A Hub Of Activity*, *Sentient (Sub)Urbia*, *Lord Of The Land*, *Vocal* and *Voice Of The World*. You also receive an additional 300CP you may spend on *A People's Place* and upgrading said purchase(s) with *Extraordinary*.

Paranoia's *Friend Computer*, the artificial intelligence in control of Alpha Complex, is a particularly deranged Genius Loci of this type.

- Artifice (600CP, discounted for Constructed Genii Loci)

Build. Improve. Modify. Recycle. For Genii Loci falling under this theme, 'industrious' is too ordinary a descriptor. From self-aware factory complexes to automated colonization systems and arcane foundries to mad 'paperclip optimizers', these entities live to make their domain the most productive they possibly can. Expect a lot more robots than the average, but you might not interact much with the local population outside of your role as taskmaster or production manager. With this theme, you gain a great sense of timing, planning and how different processes rely on or interact with one another. You also have a work ethic to be jealous of - whether you're trying to establish new pursuits or merely churn out ever more stuffed toys for the masses, you'll know how to get started and have the drive to see it through no matter how much hard work it might take. You also receive a free purchase each of *A Hub Of Activity*, *Strategic Location*, *Twisting*, *Gardener Of Nations* and *Majestic*, and may gain up to five purchases divided between *Static Selves* and *Eyes And Ears* - likely representing your assembly lines, servant constructs or other manufacturing tools.

For an idea how entities with this theme might operate, you could consider Girl Genius' *Castle Heterodyne*.

- Ever-Changing (600CP, discounted for Constructed Genii Loci)

Many might define a Genius Loci by their terrain, but you'd rather be defined by *you*. Your form changes according to your whims, be it for self-improvement or simply because the mood strikes you. Visitors to your realm will never see the same place twice - even if you don't decide to just get up and head somewhere else. Yet for all your outward changes, you're still yourself, for the most important part of you lies *inside*. You have the ability to effortlessly adapt to any physical or mental changes you experience (self-applied or otherwise), without ever losing sight of who you truly are and without any deleterious consequences like body dysmorphia or abandoning your core values.

Your flexible sense of self (and physical form) grant you a free purchase each from *Amplification, Self-Modification, Subconscious Control, Reborn, Renewed, Rebuilt, Reaching Forward, Transformation* and *Unbound*.

As an example of this kind of Genius Loci, consider *Ego, The Living Planet* from the Marvel Cinematic Universe.

- Distorted Paths (600CP, discounted for Eldritch Genii Loci)

Perhaps the most mind-boggling theme (or at least the one most likely to make one go cross-eyed), Genii Loci like this have domains with internal geometries that defy all reasoning. Structures much larger than their outside walls suggest, terrain looping back around without any visual indication, pools where one breaks through the surface elsewhere if one dives deep enough... however things might manifest, a compass is likely completely useless when it comes to realms like yours.

Thanks to your bizarre internal topology, you'll find it easy to wrap your head around all manner of spatial oddities (metaphorically or even literally). Non-euclidean geometries, alternate dimensions, certain forms of faster-than-light travel, you can understand them as easily as an ordinary mortal could understand the banalities of a merely three-dimensional world. In addition, you receive one free purchase each of *Guardian Of Gates, Unmapped, Connected, A World On Its Own, A Journey Within, Warping, Adaptive, Euclidian Antagonism* and *Subconscious Control*.

In Exalted, various Yozi such as *Malfeas* show some excellent examples of this kind of geometry-warping existence.

- Maddening Realm (600CP, discounted for Eldritch Genii Loci)

Mortal minds are such fickle, *fragile* things... and with this theme, your very existence has taken on an aspect of unknowable insanity straight out of some horror stories. The most alien and mentally disruptive Genii Loci can be found here, and you fit in perfectly. Not only will madness - voluntary or otherwise - never result in debilitating consequences for you, you are a *savant* when it comes to finding just that one fear, trauma, or other psychological weakness to exploit in others.

As part of your newly unhinged self, you receive a free purchase each of *Aware, Omens, Whispers, Eternal Springtime, An Immortal's Realm, Vocal* and *Voice Of The World*. You also gain up to 100CP worth of *Keeping Up Appearances* to really get that eerie feeling going.

The Shining's *Overlook Hotel* is an excellent example of this theme in action in all its mind-shattering influence.

- Hungering Blight (600CP, discounted for Eldritch Genii Loci)

Finally, this theme is often considered one of the most ominous and feared - and often for good reason. Most commonly manifesting as a single, humongous living organism, Genii Loci with this theme live to spread, consuming and corrupting anything they come in contact with until there is nothing left but *them*.

Whether you choose to infect the world around you like these monstrosities or have other plans, you now have everything you need to do the same. Perhaps most importantly, you possess the ability to blur the line between organic tissue, technology and matters of the spirit, ensuring that while more complicated approaches might be more difficult, you'll never truly be without an 'infection vector' regardless of the nature of your targets.

This theme grants you one free purchase each of *Subsumption*, *Twisting*, *Feasting*, *Incorporation*, *Doppelgangers*, *Budding*, *Gardener Of Nations* and *Infectious Domain*. You also gain 50CP worth of *Keeping Up Appearances*, representing your newly created selves... or perhaps your past victims.

The *Tzimisce Antediluvian* from Vampire: The Masquerade would certainly fit this theme.

# THE LAY OF THE LAND

This section describes the basic makeup of your Genius Loci - the physical terrain, structures, and other landmarks or objects one might find when visiting you.

## - A Portrait On A Map (Variable Cost)

Arguably the most important facet of your existence aside from your fundamental nature, this determines the size of your new self. These options do not represent a 'limitation' as such, and depending on the other aspects of your Genius Loci form you might grow or shrink beyond these sizes, but this size still represents your 'default' self and, consequently, is most likely the size at which you are most comfortable. These sizes are not exact, and depending on the exact details of your form you may be somewhat larger or smaller than these estimates; a Genius Loci form focusing on a lake might possess a smaller surface area... but much greater *depth* instead.

You may import one or more existing locations, structures, or other appropriate assets you possess from elsewhere in your chain instead of creating a Genius Loci form 'from scratch'. To merge yourself with an imported place or combination thereof, use the estimates below and discount the appropriate final size to half its normal price. Your imported assets must fit your chosen Type in at least broad strokes - becoming a Constructed Genius Loci and importing a completely untouched wilderness as your base form obviously doesn't *quite* work. Sizes above 'Titanic' scale aren't available for purchase, but can still be imported at this tier if you already possess such assets.

At the smallest size, you become a **Tiny** Genius Loci - the controlling entity of a place as large as a single room or small structure such as a hovel. Though lacking in immediate grandeur, you'll be much more focused than many larger Genii Loci, and that can be a pretty big advantage on its own. Choosing to be this size grants you an additional **+200CP** for further purchases.

One step up, you can become a **Small** Genius Loci representing anything in size from a middle-class home to a modestly sized mansion with gardens. Many haunted locations find themselves in this size class, and it's a classic for a reason. This size of base form is **Free**.

Larger still, becoming a **Modest** size will see you govern a location as large as a decently sized street (in a city, not a rural one), a small building complex, a decently-sized park or a similar area. You'll still have the chance for a fairly personal connection to any residents (if you wish), but are already starting to get into the 'big boys' league. Large graveyards that are themselves somehow self-aware rather than merely haunted by a ghost or two fall in this size class. Becoming this size will cost you **100CP**.

Next is the option to become an **Average** sized Genius Loci. A decently sized city neighborhood, a large skyscraper complex, or a rural town are all the kinds of domains one such as you might become, and at this point you're becoming less a singular *location* and more



a sentient *area*. Your name will definitely be on a map, though folks might not realize it's *you* specifically. This size of Genius Loci carries a price tag of **300CP**.

Moving beyond the mean you'll find the **Large** size, which spreads your control out over a terrain large enough to encompass a fairly sizable city. At this size you'll really start to surpass most other entities of your type, and your reach is far indeed... but any chance of that more personal touch becomes increasingly difficult to achieve given the sheer surface area you might keep your eyes on. This size class costs **500CP**.

Moving into the realm of outright geography, an **Enormous** Genius Loci is large enough they cover an entire province, county, or similar kind of terrain. At this size class, your defining features become entire communities and natural landmarks rather than anything as modest as mere roads or structures... but this imposing size comes at the cost of **700CP**.

Second-to-last and enough to (literally) put your form on the world map, a **Colossal** Genius Loci spans sufficient terrain to form a decently-sized country. If you've ever wanted to become the guardian spirit of an entire nation, this is where you'll likely need to be to get started. This size of Genius Loci will cost you a total of **900CP**.

Finally, the largest and oldest Genii Loci can become truly **Titanic**. Dwarfing even countries, entities on this scale are as large as an entire continent - or several, if the continents in question aren't especially big. At this scale you'll also find spirits that govern entire celestial bodies as large as the Moon. Becoming one of these superlative beings will cost you **1200CP**.

#### - Terrain Types (variable cost)

Where the above purchase determines how far your influence might spread, it says little as to what can actually be found within your borders. The following terrain types can be used to flesh out your actual domain with more detailed or interesting features. Purchases are not mandatory in terms of what can be found within your domain, though anything that isn't covered by bought terrain types will generally be found in only small amounts rather than taking up a more substantial portion of your terrain.

You receive one terrain type for free depending on your chosen Genius Loci Type. In addition, each size class above 'Average' that you purchased above grants you one additional free purchase from the options below. You may choose terrain types multiple times and may freely combine multiple options. For example, 'Pure Wilderness' and 'Sentient Suburbia' might represent a (haunted) mansion surrounded by extensive, overgrown natural terrain, 'Water And Waves' could be added to also make it lakeside property, and so on.

- Pure Wilderness (50CP)

Untouched and undisturbed, this purchase represents the natural world: everything from dense forest lands to the vast, open desert can be found here. This terrain tends to be larger than average, though it also tends to be low-density in regards to landmarks and other points of interest. Genii Loci that are dominated by wild terrain often become the largest and most powerful of their kind, but may have less awareness and fewer ways to swiftly affect their domain.

A *Natural* Genius Loci receives one purchase of either 'Pure Wilderness' or 'Waves And Currents' for free.

- Waves And Currents (50CP)

Including everything from lakes and marshlands to mighty rivers coursing through your domain, this purchase makes water a major aspect of your Genius Loci form. Generally speaking, open water such as lakes and seas tend to be less potent than their surface area might suggest - in part due to large bodies of water frequently lacking major features - though the fact your physical self may extend far *deeper* can itself be a boon: you'll not lack for raw material to use when manifesting your will, and few sailors would dare defy the will of the ocean. By contrast, more narrowly defined waterways such as rivers and canals have much less surface area but are far more *focused*, allowing you to enact your will with vastly greater ease and potency... yet at the cost of such waterways typically being a relatively minor part of the terrain in terms of actual surface area or volume.

A *Natural* Genius Loci receives one purchase of either 'Pure Wilderness' or 'Waves And Currents' for free.

- Sentient (Sub)Urbia (50CP)

The expression 'home is where the heart is' carries a double meaning for Genii Loci where this type of terrain has a major presence. Representing living areas ranging from isolated cottages to entire neighborhoods, these territories are all about people living their lives, both in terms of households and more leisurely activities. This type of domain is ideal for Genii Loci who seek more interaction with sentient inhabitants, though exactly how this manifests can differ greatly: the hustle and bustle of a city might see its Genius Loci flit from neon advertisement to disco bar, while a haunted house might jealously protect its owners from the dangers of the outside - or escape.

A *Constructed* Genius Loci receives one purchase of either 'Sentient (Sub)Urbia' or 'A Hub Of Activity' for free.

- A Hub Of Activity (50CP)

The loud and productive counterpart to the option above, this type of domain represents areas used for industry, commerce, and all manner of 'hard work'. There won't be nearly as many opportunities to simply chat with people, let alone watch over families, yet in return you possess one of the greatest potentials to affect or interact with the world outside your borders. Whether you are the spirit of an oasis echoing with the sales pitches of merchants from distant lands, the A.I. in charge of a shipyard or a space station built to refine and process vast amounts of ore, or simply the caretaker of a brilliant tinkerer's workshop, you'll rarely lack for things to *do*.

A *Constructed* Genius Loci receives one purchase of either 'Sentient (Sub)Urbia' or 'A Hub Of Activity' for free. A *Spiritual* Genius Loci receives one purchase of either 'A Hub Of Activity' or 'Strategic Location' for free.

- Depth Of Character (50CP)

Though for many the term 'Genius Loci' conjures up domains primarily defined by *surface area*, you should not feel limited to merely extend your influence in (mostly) two dimensions. With this purchase, your new existence also carries a considerable size in the third dimension - common examples of this type of 'terrain' include underground features like dungeons, cave systems, mines, catacombs, and so on. However, mighty mountains would also fit here if you build 'up' instead of 'down', as would any Genius Loci that has the air 'above' it as a major part of its physical form - many societies have worshiped storms and clouds of various kinds throughout human history, after all, and a mighty Genius Loci could explain why.

*Eldritch* Genii Loci receive one purchase of 'Depth Of Character' or 'Strategic Location' for free.

- Strategic Location (50CP)

Less a basic location type and more something found *within* such a location, each purchase of this option grants your domain some unique feature that will 'put you on the map' somehow. Whether it's valuable natural resources, magical power like leylines, some unique quirk of local geography or some other place of importance, this ensures that you'll have notably better - or at least different - ways of interacting with those within (and to some extent outside) your domain. Many kinds of 'possessed roadside towns' might be included here, as might Genii Loci that contain some major spiritual or religious practices in the form of 'pilgrimage sites' or the like.

*Eldritch* Genii Loci receive one purchase of 'Depth Of Character' or 'Strategic Location' for free.

A *Spiritual* Genius Loci receives one purchase of either 'A Hub Of Activity' or 'Strategic Location' for free.

# UNIQUE FEATURES

This section represents some of the more variable aspects that set you apart from the more mundane, un-aware structures, terrains, and other types of locations one might find elsewhere in the multiverse.

## - A Willful Place (Free)

Even without any further purchases, your Genius Loci form always begins with a number of abilities - though most are very weak. Examples here are given for how a 'natural' Genius Loci might find itself, but the same principle applies to all other types as well.

First, you will have a very rudimentary control over whatever makes up your domain, and can very slowly push it to change in certain ways (like changing the course of a river over a manner of weeks or causing seeds to sprout in a different area in spring time). You'll be able to communicate with visitors with sufficient patience and skill, though this is limited to acts such as creating a breeze that moves leaves into patterns and letters for others to read. You can manifest a single 'avatar' of sorts, though this avatar will generally be only about as capable as an ordinary human - and possibly less than that, depending on your overall experience with manifesting a representation of your true self. Indeed, it may even lack a physical form more distinct than a vague, fog-like shape.

Your entire terrain will count as 'you' for any effects or rules that may be relevant, though depending on how your physical and spiritual selves manifest your essence may be vastly diluted across a great area and may not react quite as an ordinary individual would. For example, magical effects designed to read an individual's magical aura may be unable to detect the faint and omnipresent signal your presence would result in, or simply mistake it as a form of background noise. You can likewise manifest any abilities you might already have through your domain that work through touch or proximity, though unless you focus them through (for example) the presence of an avatar these abilities will be diluted in power for the same reason.

Your Genius Loci terrain, including any purchased aspects of it, will become an alt-form with a few unusual aspects. You do not shift between it and your human self (or any other alt-forms you might have) the normal way. Instead, you may only switch alt-forms while having a fully manifested avatar (if you possess such a power) or when the core of your awareness passes through the outer boundary of your terrain. At this point, you will change to your chosen alt-form and leave your Genius Loci self behind. You will still have a faint connection to your larger self that allows you to remain vaguely aware of any major events there (such as forest fires, floods, etc.), but any powers specific to your Genius Loci form are greatly muted until such a time that you return to your territory - at which time you can once again merge together and 're-awaken' your Genius Loci form. You may be able to manifest multiple alt-forms as avatars if you have such, though doing so will likely be much more difficult in terms of physical, mental or spiritual strain, and may require substantial preparation in terms of Perks or other support before you can manage it.

While away in a different alt-form, your Genius Loci aspect will essentially sleep through the time you are separated, and will not act outside of what one might expect of an ordinary structure, region, or other locale unless you have ongoing alterations or subconscious efforts through purchased Perks (or similar effects). Barring Perks or other advantages that prevent this, a sufficient degree of destruction of your terrain will result in your death, much like sufficient injury might for a human, if you are in your Genius Loci form. While away in a different alt-form, your terrain being destroyed will not kill you but *will* prevent you from switching back or reconnecting to your Genius Loci form for the remainder of your jump, assuming you possess no methods to restore it somehow. If your 'main' form is killed, still having a dormant Genius Loci will likewise not be enough to save you.

When moving to future jumps, your Genius Loci alt-form may be inserted into the local setting as though it were always there, or you may choose to instead become the dominant entity presiding over a sufficiently similar kind of location that already existed before your visit.

- Unmapped (100CP)

You know where you are, and so might others... but at the same time, it's a lot more difficult to explain exactly where your domain is found than merely pointing at a map. With this purchase, your Genius Loci form doesn't quite exist in normal space anymore, and though it might still be found in a specific location it turns out that the inside of your borders *doesn't* fit the outside anymore. You now cover far more territory than you should, in a classical 'bigger on the inside' way, seen in everything from unrealistically large shops-that-weren't-there-yesterday to secluded magical glades that are impossible to see from afar. It's potentially a great way to avoid attention... or start some very persistent rumors. This effect extends fully in all three dimensions, so there won't be any unfinished 'seams' or obvious gaps between you and the rest of the world. You can choose how and where this effect manifests when first purchasing it, but it otherwise remains fixed in this configuration.

- Connected (50CP, requires 'Unmapped')

Though both options above can have an impact on where and how one might draw your border on a map, said border would normally still be a single, unbroken line around your domain... but not with this upgrade. Now, your domain can connect to - or even consist of - multiple areas that aren't actually situated adjacent to each other except through your interior. As an example, consider a vast forest that, to the outside real world, appears to be multiple different and unconnected nature reserves yet is actually a single, unbroken expanse of vegetation once entered. These areas need not be in the same region or even the same planet - one of the most well-known examples of this upgrade in action is the *Wood Between The Worlds* that connects Earth to Narnia, after all, though using this upgrade to border multiple realities at once does of course require that multiple such realities actually exist in your current setting; otherwise, you'll be limited to 'merely' ignoring mundane distances. You'll be able to create new such connections, though the farther you're trying to reach (be it physically or in terms of different realities) the more difficult and time-consuming this process will be.

- A World On Its Own (50CP, requires 'Unmapped')

A step beyond merely being not-quite-there to the rest of the world, this purchase turns you from a mere terrain into a completely self-contained location. Most commonly seen in the form of 'pocket planes' and extradimensional constructs, this variant would also be the option to select for becoming the spirit of 'dream worlds' such as Alice's Wonderland. Being this form of Genius Loci means you are (almost) wholly disconnected from the wider world, offering substantial safety... but also increasingly severe isolation.

By default you can have a single 'anchor point' that still ties you to the rest of reality (such as a doorway, pool, or other such entrance), though it's strongly recommended to combine this purchase with 'Connected' above if you wish to connect yourself to more than one location at once.

- Guardian Of Gates (100CP)

'Let none pass who are unworthy'. As master of your domain, you may wish to decide who can and cannot set foot within your physical shell, and this power allows you to do just that. You can demand certain requirements to individuals or even objects seeking to pass your borders, manifesting as effects such as automated force fields and DNA scanners, ritualized proofs of character, all paths somehow leading back to your borders, or any tool made of cold iron becoming progressively heavier the further one tries to carry it into your domain. Though these effects are ultimately a manifestation of your personal power and sufficiently potent 'guests' might defy these requirements, the process is largely automatic and subconscious by default. Consider it an experience not unlike feeling a minor force (like the wind) acting on you as human: minor transgressions that are handled automatically might be less noticeable than your hair swaying somewhat in the wind, while the more an unwelcome guest outstays their welcome (or the larger a group of them might be), the more you'll become aware of it much like heavy winds are more noticeable than a breeze. You'll be able to change how sensitive you are to this process, as well as the means you use to manage access to your domain.

- A Journey Within (50CP, requires 'Guardian Of Gates')

While the purchase above gives you control over who is - or isn't - welcome within your domain, you might want to have something with a bit more fine control as well. This upgrade allows you to set similar requirements or obstacles as Guardian Of Gates does, except apply them across smaller portions of your domain (such as individual rooms, valleys, and so on) without affecting the rest of your territory. These requirements need not be the same for each location, and you can 'mix and match' to your heart's content. One of the most well-known modern depictions of this upgrade in action would be the way that Hogwarts Castle hides many secret rooms, passageways, and other parts of its structure from those who don't know the - often bizarrely arbitrary - actions to find them.

- Warping (100CP, requires 'Unmapped' or 'Guardian Of Gates')

Rather than literally changing the physical parts of your domain, this ability allows you to stretch, compress, and otherwise shape or reshape the actual *space* within your domain. The most commonly seen result of this power in action is a room that's 'bigger on the inside', though this is far from the only effect you'll be able to achieve. As an example, you could also tie together distant locations, such as creating a pathway that crosses over the majority of your domain without actually intersecting any of the places between its endpoints, or a mountain valley that can only be reached through a cave network, with the peaks that surround it seamlessly connecting to one another should one try to travel there on the surface.

Though the process of altering your internal geometry is rather slow by default, it doesn't cause any damage to whatever occupies the space (or spaces) you're changing - at least unless you're exceedingly careless or deliberately trying to twist things to pieces. This power doesn't initially change the *total* volume of your domain - at first you'll need to rely on shifting volumes around rather than creating them 'ex nihilo' or removing them entirely - though as your skill with this talent improves you'll find that you can get farther and farther from how much 'filling' you should have.

Once altered you don't have to keep focusing on any modified areas, though the effect itself is still tied to your being and will slowly fade if you cease to maintain it.

- Adaptive (50CP, requires 'Warping')

Moving away from slow, large-scale alterations to your internal geometry, this upgrade allows you to greatly speed up the warping process and provides a substantial improvement to your overall level of control to the point it can now function reflexively or subconsciously rather than requiring active effort on your part. You could move entire hallways around in seconds, turn garden mazes into impossibly shifting death traps, or even alter the course of a river to prevent an imminent flooding somewhere. This newly gained level of control also ensures you can 'queue up' or otherwise set such alterations to occur on a regular schedule, such as shuffling all graves in a certain section of your graveyard to randomly chosen positions every midnight, or create majestic waterfalls that shift from moment to moment while never flowing the same way twice.

- Euclidian Antagonism (50CP, requires 'Warping')

Point A leads to point B leads to point C... but why should you be content with having the reverse be true as well? Now, your ability to alter the internal shapes and directions of your domain has increased to the point that conventional geometry goes out the window entirely. Doors that lead somewhere when passed through one way, but reveal nothing but a brick wall when opened from the other side? A rolling forest land where visitors always seem to be walking *downhill* no matter which direction they take? Rooms where one might walk on the walls and ceiling as easily as the floor, or where one might find themselves walking on said ceiling without ever straying from what they *thought* was the floor? Rivers that flow in an endless circle without a real source or destination? Such things and more are all available to you now, and your domain can now be reshaped in ways that make ordinary mapmaking a futile effort at best.

- Unbound (100CP)

Though the vast majority of Genii Loci are simply the caretakers of a single domain, there *are* some that lead a more mobile existence. From spirits that haunt old structures deciding to search for more victims in 'greener pastures' to A.I. overlords transferring themselves to new digital infrastructure and sentient amalgamations of flesh oozing into different areas, sometimes a place just packs up and goes somewhere *different*. This Perk allows you to do something similar, enabling you to uproot your spiritual essence and relocate elsewhere through one or more methods suited to your nature. Unclaimed land can be 'possessed' easily, though anywhere that's already governed by other Genii Loci may require some form of negotiation - or conquest - before you can take full control of your new lodgings.

You won't be able to move whatever features your domain holds with you (unless you have other purchases that enable you to do so). Instead, any of your purchased features, native life, and so on simply define the contents and location of your *initial* domain.

As a side effect of this process, you'll also be able to reshape which area your domain encompasses, such as elongating in one direction and thinning in another, though it's not really useful for actual growth as such.

- Territorial Colonization (200CP, requires 'Unbound')

Why settle for merely being *somewhere* when you can be *anywhere* instead? Well, you'll only still be in one place at a time (unless you have other means of splitting your presence, anyway), but with this upgrade you'll be even harder to pin down than before. Much like the base form of 'Unbound' allows you to move your spiritual presence, this Perk allows you to call the *physical* shell of your Genius Loci self to your current location no matter where you are - typically while you're manifested as an avatar or otherwise 'elsewhere'.

Depending on the exact manner your Genius Loci form manifests (as well as your overall skill with this technique), this could result in your domain effectively 'unfolding' out from your current position like grass shooting out of the ground around you, the station housing your hardware being pulled through a Hyperspace rift right on your doorstep, or something even more bizarre. Regardless, you'll now be able to spontaneously put down your domain wherever you are standing... though do keep in mind that depending on how careful and fast you do so, collateral damage may be an issue - and as part of the terrain in question, some of that collateral damage might well be *you*. Likewise, the bigger your domain and the farther you're trying to pull it, the greater the cost in terms of time and effort, and there might be some issues regarding whatever was already there before you 'put down your roots' if you just bulldoze your way through.



- Eternal Springtime (100CP)

Sometimes, it's not merely the *space* within a realm that seems... different. More than a few stories exist of places where time doesn't flow like it does elsewhere, be it singular rooms where the days seem to stretch on inside or entire fey kingdoms literally hidden away from history. With this purchase, your domain now gains a similar kind of effect, in that the speed at which time progresses no longer needs to match to how it does for the world outside your borders. As an example, you could create a forest glade where it's always nighttime: although they won't 'lose' any time compared to the outside world, no matter how many days they spend within the glade, the sunrise will never come until they leave the area.

These alterations are generally large-scale, both in terms of affected areas and altered time flow, and take a similarly long time to establish; you could keep your domain in a literal 'eternal springtime', but while the effect will maintain itself once established it might take weeks to return your territory to a more normal cycle of seasons if you grow tired of it.

You can decide where these effects are the strongest (assuming you don't simply keep the flow of time identical for your entire domain) and how exactly it manifests, though generally speaking the 'borders' between different areas will slowly transition from one situation to another rather than anyone crossing them experiencing any sudden, sharp differences. As an example, the nighttime glade suggested above will ensure that anyone who goes there during daytime will inevitably see the sun set before they arrive there, while leaving will let them see a guaranteed sunrise instead.

- An Immortal's Realm (100CP, requires 'Eternal Springtime')

A more powerful and arguably infamous variant of the power above, this upgrade makes it so that the time passing within your realm no longer needs to match the outside world at all. Now, when someone visits an area you've changed the time in, they might visit for only a day or two but upon their return to the outside world see that much more time has passed... or perhaps much less. With this upgrade, the same process you use for 'Eternal Springtime' will also (initially) allow you to speed up or slow down time across your entire domain up to a factor of three. Likewise, by focusing on smaller volumes or territories and leaving the rest untouched you may be able to achieve greater differences in the flow of time, and you are not restricted to the same effect if you create multiple pockets of sped up or slowed down time. Push this effect to the very extreme, and you could become a fabled place indeed... or one that's greatly feared instead for how it twists history into something unrecognizable.

- Know Thyself (100CP)

Countless stories exist of grand quests and long journeys, all meant to find a being of great power and *awaken* it... but as you might find yourself the sought rather than the seeker this time around, it's probably a good idea to know what's happening in your domain. Though you'll have a rudimentary sense of your domain by default, this Perk greatly increases the overall awareness you have of 'you', such that few details will escape your notice. From surveillance cameras and motion sensors to making statements such as 'the trees have ears' nigh-on literal, you'll be able to observe vastly more of your domain at the same time without issue. You'll also be able to handle the tremendous extra volume of sensory inputs this might result in with ease, rather than being overwhelmed in any way.

- Fragments Of Thought (100CP)

Presumably, you're used to a form of existence that is considerably more... *narrow* than that of an entire sentient piece of terrain. Compared to a mere ten fingers, paying attention to possibly many square miles can be an impossible challenge. This Perk grants you a pretty big advantage doing the latter, though: though you're not necessarily more perceptive and you don't actually think any faster than before, you now possess a kind of intuitive multitasking that allows you to split off portions of your psyche to handle events on their own. These fragments have the same mental outlook, moral values and other mental attributes you do by default, though you *can* make more obviously different variants instead. Although each fragment only carries a small portion of your intellectual powers, serving more to act on subconscious routine or habit (not unlike the way 'muscle memory' works for smaller beings), each remains tightly connected to your mental center. Consequently, these fragments will perform competently at any skill you possess, while you'll simultaneously remain vaguely aware of all their efforts. Likewise, any time a fragment you've split off faces a challenge it can't overcome on its own, you'll become aware of the 'hows and why's' and effortlessly merge it back into yourself while taking over what it was working on. With time and practice, you might even be able to increase the mental abilities of these fragments... though it'll likely be some time until you're truly *everywhere* at once.

- Subconscious Control (50CP)

Though there is a power in having a direct hand in everything that happens in your domain, the fact remains that you'd have to keep paying attention to any such events, something you might not be willing - or able - to do for long periods of time. With this Perk, you can instead develop more automatic processes to handle various aspects of your existence as a Genius Loci, somewhat similar to how more conventional life is largely governed by reflexes and subconscious actions rather than conscious decision-making. If you are capable of altering your terrain you might make it so you instinctively change the course of rivers and other waterways over time, if you've decided to grow fruits from your trees if your native denizens pray to you you might set this process to work automatically, if you've haunted a large structure of some kind you might ensure that all the 'spooky stuff' happens on cue but only when no cameras or other recording tools are around to spot it, and so on. It's a good way to keep some peace of mind, without sacrificing your overall ability to actually get involved if you wish.

- Majestic (100CP)

There's nothing wrong with being proud of your looks, and this is as true for sentient locales as it is for ordinary mortals. You have a great talent for making yourself look good, whether you're a mountain range making minor adjustments to catch the sunrise *just* right, a stately country manor that would make interior decorators swoon in admiration, or a space station that seems pleasantly welcoming to guests of all stripes and species. This insight also extends towards any changes you decide to make to your domain, ensuring it's far easier for you to make alterations that look good *and* have your new facets harmoniously fit in with their surroundings at the same time. Your domain wouldn't be out of place in the repertoire of famous architects or master painters - and you could make some interesting 'self portraits', too!

- Reborn, Renewed, Rebuilt (50CP)

Though a physical shell such as your own is vastly more hardy than that of a mere mortal, you are also uniquely vulnerable in certain ways. Floods, heat waves, and the inexorable pressure of erosion and plain *time* might lessen your body in ways wholly unknown to smaller lives... and often in ways that aren't easily remedied even if one knew how to do so. This Perk ensures that damage to your domain (for a fairly open-ended definition of 'damage') will slowly restore itself over time without requiring your direct intervention such as with abilities like 'Self-Modification' available further below. A haunted house might see peeling paint and rotting wood repair itself, a wildlife reservation might find new animals migrate into its domain to replace losses after a catastrophic forest fire, and an arcane caretaker of an ancient wizards' tower might see half-erased ritual circles slowly redraw themselves and frayed wards re-align rather than fade away entirely. This process can't be consciously controlled beyond deactivating it entirely, but always restores whatever is most critical to your well being first, and it continues without the need for raw materials, energy, or other such needs. That said, nothing prevents you from actively aiding this process or making your own repairs somehow.

- Reaching Forward (100CP)

Just because you *are* a place doesn't necessarily mean you *understand* that place, much like more conventional beings might not know the details of their own biologies and natures. With this Perk, you gain a deep, intuitive understanding of everything that makes you 'you'. Your self-understanding is sufficient that formally learning about it will feel more like putting names to what you already knew than truly learning new ideas, and even when breaking new ground in these areas you will progress in leaps and bounds. But more than that—with this deep understanding, you can *improve*. A living forest might drive its domain to accelerate evolution, creating fantastical creatures and plants while simultaneously effortlessly and intuitively balancing any newly created ecosystems to avoid unforeseen consequences. An AI controlling a city might effortlessly outclass even the greatest human civil engineers and architects to design its latest construction works, slowly transforming itself into a shining jewel of a city, while an eldritch tunnel system might intuitively understand alien geometries and mind-bending math to create ever-more impossible mazes.

One might say that knowing yourself is the key to realizing your potential, and you're one of the greatest at actually achieving such... though do note that this Perk on its own doesn't let you perform feats you couldn't do before, and depending on your capabilities you might need a good bit of time for any more ambitious self-improvements.

- Subsumption (50CP)

Your size might be great or small, but even Genii Loci aren't always content to stay as they are forever. This Perk grants you the ability to expand or contract your physical domain in order to grow larger or smaller, with the exact process likely being somewhat thematic for your overall nature. The spirit of a structure or city might expand its domain by simply building additional structures at its edges, while a forest might choose to grow - or shrink - as its flora expand or retract across the landscape. Other Genii Loci might take a more active role as well, like a more esoteric entity creating a spiritual sigil that allows you to incorporate terrain surrounding it (or bound by it) into itself, a more biological Genius Loci infecting people or other lifeforms with parts of yourself so that they spread you wherever they go, and so on.

Should you encounter other Genii Loci, you will be able to devise ways to subsume their territory as well, or even their entire selves, but this will be far more difficult than expanding into unclaimed space. Depending on your methods, they'll likely notice your efforts and fight back, potentially even pushing their control into your *own* (former) domain.

This Perk initially grants you decent mastery of one method of expansion, but you can develop other ways of growing if you wish. The easier, subtler and cheaper (in terms of effort and resources) it is, the slower the process will proceed, so there are advantages to studying different methods. A simple magical mark might allow you to slowly spread to a neighboring house, but a grand, complex ritual involving multiple human sacrifices and weeks of preparation could let you instantly subsume a large neighborhood.

# INTERACTION

Merely existing is hardly a good life - not to mention that there's not much use to being a Genius Loci if you can't actually *do* anything with your unusually aware nature. This section covers a variety of ways you can interact with anyone present in your domain - be it to subtly guide them as a helpful spirit of the land or drive them to madness and despair until your location is cursed with every breath.

## - Might Of The Land (100CP)

By default, whatever form you manifest to directly deal with guests in your domain will be - roughly - equivalent to a human in terms of size and abilities. You might look considerably different, from a vaguely humanoid mass of leaves and vines to a robotic shell or something even more bizarre, but at the same time it can be somewhat... *mundane* compared to the vastness that is your true self. With this purchase, you gain the ability to channel your nature into your avatar, improving it in a number of ways depending on the various aspects of your Genius Loci form. If your domain is particularly large, you might find yourself capable of manifesting larger... or *much* larger avatars, industrial structures and a large amount of advanced machinery might grant your avatar muscles of gearworks and steel that bolster your physical strength, and a terrain criss-crossed by rivers might allow you to manifest new water-based powers from your avatar, like a continual flow of spring water emerging from the gaps within your avatar's form. You possess a limited control over the exact way these changes manifest in your chosen form, though they will always be 'in theme' somehow to represent your greater self. You'll likewise be able to manifest abilities based on any powers you've purchased here that relate to your Genius Loci form, like being able to shapeshift without the need to create a differently shaped avatar if you bought 'Self-Modification' below.

## - Explorer (100CP)

Normally, whatever form - or forms - you might manifest to more directly interact with visitors can't leave the confines of your domain. Yet exceptions do exist, be they remote controlled robot bodies, a projected image of sorts or even just a chunk of terrain that gets up and walks beyond your borders without *quite* losing its ties to the greater self. Now, you too can maintain your connection between your avatar(s) and the greater whole of your existence, even over longer distances. The farther away you move any given avatar, the weaker it will become; the overall distance you can maintain avatars is dependent on your Genius Loci nature and exact form and size. For example, if you are a haunted house you might easily walk around the local city but might struggle to put much more distance beyond that, while a country-sized Genius Loci could project avatars across a continent. Generally speaking, more 'focused' entities can project farther relative to their size (meaning that merely being *bigger* isn't necessarily an advantage), and it will be easier to project an avatar into similar terrain than it is to head into something at odds with your nature. A city spirit would find it much harder to travel far through untamed wilderness than a forest elemental, for example. Likewise, if suitable efforts are taken it may become easier to project across large distances - a digital entity could get some impressive range out of using electronic communication infrastructure such as the internet, and previously prepared druidic landmarks might let a forest spirit 'leap' ahead.

- Focal Point (100CP)

Though your nature as a Genius Loci means your being is spread out over a sizable area, that doesn't mean certain places can't be more... *you*, than others. With this purchase, you can easily condense (part of) your being into a limited volume, where your overall power and control over your Genius Loci talents is similarly increased. This is usually done around your avatar(s), though it is not a requirement, and you can do so over multiple areas if you wish. Do keep in mind that this mainly *transfers* your essence, meaning you could vastly enhance your dominance in a small region... but at the cost of temporarily weakening yourself elsewhere.

- Amplification (100CP)

Unlike many of the more mortal beings of the world, Genii Loci frequently find themselves with more potential than they really have a use for: rare is the Genius Loci who's dedicated their entire being to the pursuit of a single goal. But that doesn't mean that letting such power - be it magical, computational or more esoteric - go to waste. This purchase allows you to support or inhibit any similar actions taking place within your domain, allowing you to more easily - for example - lend your power to a druidic order performing a ritual, act as 'cloud computing' for technicians, researchers or other computer users within your facilities, or interfere with wi-fi or other communications your victims might try to use to contact the outside world. You can decide where and how powerful this occurs if you wish, though the more dispersed your influence over your domain the weaker individual effects will become.

- Patron (100CP)

Arguably the opposite approach to the above upgrade, this purchase allows you to directly empower one or more individuals with your own essence rather than merely reacting to outside stimuli. These individuals will be granted powers similar to that of your avatar and likewise follow many of the same rules; they will be most powerful while within your domain, for example. If you've ever wanted to empower someone with the literal might of a city, or create a Shazam-like emissary of a spiritual enclave, this is the way to get it.

Note that it's possible to share only a portion of your power, but the more of your abilities you give away to your beneficiaries the fewer you'll have to make use of yourself. Likewise, you can't share 'beyond 100%', though you *do* have full control over if or when you withdraw your blessing from those who have it.

- Summer Breezes And Stormclouds (50CP)

Though most Genius Loci are, by necessity, defined primarily by the land or structures they encompass, the environment does not stop there. After all, why would a mountain's will be found merely in the stones of its foundation, and not the winds howling around its peak? This Perk grants you control over the weather patterns within your domain, allowing you to alter temperature, rainfall, and many other ways the weather manifests throughout your territory. This control is fairly slow, taking days or even weeks to make any major changes, but it provides very fine control, allowing you to - for example - alter rainfall in only specific areas or change ambient temperatures only during specific times of day or a certain season. Once implemented, these changes will be maintained indefinitely by a sort of subconscious effort on your part, meaning that you won't need to remain focused on altering the environment once you're satisfied with the 'new you'. If you've ever wanted to have a *literal* crown of thunderstorms, look no further.

- Touched By The Sky (100CP, requires 'Summer Breezes And Stormclouds')

Where the option above grants you a very effective but also rather slow method to alter atmospheric conditions within your territory, sometimes you might want something a bit more... direct. This upgrade enhances your level of control over weather patterns and similar environmental factors to the point you can near-instantly make substantial alterations. Although the area you can affect is initially fairly small, this upgrade could be useful to, for example, smite those who wrong you with bolts of lightning or small cyclones, instantly stop torrential rains (or start spring rains to nurture their crops) after your denizens have completed an appropriate ceremony of worship, or reshape the clouds into a head-like form to really 'put a face' on your existence. These changes will directly follow your will and have details (such as your facial expression in the last example) handled without needing direct attention, but are otherwise not self-sustaining like the alterations made with 'Summer Breezes And Stormclouds' are.

- Self-Modification (100CP)

The more direct counterpart to the weather manipulation above, this Perk grants you a thorough control over the physical aspects of your Genius Loci form. From altering the course of rivers flowing through your domain to constructing foundries and power cores in your sci-fi bowels, this represents direct changes to your 'landscape'. Living beings, including vegetation, are not directly included in this power, though you may choose to include an effect that greatly reduces the impact on native life as you alter your shape. You could form a new hill or cliffside without uprooting trees or leaving native animals lost in the new geometry of their home, for example, or ensure that wiring and water lines embedded in your walls automatically adjust to account for your new shape instead of leaking or disconnecting. All changes made with this power are similarly self-reinforcing as those made with 'Summer Breezes And Stormclouds' above, ensuring that you will subconsciously revert back to your intended form without having to keep an eye on changes made by visitors... though do keep in mind that this also means such visitors might notice you changing back, in case you're trying not to draw attention to yourself.

- Transformation (100CP, requires 'Self-Modification')

Not so much a slow and steady alteration to suit your needs as a sudden, all-encompassing change, this purchase allows you to gather the whole of your Genius Loci form and transform into a mobile entity of some kind. If you are a large space station, you might reshape yourself into a powerful mecha with the hiss of hydraulics and the glow of fusion reactors, while a sentient island might uproot itself from the seafloor, taking the form of a gigantic fish or other aquatic creature with scales made of coral and fins formed from gigantic nets of seaweed. This transformation is fully reversible and doesn't endanger anything within your domain (unless you rush the change or are otherwise careless during the process), though harm or damage may still occur depending on how you employ your alternately-realized form. You can choose to only incorporate part of your domain into this new form, and unlike the manifesting of an avatar you carry your 'self' with you and can move freely wherever you wish. However, if you leave portions of your domain behind you may become temporarily or even permanently diminished, and settling back down into your normal form may likewise be difficult or even impossible depending on what happened to your original place of residence while you're 'out and about'.

- Twisting (50CP)

Be it a tiny room, a winding caverna or a vast forest, a place is not just the area itself but just as much what's *in it*. You have a sixth sense for how to utilize smaller facets of your being, how to do so in ways that feel 'natural'... or the exact opposite. As a result, you can more easily and quickly reshape features or native life 'on the fly', such as creating tree root or stalactite barriers, having an ornate staircase's railing catch (or trip) careless visitors, and so on, all in ways that effortlessly match whatever theme or appearance you're using to present yourself.

- Feasting (50CP, requires 'Self-Modification' or 'Twisting')

One of the classics for more horror-themed entities, this power allows you to take hold of and consume victims (or volunteers) you are in direct contact with, absorbing their bodies and, where appropriate, their spiritual energies to bolster your own. This doesn't otherwise grant you any unique improvements other than some extra spiritual energy or biomass (or similar, robots would result in additional metal for example), but it's applicable to just about anything living or capable of moving. Do note that intelligent beings might struggle against the process, and although they're unlikely to resist your power effectively the process *does* take some time. You might want to keep it subtle and only take isolated targets, so their friends don't mount any inconvenient rescue attempts.

- Incorporation (100CP, requires 'Feasting')

This more sophisticated means of absorbing other creatures allows you to take more than merely raw materials from your victims, offerings or supplicants. At no additional cost in terms of time or effort, you can now absorb a target's mind as well, potentially granting you access to their memories, skills, and other such talents. You'll also be able to maintain their identities as a separate mind within your being, potentially allowing you to, for example, serve as a means for a community to preserve their elders and still contact them for advice. Or you could give your most recent victim a voice so their wailing terrifies those you haven't caught yet.



- Doppelgangers (50CP, requires 'Incorporation')

The inverse of the talent above and potentially one of the most feared - or appreciated - abilities Genii Loci can have, this upgrade allows you to create a new copy of anyone you've previously absorbed... or even several. These copies can range from little more than a fake under your direct control with little, if anything, remaining of the original personality (perhaps a cybernetically enslaved clone) to creating a full 'reincarnation' of the original. You could blur the line between life and death in your domain... or leave your entire population as little more than hollowed-out husks bound to your will.

- Vocal (50CP)

Genii Loci are alien to smaller, more limited people, capable of things those beings could only dream of... but that goes the other way, too. What mortals take for granted could be incredibly difficult for a sapient place; the simple ability to communicate with language being perhaps one of the most important. A house, after all, does not have vocal cords, or hands to write with, nor are forests or graveyards commonly very talkative. Although your avatar can speak with visitors already, the remainder of your domain might lack such easy methods... but with this perk, you can make stand-ins appropriate to your nature. Be it by infusing a tree with your power until anyone who meditates beneath it can commune with you, the creation of TV-screens or phones to make your thoughts known to those watching or listening, or even by writing messages in the blood of those who've fallen victim to your more hostile attentions, you can make yourself *heard* - both metaphorically and literally. As a side effect, this can also make it much easier for people to contact you if you wish - that phone that speaks with your voice can also hear their replies, after all. Generally speaking, you should assume that the more effort you put into establishing communications, the clearer and easier to use it will be, both for yourself and your captive - literal or otherwise - audience.

- Voice Of The World (50CP, requires 'Vocal')

Rudimentary communication just doesn't cut it, especially when you've got a lot of people to talk to. With this upgrade, you will find it much easier to contact those within your domain, be it through telepathy, all-encompassing Wi-Fi, or just a big, booming voice from the sky. You're likewise far better at talking to multiple people at the same time, maintaining several conversations at once or even acting as an impromptu cell phone service if you wished. Of course, you could also use this talent to mess with your 'guests'... after all, nothing says you have to speak with an ordinary voice, or that you need to make it clear where it's coming from.

- Aware (50CP)

Many Genii Loci are more spiritual than physical beings, and this often results in a certain degree of sensitivity to the minds of those within their domain. This purchase grants you a (vague) sense for your inhabitants' emotional state, letting you get a feel for what troubles your people, their hopes and dreams, and otherwise their main feelings from day to day. This sense works over larger areas by default (so you might feel a town's collective excitement over an upcoming festival), but can be made more precise by focusing on specific areas or individuals.

- Omens (50CP)

It's a simple fact of life that the more senses you have to draw on and the farther they reach, the more knowledge you can distill from such resources. As a Genius Loci, you will likely be no different, making you a potentially invaluable source of insights for those living more limited lives. With this purchase, you can easily share (part of) your awareness and understanding of your domain - or what lies beyond - with those you find worthy. As such, any such shared experiences will feature your domain in some manner, such as a recipient dreaming of a full moon over one of the major landmarks within your territory, or prospective victims having nightmares of being trapped in your basement as it floods with blood.

These visions generally rely on whatever extra senses and talents you might possess - a Genius Loci with great control over weather patterns might enable easy prediction of droughts or severe rainfall, for example, while a dilapidated haunted house could easily terrify with premonitions of a victim eaten alive by worms and other vermin. Likewise, the exact manner in which you share such experiences (voluntarily or forcefully) might depend on your particular situation: a magical spirit of the land might demand a meditative ritual, while a futuristic city-computer could share information from its many cameras through cybernetic mind-machine interfaces instead.

- Whispers (100CP, requires 'Aware' or 'Omens')

Psychic pressure at the edge of a visitor's thoughts. Subliminal messaging hidden in your facility's PA system. A feeling of wellbeing that flows over everyone who stays in your domain. Interacting with - or manipulating - those within your power doesn't need to be overt, and you're well versed in making more subtle changes. Though generally taking some time to really have more profound effects, you can use such methods with barely any attention, slowly altering the hearts and minds of your residents as easily as you shape the ground they walk on. Your domain could become a place of healing and contemplation, but the vast majority of Genii Loci use these kinds of talents to drive (unwanted) visitors to the edge of madness... and beyond.

- Lord Of The Land (100CP)

Ultimately, your domain is *yours* in a way that surpasses ordinary societal considerations - but with this purchase, that can be made official as well. Your Genius Loci form can be made into an integrated part of society, history and traditions over your domain. As a consequence, you have a good amount of leeway in legal matters (such as 'your' house not being sold without consulting you) and are treated with a greater amount of respect. Depending on your size and the level of influence you exert over your domain, this could potentially lead up to even kings only being granted the crown with your approval... though you'd best have an iron grip when attempting such authoritarian measures.

If you happen to be a Drop In, this might manifest as a resurgence of long-lost traditions rather than a direct 'history' or even a newly established system entirely - though the end result is similar in either case.

# NATIVE LIFE

A place can be defined by many things - the terrain, its location relative to the rest of the world, how it's used... but who and what lives there can be just as or even more important. From bustling cities to haunted graveyards and sprawling forests echoing with animal calls to gigantic organisms teeming with eerie parasites, this section allows you to customize and control the various forms of life that can be found in your domain.

Due to your ties to the local area, you always have a certain measure of control over the various creatures inhabiting your domain, though this applies mainly to permanent residents rather than temporary guests. However, unless cultivated this control will be exceedingly faint or concentrated in only a very small number of creatures. By default, you will have a degree of influence on the behavior and physical properties of local life only sufficient to directly control an amount of vegetation, animals and individuals (or your local equivalent) equal to 0.01%, or one ten-thousandth, of what one might find in a Genius Loci of your kind completely covered in such beings (such as a dense woodland for vegetation, a crowded city for humans, and so on). This basic level of influence is free and requires no purchases. However, you may increase your control over particular types of life within your domain by purchasing the options below. Each purchase will increase your influence by a full order of magnitude, be it with a more widespread but weaker effect, granting you direct control over additional individual entities, or some combination thereof. You need not pick one option over the other and can adjust as needed.

The exact result will vary from one Genius Loci to the next; not all have equal amounts of plant life in their domains, for example. A vast forest might need to spread its influence around, while a space station with only a handful of small hydroponics facilities would require far fewer purchases to maintain an iron grip over all its vegetation. Likewise, a Genius Loci that is part of a swamp might find a talent for using various insects instead of larger animals, for example, *vastly* increasing the number of creatures it can work with at the cost of each such insect having very little individual use.

With five purchases of any particular option below, this would represent effectively total control over a particular type of denizen within your realm, though additional purchases *are* permitted. That said, they might only be useful or relevant with particularly bizarre domains like extremely densely packed cryo-sleep systems where the number of sapient residents surpasses even that of a major metropolitan area.

The exact details are, of course, highly dependent on your chosen domain and the various beings living within it, so feel free to tweak details as appropriate.

- Static Selves (50CP per purchase)

The most abundant and easily connected native life are plants; barring rare magical exceptions, plants generally have no will of their own, making them easy to use for any Genius Loci that needs a way to interact with the local environment. Though plants are likewise rather limited in their applications, this option grants you a range of plant life you can use in various ways. From tree branches and hanging vines that move to grab objects (or people), root clusters that grow into temporary barriers, or weeds and coral that reshape themselves into temporary structures, you'll be able to manipulate this vegetation with great ease.

Generally speaking, these assets are the easiest to stock 'in bulk' thanks to their lack of an identity. Not all creatures in your domain need to be included here; any you don't purchase will merely lack the innate ties to your Genius Loci, and will simply behave like ordinary variants of their kind. Of course, different types of domain might have different 'flora' - a forest obviously has plants, a vast alien organism might have mindless parasites or enormous fungi, and a self-aware factory complex has countless waldos and other machines that all serve a similar role from a Genius Loci's point of view - you are not restricted to mere vegetation, merely aspects of your territory that have no identity of their own.

- Eyes And Ears (50CP per purchase)

Typically making up the majority of native life in most environments, non-sentient lifeforms and entities can be important aspects of a Genius Loci's physical manifestation. This option grants you a range of such creatures, which could present themselves as animals such as deer and wolves in wilderness areas, city-dwelling creatures like pigeons and rats, or simple robotic machines like roombas and maintenance droids. These beings are all tied to your Genius Loci in some form or another, likely by considering it their home and being naturally in tune with your domain and your (sub)conscious desires. As an example, a Genius Loci that seeks to remain a kind of 'utopian' wilderness where all live in harmony might see herbivores like wild deer only propagate to the level the local ecosystem can sustain, even without predation for carnivores. Generally speaking, these assets are simple to acquire in large numbers and much more easily influenced or outright controlled than more intelligent inhabitants - though they may also lack the sheer flexibility of human servants. Still, even a mere handful of animals could become useful messengers, spies, and a surprisingly effective means to influence your domain more directly. Not all creatures in your domain need to be included here; any you don't purchase will merely lack the innate ties to your Genius Loci, and will simply behave like ordinary variants of their kind.

- A People's Place (50CP per purchase)

These are the most versatile, productive, interactive and altogether *interesting* natives you can purchase: a community (or several) of intelligent beings that call your domain home. Though many Genii Loci have people living their lives within the terrain that forms their physical shell, these communities are something more closely tied to you than mere 'residents'. Just to provide a semi-common example, these individuals might all be members of a secret cult or other kind of religious order with you as the centerpiece of their devotion. Regardless of the exact details, all these individuals are vastly easier to communicate with or otherwise interact with as a Genius

Loci, making them exceptionally useful as semi-independent servants or thralls... or perhaps you simply enjoy the company?

- Keeping Up Appearances (variable cost)

You could keep just ordinary plants, animals or people in your domain... but sometimes you just need something a bit more *you*. Trees and other vegetation that are merely concealed extensions of your underground bulk, a local population that aren't individuals so much as empty shells puppeted by your will, birds that watch over your terrain but never really *act* as birds unless you make them...

This effect replicates the benefits of 'Static Selves', 'Eyes And Ears' or 'A People's Place' above, except creating these semi-real puppets instead of the standard variants reduces the cost of these option(s) by half its normal value. You may buy this option alongside the previous choices instead of as a replacement (creating, for example, a mix of both 'real' and 'puppet' human populations). You may likewise combine this purchase with (or exclude it from) 'Extraordinary' below at no additional cost if you have purchased said option for any of the lifeforms you wish to create puppet variants of. Of course, while there is something to be said for these puppets being mere extensions of your will, there are some downsides as well. Unless you pay attention to them to 'sell the act', these fakes will generally revert to simply living on instinct, following your subconscious expectations without any real personality or independent drive. That's obviously not much of an issue if you *want* to creep out anyone encountering your 'real' selves, but you'll otherwise have to employ a certain degree of subtlety.

- Extraordinary (variable cost)

Though things may at first glance seem quite ordinary in your domain, your presence has resulted in a number of changes to the native life; some overt, some less so. Unusual traits and behaviors might manifest among the denizens of your realm at rates far greater than outside your borders, and some beings here might not be seen anywhere else at all. Though typically rather minor, these changes can manifest in countless different ways, from colorful birds that leave trails of starlight when they fly off to a pure white stag that can't ever be caught except by the worthy, and automata that slowly grow into full sentience to stonework and moss-covered boulders that take the shape of magical beasts... and move as such as well, if the need arises. This upgrade acts as a modifier to any of the Native Life purchases above, and costs 100CP per purchase you want to modify. You may choose to alter some or all of the beings covered by these purchases, and you are not limited to any specific number of changes within these populations: a collection of robots could see part of its number become seemingly prescient when tending to the needs of their masters, while another part quietly develops artistic talents without the need to buy this upgrade twice, for example.

# A HIERARCHY OF PLACES

You might operate on scales a bit - or likely a lot - larger than ordinary people, but that doesn't mean you can't have friends... or make them, in either sense of the word. This section covers Companions, as well as various ways you can turn them into independent Genii Loci (or create new ones entirely).

## - One Place, Many Minds (Free)

Though most Genii Loci are a singular entity in the form of a location, that doesn't mean more complex beings aren't known to exist. Whether it's manifested as a kind of split personality, a hive mind, or simply a multitude of lesser spirits working together as a single whole, this purchase allows you to split your domain into two or more distinct pieces, retaining control over only a single one. All other parts of your domain become Companions, either new ones created as per your specifications or by importing existing Companions you brought into this jump to become Genii Loci of their own. Companions receive no purchases by default, but you may freely transfer any of your CP to your Companions if you wish. Depending on how you manifest your and your Companions' domains, you may be able to share or transfer control over certain areas and other aspects of your being, allowing you to freely move purchased options from this jump between different Genii Loci. That said, doing so does not *duplicate* such purchases - though you might share a large mountain with multiple other spirits, doing so does not suddenly split it heightwise or grow a second such mountain next to it.

You may also recruit individuals you meet in this setting (Genii Loci or otherwise) as new Companions, though they likewise receive no purchases.

## - Budding (50CP)

Arguably the simplest and most straightforward method for creating new Genii Loci, you have mastered the process of creating new such entities from your own being. This process typically creates a new spirit, A.I., or other such entity at your borders, though other locations are also possible if you prefer. Formed from a tiny part of your own mass, newly formed Genii Loci tend to be very minor, requiring extensive time and energy to grow into a full domain. However, you can easily support them thanks to your direct contact, and can (temporarily or permanently) donate features along your shared border to accelerate their development. You'll likewise have a great deal of influence over what kind of 'person' they become, as they will (initially) be defined wholly by what you provide them.

Alternatively, you may instead opt to keep your newly formed spirits within your own domain, creating something more akin to a stratified organization within your own territory than spreading Genii Loci elsewhere. For example, you might create minor spirits to serve as caretakers of particular landmarks in your domain (such as a particularly majestic waterfall), or create a nested hierarchy within your city where each neighborhood, street, house and so on is governed by increasingly minor entities rather than your own personal will. You can likewise incorporate already existing Genii Loci more easily into your territory, though whether this is an act of joyful cooperation and symbiosis or something more akin to enslavement will depend on your approach to these matters.

- Gardener Of Nations (100CP)

A more involved but also less restricted option for Genii Loci who want to create new peers, offspring or simply another spirit to talk to, this option allows you to create 'seeds' that can form new Genii Loci when planted or otherwise activated or awakened. Much like the option above, the seed will start with little more than a blank personality and negligible power initially. Any support you want to give it will need to be prepared ahead of time and added to the seed, acting somewhat similar to how 'Budding' can give the newly created spirit starting advantages. Although this means the creating Genius Loci will need to make all sacrifices 'up front', it allows them to create new Genii Loci in places they otherwise would never be able to reach (provided someone takes the seed there). Likewise, the newly forming entity is far more independent, and can be fully expected to develop or even thrive without the need for any further aid from its parent.

- Infectious Domain (100CP)

Someone might leave your domain, but with this upgrade your domain would not necessarily leave *them*. Rather than expanding your domain or creating new Genii Loci in a self-contained form, this instead grants you exceptional talent for doing so in the form of symbiotic or outright parasitic forms. Those you select as your emissaries - be they aware or otherwise - will carry a tiny fragment of your own being within them, nurturing and strengthening it until it is ready to put down roots in a more permanent fashion. More than one horror story exists of visitors to certain locales coming down with illnesses until they go mad, disappearing into the wilds until their bodies shed what's left of them to reveal a monstrous new growth.

That said, while this kind of process is generally done in a malicious manner by most Genii Loci, these methods can just as easily be consensual on the receiving party's side. A Genius Loci with a dedicated cult worshiping it could grant its most devout followers a seed that lets them ascend to newly formed Genii Loci, for example.



# SUPPLEMENT MODE

As a 'Generic' jump, this document gives you a fairly broad ability to decide what the setting you're visiting looks like, but perhaps you'd like to visit (or *become*) somewhere specific instead? By using the Supplement Mode, you may combine this document with another jump, allowing you to become a Genius Loci in whatever setting the other jump document describes. All CP values are kept separate; you cannot spend CP from this document on the supplemented jump, nor the other way around.

Whatever identity (if any) you create for the supplemented jump follows the same rules described in 'A Willful Place', so you should probably consider how this impacts your time in the supplemented jump - no guarantees or promises are made as to how well or how poorly these two forms of existence will merge together. Use your best judgment to figure out how to combine these jumps, create your identity and Genius Loci form/location and how to solve any conflicting details or purchases. You may choose to import a location or structure bought in the supplemented jump, but generally speaking, if the supplemented jump already has Genii Loci in some form, you'll likely want to become a similar kind of entity - if only for the sake of convenience when using the two documents.

You may supplement this jump to settings that don't have jumps made for them, including fanfics and similar 'non canon' settings. Treat this as though you supplemented this document to a jump that has no purchases and only a basic identity as appropriate for the setting in question.

You may use the Supplement Mode multiple times, though you will only receive your base allotment of CP the first time you use this jump (be it as a supplement or 'stand-alone'). For any visits after the first, you'll have to acquire CP for purchases by taking Drawbacks.

Using this document multiple times may grant you either a second Genius Loci form or import your former self into your new domain as described in 'A Portrait On A Map'. If importing a Genius Loci form, you do not need to purchase prerequisite Perks for other purchases, and if you buy a higher-priced tier for multi-tiered upgrades than you had before (such as the size options from 'A Portrait On A Map' or the various population options in the 'Native Life' section) you may refund the CP you originally spent on the lower tier.

# DRAWBACKS

Life is full of opportunities... but it can also be challenging, and quite often the two are closely related. You may take Drawbacks to make your time here more difficult, earning you additional points in return.

- Geological Time Scales (+0)

For beings operating on the scale you very well might, ten years can be an awfully short time to achieve their goals. With this toggle, you may extend your time in this jump if you wish. You do not need to set a specific 'end point' ahead of time, and may simply continue indefinitely until you are ready to leave.

- Twitchy (+100CP)

Reflexes are a strange thing for beings whose bodies might cover multiple square miles, so the occasional mishap isn't really unexpected. Such is certainly the case for you, as it seems you frequently find yourself doing minor unexpected changes or movements. It's almost always in response to some stimulus though, so perhaps you've simply proven that a landscape can get... well, *ticklish*.

- Fixer Upper (+100CP)

Well, you've really let yourself go, Jumper. No, not with excessive food or the like, but treating your body poorly is just as bad an idea when you're a house or a forest as it is white flesh and blood. Or perhaps you've just hit a bit of a rough patch? Whatever the case may be, your domain is generally rather damaged, worn down, or otherwise in poor shape. You'll have to put a good bit of time and effort into fixing yourself up, be it repairing and repainting your walls, draining and undoing flood damage in your region, or just hiring a lot of folks for some badly-needed maintenance work.

- Genre Awareness (+100CP)

Whether you're the only Genius Loci in this world or not, people are far more aware of what they are. Maybe there was a popular movie franchise about them some time back? Whatever the case may be, though, this awareness is not a good thing: most will assume Genii Loci are malicious, or at the very least the 'unknowable inhuman intelligence' kind that doesn't particularly care for the lives of smaller creatures. Expect a lot more hostility and awareness, and a substantial decrease in the number of common horror movie cliché mistakes your visitors might make when dealing with you.

- Stained (+100CP)

Sorry to say it, but every day is laundry day for you. You're a magnet for all sorts of dirt and detritus, and though it's easily cleaned off there will always be more before too long. Be it graffiti desecrating your walls, a smoker leaving cigarette butts all over, or even the wind carrying a city's smog your way every other day, you'll rarely stay entirely clean for long.

- Broad Strokes (+200CP)

The size of a mere pebble is utterly insignificant compared to the mountain it sits on... and for you, such a comparison is quite apt, indeed. You have a greatly reduced level of 'fine control' over your domain, making it vastly more difficult to make smaller adjustments or otherwise interact with local concerns. You're not *clumsy* per se, but you simply can't scale down your actions below a certain point. Telepathic speech might be heard by dozens of people around your conversational partner, landscaping always results in great volumes of earth and stone shifting at once, and don't even *think* about subtly moving photographs or dolls around.

- Languid (+200CP)

As entities typically unburdened by the demands of a flesh-and-blood body, Genii Loci are usually more defined by their access to appropriate forms of power. Whether it's fusion reactors, psychic energies, empowerment by the faith of the masses, Genii Loci might sustain themselves on a wide range of power sources... and therein lies the problem. With this Drawback, you will find yourself with far less energy to act than usual. You might have to ration out where you apply your powers, regularly go dormant as a kind of 'nap' to recharge, or otherwise handle metaphorically (or literally) running on fumes. Even acquiring new sources of energy only goes so far to stave off an empty stomach.

- Crowding (+200CP)

It seems Genii Loci are anything but rare in your neck of the woods, and if anything space is at an all-time premium. All territories around you are already claimed as the domains of your peers, and most of these entities aren't particularly happy about another Genius Loci 'planting their flag'. Though you aren't outright hostile to one another, border friction will leave you with very poor relations to your neighbors, and they might not care overly much about your property if they just need a *little bit more*. You'd better make sure you all learn to co-exist, through diplomacy or intimidation... or you could give 'neighborhood disputes' an entirely new - and terrifying - meaning.

- Habitual Landscaping (+200CP)

It's not right. No matter what changes you make, where you put your focus or adjust your domain, it's *never* right. It might feel that way for a little while, but like a scratchy sweater the longer you wait the more it starts to grate. You suffer from a compulsive need to continually alter your territory, be it through obsessive gardening, frequent construction or renovation works, or other such changes. While simply putting your creativity to use will be an excellent way to vent your frustrations, you'll still find yourself with that endless question of whether you'll ever be happy with your new self.

- Exposed (+200CP)

Most of the time, Genii Loci operate in a fairly 'dispersed' manner, with no one part of their domain being especially critical to them compared to any other. With this Drawback, however, your existence is now tied unusually closely to a physical 'anchor' of sorts somewhere in your domain. A powerful server hosting your A.I. systems, a magical wellspring from which your essence flows over the terrain, a cursed coffin carrying the remains of your former self before you claimed the house around you...

Whatever the exact details may be, the heart of your being is now a singular object or location somewhere near the center of your domain, and this core must be publicly accessible to some extent (though not necessarily *known* to be vital to you). Any changes experienced by your core will be magnified greatly, echoing across the rest of your domain in turn. Software changes update automatically across your systems, an exorcism performed at your core is vastly more dangerous, and anyone coming in with graffiti could undo months of cleaning efforts in moments. You might want to make sure it's well-protected, be it by obscurity or more hostile measures.

- Inscrutable (+300CP)

When was the last time you saw a cemetery drink a beer? Or a space station get married? The lives and viewpoints of Genii Loci can be so vastly different that expecting them to be like ordinary people is naive at best... and you show exactly why. You will find it vastly more difficult to connect to residents and guests in your domain, possessing a mindset geared entirely towards larger scales and time periods. This won't remove your capacity for empathy per se, but you simply won't understand what drives those tiny flicker-lives within your bulk and will be unable to 'put yourself in their shoes' to any meaningful degree. Likewise, those within your domain will find it equally hard to grasp your motives, with any communication towards you being shrouded in misunderstandings from a total lack of shared experiences.

- Prime Development Land (+300CP)

Exploitation. Renovations. 'Under New Management'. Few things are as troublesome to Genii Loci as *meddlers*, but it seems you just can't keep them away. People constantly keep trying to change your domain in ways you *really* don't appreciate, from tacky wallpaper clashing with your domestic themes to building industry in your unspoiled nature. It'll be a constant tug of war to undo the changes or deter any particular 'visionary' from enforcing their plans on you, and nothing you do will keep them away for long.

- The Promised Land (+300CP)

As it turns out, you're the guiding spirit - or equivalent - of somewhere very, *very* special. At least, that's what people are saying, and nothing you say or do will convince them otherwise. There will be no end of cultists, pilgrims, and other religious nutters infesting your land, all of whom are there to ensure you and/or your territory are worshiped as it should be... whether you want it or not. Because yes, all these weirdos will be the absolute *worst*, and the constant barrage of undesired prayers and ceremonies will be like the unholy offspring of a church choir and a pop-up ad.

And no, answering their prayers won't help. They'll just get more fanatical once they've heard the word of whatever nonsensical belief it is they're devoted to.

- Fragmented (+300CP)

An ordinary psyche, elevated to the guiding mind of an entire structure - or even a nation. Something was going to break, and something *did*. The sum of your mental self has split apart, scattered across your domain in an array of fragments with varying sizes and contents. One piece might be far more upbeat, having received a lot of your optimism, curiosity and good memories, while another might possess more martial experiences and a rigid, disciplined mindset that's outright *cold* in comparison. Another fragment over there has many of your social and diplomatic experiences, while you might want to find the area where your Mad Science tendencies became dominant and evacuate any inhabitants from it before things get out of hand.

Essentially, each fragment of your new self is defined by one or more of your experiences, personality traits, or other such facets of your being, except greatly magnified. You are all still 'you', and you won't need to worry about literally being at war with yourself, but the fact that each fragment only carries *some* of your metaphorical mindscape can still lead to major differences in goals, outlooks and general ways of living. It'll likely be tricky keeping 'everyone' on the same page... assuming you don't embrace the new perspective it adds, anyway.

- Just A Patch Of Dirt (+300CP)

Being a sentient house, forest or nation should be enough for anyone, really. This Drawback seals away any Perks, Items or other such advantages you might have brought with you from other jumps, and you will be unable to access your Warehouse. For all intents and purposes you are reduced to nothing but your Body Mod and the purchases you've made for this jump. Your Companions, should you import any, are similarly limited, nor will you be able to make use of any imported location or structure as explained in 'A Portrait On A Map'.

# ENDING

So, you've finished your time in this world. Whether you've created a realm of majesty and beauty or simply managed to avoid or endure the worst construction crews and natural disasters known to man, you now have a choice to make.

First, if your newfound perspective was just a bit too much for you, and you've decided you wish to stop Jumping? Then you may choose to **go home**. You keep whatever you've acquired during your chain, returning to your dimension of origin and ending your chain. And if home isn't what you remember... well, you can always build - or become - something new. This is the only option available to you if you died during your time here.

Second, you may decide to **stay here**. Perhaps you've put down roots in more ways than one, and don't want to leave behind the place you've built here for yourself? Whatever the reason, you end your chain in this setting, keeping everything you've gained during your chain, and will spend the remainder of your existence here. Who knows where you'll find yourself?

And finally, there is obviously the choice to **move on**, and you'll proceed to whatever jump awaits you next. *Being* a place might be just the thing you need to realize you shouldn't stay in one place for too long, and there are countless other worlds out there to explore... or talk to.

Whatever choice you make, Drawbacks cease to affect you as usual.

# NOTES

First, a big thanks to Larslolxz for their suggestions while making this jump.

Purchases work together in whatever way makes sense to you.

Yes, you can turn parts of your own psyche into Companions if you take 'Fragmented'. I make no rulings on how this looks in practice or what happens at the end of your time here.

All else fails, fanwank responsibly and have fun.