



Generic Druid

Traditionally, druids are simply an order of priests and teachers, passing on knowledge through the generations and ensuring the continuation of their traditions, heavily tied into religion and the natural world. However, this is simply where the concept started, it has grown considerably over the years, expanding from a simple religion to a sort of supernatural sage empowered by the natural world and gifted with strength both physical and magical in nature.

Even further are those that embody nature, becoming elemental forces in their own right.

Regardless of what sort of druid you imagine, you now count yourself amongst their ranks and possess that same connection to the natural world that they all share. To help forge this connection, take these;

+1000cp

Good luck and have fun, Jumper.

Setting

Choose any of the following.

1. *A Generic World of Your Choice.*
2. *Isekai World.* You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have druids in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Nature Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Nature Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

Wild Man (Free): With the way druids often live, it makes sense that they know how to live out in the wilderness they call home. You have a lifetime of experience in wilderness survival, from building shelters and starting fires to hunting to what plants and fungi are edible or poisonous, how to process normally poisonous foods into edible ones, and all else that entails.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Oral Traditions (100cp): Many druidic orders don't record their history, instead passing the tales on from master to student over generations, and make sure the lessons of the past are never forgotten so long as the people live on. You have an effectively perfect memory, with infinite storage, instant recall, and proof against tampering. Moreover, you are an exceptional storyteller, able to pass on stories in a way that is engaging and will linger in the mind.

Earned Wisdom (100cp): You are a worldly individual that has learned a great many lessons as a result. You can recognize when a simple solution will solve a problem and know enough to recognize what those simple solutions are, you can also tell when something is beyond your abilities and where you'll need help. You are also able to recognize when you are on a path that will lead you into a dangerous situation, as well as if there is a way around it.

Ranger (100cp): Druids are naturally attuned with the wilds and nature in general, giving them a great sense for it. The longer you live in an area, the more you come to know the area, even should you never leave the bounds of your village. This will stretch farther the longer you live in an area, though it will slow the farther away you get. Moreover, you gain a general sense for the health of the wilderness you've come to know.

Wild Empathy (100cp): You have a special connection with animals. You can make any animal understand your intentions for them and read them in turn, allowing for a form of simplistic communication. Additionally, animals are generally less aggressive and more tolerant of your presence compared to how they interact with other people. Additionally, you find it easier to tame and domesticate animals. This can affect any creature of animal intelligence.

Animal Husbandry (100cp): While taming animals is all well and good, actually caring for them properly is another story entirely. Not only do you have a sense for the needs and wants of animals, how they'll develop as they age, what illnesses they can face and how to treat them, and generally how to train them. Moreover, you know a great deal about animal breeding and how their traits may pass onto their offspring. This will even work for animals with supernatural capabilities or that are more intelligent than normal animals. Of note, humans and other intelligent species do count as animals for this perk.

Green Thumb (100cp): You have an innate connection to and talent for the cultivation of plants of all sorts. This has granted you the ability to understand plants and their needs on a fundamental level, the conditions they need to grow, the ideal conditions for them to thrive, and if they are ill or need something they do not currently possess. This even works for plants you've never encountered before, taking only a bit of time to understand their needs. Moreover, plants with supernatural qualities fall under this category. For the purposes of this perk, fungi count as plants, despite the differences between the two.

Witch Doctor (100cp): Natural medicine is rather limited, often relying on herbs and prayer more than proper care, but those that do know a bit about proper medicine are well respected. You can identify various natural materials with healing properties and process them into simple medicines that are surprisingly effective. You know how to clean wounds, provide proper nutrition, and keep a patient in good spirits while they are sick, all of which seem to enhance the effects of medicine you give them when properly applied.

Youthful Vigor (100cp): Druids are often described as long lived, enduring the years far better than others do. You age incredibly slowly, and what age does accumulate is graceful. Moreover, you maintain the energy of youth and don't become so set in your ways like those that are old do. In fact, you seem to take the best parts of every age you could have and maintain them throughout your life. This renders you effectively ageless. You can choose if you look young or old and can change this each jump.

Natural Soul (100cp): Your connection to the natural world has provided significant protection against any attack made against your soul, attempts to possess you, and abilities to subvert your will, making you effectively immune to such attacks unless you allow them through, even if they are indirect. This also makes you resistant to corruption from outside forces.

Philosopher (100cp): You have an amazing ability with debate, oration, and clearly presenting ideas, making it very difficult for you to be misunderstood unless you are deliberately doing so. You also have a knack for finding and asking questions that can, and will, cut to the heart of an issue, can potentially help someone get through a mental hangup, or give some measure of reassurance in their actions.

Trusted Authority (100cp): You are able to build up good will with others very easily and aren't subject to the internal biases that others may have normally, the sort of thing that would make someone decide they don't like you on first meeting. They may still grow to not like you after getting to know you if you aren't the kind of person they'd like, but it will never be an initial gut reaction based on biases, both hidden and not-so-hidden. You can also put aside your own biases to view situations and individuals objectively.

Building A Community (100cp): Druids may have a focus on the natural world and the spiritual side of their people, but they do not neglect the physical and emotional, especially in terms of comradery. Besides knowing how to cook flavorful foods and brew drinks, you have the ability to build up a fine atmosphere that eases the mental and spiritual burdens on those that experience it. Additionally, groups you are a part of, on the large or small scale, build trust, comradery, and teamwork better than most. Even those that normally clash will find themselves becoming closer to friendly rivals than bitter enemies. These effects will linger even after you leave, if you do so.

Meditation (100cp): Meditation is a staple of druids or spiritual leaders of a similar bent, whether it manifests as quiet contemplation, offering prayers to a deity, or a deep meditative trance that borders on a form of waking sleep. You can use meditation as a form of training for any non-physical aspect. This will not help you learn purely theoretical or physical abilities, but could be used to cultivate your mental and spiritual abilities, as an example.

Superstition (100cp): In many cultures, superstition is prevalent, a means of passing on prudent action even if those following it don't realize why, often having a reason behind them. You quickly learn any local superstition simply by being in a location for a time, and moreover you can tell how seriously those superstitions are taken by the locals. From these superstitions, you can draw why they started and what grains of truth they may have, with some superstitions you encounter having actual merits of their own that you can use your magic to add some measure of metaphysical weight to, allowing them to actually work.

Worldly Knowledge (100cp): The theory behind a skill is often ignored in favor of the practical, slowing the progress of such skills as they lose sight of what is possible for the easier path of what they already possess. You don't have this problem as you come to understand the theory of the things you practice at a slow, but steady, rate as you practice those skills, ensuring you never lose out on the theory behind the skills you practice. Additionally, this passively reinforces your skills so they will never grow dull or rusty.

Symbology (100cp): You have in depth knowledge of the symbols, pictographs, shapes, and patterns that carry some measure of meaning and power as well as how they can be used in the process of various rites and ceremonies. While it is possible to learn them and figure out how to put them together as you go, it is a time consuming process that requires a lot of trial and error, where an error can have severe side effects. You gain an increased skill in drawing and have an eye for measurements in terms of length and angles that would allow you to draw a complex alchemical circle without any tools other than your own hands, eyes, and a drawing implement.

Grounded (100cp): You always seem to remain a very down to earth and well adjusted individual. No matter how much power you obtain, no matter how inhuman you become, you will be able to retain your sense of self and sense. You will never go mad with power or lose sight of your roots.

Observant (100cp): You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the senses on par with the best a human is capable of having. You can also pick out when people are hiding something from you with ease. Finally, you process far more of the information from your senses than normal in a manner that does not distract you, removing the need to focus on something to observe it.

Adaptable (100cp): You are able to rapidly adapt to changes in your own circumstances and roll with the punches, so to speak, reducing the stress of such situations, helping you keep your cool under pressure, and making trauma easier to overcome. This also makes you a bit harder to predict through most mundane means.

Spirits of Nature (100cp): Druids are known to commune with the spirits of the natural world, speaking to them and learning from them, earning respect and friendship from them and offering the same in turn. As such, you have the ability to see ethereal and spiritual entities as if they were physical beings, and can even physically interact with them if you focus on doing so, with training reducing the level of focus necessary.

Nymph's Kiss (100cp): You are a great beauty, both physically and spiritually. Besides giving you a more beautiful appearance, you are coated with a glamour that highlights your best features in the eyes of the beholder. Additionally, even your movements are beautiful, giving you grace, poise, and balance beyond what you originally possess. Finally, you are an amazing artist with a muse that makes everything you make just as beautiful as yourself.

Natural Tools (100cp): Any tool or piece of equipment you use is reinforced with the natural spirits aligned with the tool, causing it to act as if it were of a higher quality than it truly is, acting as if it were made with better materials, better techniques, and simply better craftsmanship, at least to a degree. While this won't change the appearance of the tool, it will affect its functionality. This is better with tools made from natural materials without the aid of advanced machinery or chemical processing.

Nature Walk (100cp): You leave little trace of your movements through the environment, leaves are undisturbed, grass undamaged underfoot, no tracks left in the dirt, and no bits of yourself shed behind as you travel. Even dried leaves will make no sound as you move over them. Moreover, it seems the environment works with you, seeming to keep itself from catching or impeding your movements except in the most extreme of circumstances. You can choose to turn off either of the above effects if you so desire and can turn them back on in an instant.

City Druid (100cp): A rarity, you are a druid that has come to terms with the progress of man and found that even the cities have been folded into the natural world, becoming an ecosystem all their own. You know how to incorporate nature into a cityscape such that they meld harmoniously and promote the health of the city as a natural environment, moreover, you understand city planning and zoning, as well as how to optimize space. You can always count urban environments as natural environments and vice versa.

Simple Living (100cp): You can find enjoyment in the simplest of things, appreciate what you have and not fall into boredom and ennui. You are able to simply savor a moment or experience, even if you've experienced it many times before. Your presence also has the effect of calming those around you and bringing clarity to thoughts, especially when you are actively talking to a person.

Fitness (100cp): Druids may be more spiritual leaders, but they rarely neglect their physical abilities and are often quite healthy individuals as a result of this. You have a healthy and well trained body, giving you ample strength, speed, endurance, agility, and toughness that, while not supernatural, is above the average for the common man, approaching what a trained soldier would possess.

Back to Basics (100cp): Teaching so many people gives an incredibly solid grounding in the basics of any skill, reminding and reinforcing those basics with each repetition. The basics of any skill you possess are nearly automatic for you to apply unless you deliberately forgo them, ensuring you never forget them. Additionally, you often find simpler techniques work better for you than one might expect, boosting the effects of those techniques.

Musical Talents (100cp): While not the most common skill associated with druids, they were known storytellers and song would often set the mood. You are an incredible musician with all manner of simple instruments and learn new instruments at a hundred times faster than normal. This also grants you an exceptional singing voice, with an ear for tones and notes, making you as good a singer as you are a musician.

Preservation (100cp): No matter where you go, people preserve their food for later. You have the knowledge to preserve ingredients and keep them from spoiling through various methods, allowing them to last considerably longer before fouling. This includes drying, salting, pickling, making preserves and jams, and even some measure of natural refrigeration, as well as a few other options. This also comes with cooking skills, using both fresh and preserved ingredients to make exceptionally flavorful dishes.

Intuition (100cp): Given the role of the druids, it only stands to reason that they aid their people with the problems that inevitably arise in any community. You are a natural problem solver, able to look at a problem and spot where the issues actually are and understand them, as well as insights into how they can be solved with your current abilities and skills or if you may need to learn something new to fix the issue.

Animal Bond (200cp): Druids have an innate connection to nature and its denizens, allowing them to come to understand the fauna they commonly encounter throughout the wild places they often travel. You possess the ability to speak with various animals as if they were of human level intelligence, though you may need to learn the individual idiosyncrasies of each species to get a proper feel for how to deal with them. This is especially effective for animals that you hold a close, personal bond with, such as a pet or mount.

Wild Insight (200cp): In the depths of the wilderness, great beasts reside, be they mundane animals that are simply bigger and stronger than one might expect or actually supernatural beasts. You have the ability to, through simple observation, pick up on the behaviors, habits, and patterns any creature follows, picking up on their strengths, weaknesses, environmental niche, and their reactions to various situations. These become internalized and you will recognize similar patterns in other creatures, allowing you to more easily adapt and integrate the more of these creatures you encounter and observe. This is significantly faster if you fight the creature in question, but is less effective against more intelligent creatures as they can adapt to you in turn.

Natural Balance (200cp): Druids are maintainers of the balance of nature, but this also means keeping themselves in a balanced state as well. Your sense of physical, mental, and spiritual balance is greatly improved, and gives you enhanced control and grace in everything you do. You can extend this sense of balance to external sources, sensing when things outside yourself are unbalanced in some manner and roughly how badly they are out of balance.

Harmony (200cp): Your abilities are shockingly easy to mix and combine, even those that should have conflicting natures, allowing you to utilize these abilities or powers in tandem even when they should be mutually exclusive or cause injury when both are used together. You also find that your abilities cannot harm you from their use. This even extends to external sources of power, though to a slightly lesser extent.

Purity (200cp): Your internal energies are exceptionally pure, free of impurity or corruption of any kind, rendering it more effective than it otherwise would be. Your internal energies are twice as potent and you have twice as much of it as another without this advantage. Additionally, nothing will ever be able to seal away, steal, corrupt, or otherwise affect your internal energies unless you allow it to happen in the first place.

A Life Worth Living (200cp): Religion rarely takes up the entirety of someone's life, and those gods that demand it are few and far between, at least most of the time. You can always find some time to do something you enjoy and make your life, and possibly those of others, just a little brighter as a result. This doesn't actually create more time, but it does make such moments stretch just a bit. You can even share this experience to a degree. More importantly, however, you can apply this effect elsewhere. When working against the clock, you and yours always seem to have just a bit more time than you should. And if you need a moment to rest, this will be all the stronger for it.

Vision Quests (200cp): A rite used in many druidic and shamanistic orders, a vision quest is one part hallucination, one part meditation, and one part spiritual sojourn. You know how to initiate a vision quest, whether in yourself or another individual. A vision quest can have many purposes, confronting the darkness in someone's own heart to overcome it, seeing cryptic visions of the future conflicts they may experience, gain insights into their abilities and potential paths, or even simply a form of image training where one can perform several days of training and contemplation in a single night, though with limited physical benefits.

Instinctive (200cp): You have exceptionally strong instincts, a connection to your more animalistic side that people in more civilized lands have lost. You often get 'gut feelings' that prove surprisingly accurate, warning of something being wrong, drawing you to search specific locations, giving you inspiration to try something new that may work better, and many similar situations. This also works on others, giving you a good read on the people you encounter and what they may want with or out of you.

Honor the Spirits (200cp): You are able to make an offering of materials, service, or life in order to contact and earn the favor of spirits and spiritual entities. Any spiritual entity, in fact, assuming you use the right sort of offering to begin with. This may grant you some measure of protection or power, grant a useful bit of lore, send you on a quest that may earn you a greater reward, or even earn a temporary blessing. Just be careful, many such beings are capricious and just as liable to use you for their own ends with no guarantee of your survival, let alone reward.

A Simple Soul (200cp): You have a certain quality to you, a sort of simple, easy way of thinking that makes it easier for you to adapt and understand the world around you for what it really is. This allows you to see and comprehend reality for what it really is, even allowing you to view eldritch entities that would cause madness with the same ease as looking at a simple stone. Moreover, you find that illusions, hallucinations, and other means of altering your perception of reality are easily recognized and pierced, while retaining the ability to view them if you wish to see them for some reason, perhaps entertainment? This does not mean you are unintelligent or can't understand complex concepts, having no impact on your actual thoughts.

Entreat the Spirits (200cp): You have the ability to call up the spirits of the land to aid you in times of need. By binding a spirit to yourself or cultivating a positive relation with the spirit you call upon, you can command or request aid from them, either having them perform a task in some manner, granting them the ability to interact with the physical world to a degree, or channeling them to gain access to some of their knowledge and/or abilities. Channeling multiple spirits at once, especially if they do not like you, can be straining and have a variety of negative consequences, so do be careful with the spirits you channel.

Skin Changer (200cp): You've obtained the ability to craft a totemic fetish from the remains of a beast or natural entity, trapping a bit of its essence within the fetish. By tapping into the essence within the fetish you can transform yourself into the beast the fetish was made from. This form is you as that beast, so if you possess an identifying scar or are missing a limb and have a prosthetic, so will this beast form. With time and training, you may be able to instead enter a hybrid form when you tap into the essence and draw on multiple essences at once, or even reshape yourself within the bounds of the essence you took up. You count as a fetish with the essence of any alternate form you have the ability to take on, allowing you to blend your alternate forms, so long as you learn how to do so.

Natural Magic (200cp): The natural world is full of a magic all its own, energies left behind by spirits and ley lines that flow beneath the surface, which can then be shaped into a variety of effects. You know how to bring out the inherent energies within a material, distill them into a usable form, and shape them to have desired effects, allowing you to create potions and enchantments of all sorts by combining them in the right ways and shaping them into the right forms. You can even incorporate other magics you may know into these creations.

Tapping the Source (200cp): There is magic in a great many things, and many druids learn to tap into these resources in locations of power, artifacts, ley lines, or even sealed creatures. You can form a connection to a source of power and can draw on that source, or tie it into an effect or enchantment to fuel it long term. Living beings are able to resist this connection or sever it at any time unless sealed in a way that prevents such from happening. Do try to be moderate in your use of this technique, as drawing on too much power may damage what you are drawing on.

Web of Life (200cp): You gain a reserve of power within yourself that is separate from the normal magic you may possess. This reserve is near infinitely deep but does not regenerate on its own and you must collect power from places of life, natural growth, harmony, untainted nature, or some other naturally charged areas. Most uncultivated, outdoor environments would qualify, though even parks and gardens would have some measure of this quality. This power can be used to heal or influence animals and plants, fuel or enhance druidic spells, or to infuse into the land to tune it towards your supernatural abilities, allowing you to use any of them from anywhere within the infused land as if you were present directly.

Self-Determination (200cp): Attempts to predict or plan around anything you are involved in just don't seem to work right, with even magical means of prediction coming up short and throwing up false readings that let you weasel your way into or out of their plans, if you can find a way to capitalize on them. This will extend loosely to your allies so long as they are working with you. Your own predictions and plans are not affected by this and you can choose to negate the effects of this selectively if you wish. With effort, you may begin to sense when someone is attempting to predict you and can influence the results of these predictions with information you desire, giving them false or misleading information rather than merely clouding or obscuring the results entirely. Additionally, you are immune to fate and luck manipulation.

Geomancy (200cp): Druids have the ability to shape the flows of natural energies within an area through a variety of techniques that take into account aspects of the natural world, creating an area where the energy naturally works towards a specific end. Work towards that end within the bounds of this area are enhanced as a result, such as a workshop designed to optimize workflow would allow for faster crafting speeds while a sparring arena would enhance learning and reduce injury chances for those actually sparring, but have no effect on an actual battle. As an added benefit, a druid can create anchor totems for such effects that they can carry with them and deploy by simply planting it into the ground, temporarily projecting a geomantic effect.

Old, Patient Magic (200cp): Nature is often slow to grow and change, but with a bit of patience, it can be coaxed into growing into specific patterns and making those patterns stronger. When you imbue a power or magic into something, regardless of what it may be, it will leave behind traces even after the spell has ended, at least for a time. The next time you imbue that same magic into it, those traces will bind to the magic you've imbued and reinforce the effects, allowing it to last longer and deepen the effects. With enough repetition, the effects may grow incredibly potent over the course of years.

True enchantments, on the other hand, have an additional benefit, as they deepen over time and, if laid into a living thing, will grow with it. Enchanting a seed with a minor ward and planting it will find the enchantment growing with the plant the seed grows into, potentially creating a powerful ward that could last for decades or centuries.

Spirit of the Land (200cp): You are able to contact and speak to spiritual entities of all sorts, but especially the spirits of the land, spirits that govern a region, such as a forest, akin to a dormant genius loci. This allows you to get a read on the state of a place, learn a bit about it from the very spirit of the location itself, and potentially influence its growth and development over time, should you speak to it regularly. Moreover, you may even be able to, in time, 'awaken' this spirit of the land to become a fully fledged genius loci, allowing it to act in its own right. This may be temporary or permanent, depending on your skill and needs.

Do keep in mind that attempting to break down a location or go against its core principles may lead it to growing to dislike you and attempt to work against you, though if you can convince it, that may change.

While a spirit of the land will have an initially positive view of you, even if they don't show it, other spirits will be more neutral in their views, and some may even be hostile from the start.

Primal Magic (200cp): There are many old traditions of magic that have been embraced by druidic orders but gone largely forsaken by the more civilized lands where magic has been more well studied and codified. This perk grants you the basics on how to use a particular school of magic, with the potential for the magic to grow in strength and scope with enough training, though still restricted to its themes.

Some schools of magic are stronger than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

You can purchase this perk multiple times, gaining additional training in other schools or types of magic.

- *Custom (0cp/100cp/200cp)*: If you have an idea for your own school of magic, you can make your own that is of a similar level to the options presented below. If your custom magic is strong or complex enough, you may need to pay an additional 100cp or 200cp.
- *Breath Casting*: An odd form of magic, this magic allows you to breathe in the natural energies of the world around you, injecting your own energies, shaping them within your lungs, and breathing out a completed spell. This is a magic limited by what ambient energies are available to yourself, however, over time, you can use this to create small wells of energies you've been exposed to repeatedly to fuel effects more commonly. This does have a downside, you are exposed directly to the energies you take in, which can be harmful to you if you can't filter them properly. It is possible to use things such as incense, candles, perfumes, song, woodwind instruments, or other means to produce specific energies, refine and further shape these spells, or ward off harmful elements.
- *Totemancy*: A simple form of nature magic, this magic allows you to tap into animal totems to take on some minor traits of the associated animal, growing in power as your skill in this magic grows. Using the spider totem may allow you to climb walls a bit better and give you an easier time in tying ropes while a cat will give you night vision and the ability to land safely when falling, as simple examples. While you start with only common, mundane animals, over time you may unlock more potent totems you can access.
- *Sympathetic*: An odd sort of magic, sympathetic magic is all about connections and how they are formed and can be manipulated. With this magic, an individual can form a sympathetic connection to other objects, places, or people to allow them to affect them or draw on them for their own purposes. At an early level, this only allows for other magics to be used or drawn out, little else. However, as you grow in skill, you will find that you can pull on aspects and concepts within those things you've formed a connection to and combine them to create unique, spell-like effects. This is most prominent with locations, but items and even creatures or people can offer up some measure of power if connected through this magic, though creatures naturally resist such pulls. These connections go both ways, however, so be careful as other mages can use this against you just as readily as you can use it against others.
- *Auramancy*: A form of divination that allows one to view the 'aura' of a person, place, or thing and interpret what they are seeing in a variety of ways. This can manifest as psychometry, emotion reading, intent detection, reading the level of magic and of what type is within something, or any number of other effects related to determining the aura. This also allows you to interact with that aura, imbuing emotions for manipulation, but also magical energies to bolster those affected or giving meaning to something, allowing for a form of telepathic and empathic communication. This magic is far more mentally draining than it is physically draining.
- *Blue Magic (100cp)*: Also called mimicry or, derogatively, ape magic, blue magic is a distinctly combat oriented magic, taking in the innate magic of a beast or creature that strikes the user to mimic some of their innate magical abilities. These individuals require a high vitality and resistance to magic in order to survive, but if they do, they can pick up a wide array of skills from both their enemies and their own summons, learning to manifest the abilities of creatures they combat and encounter. There is also a simple work around that has earned the blue mages the alternative name of gourmand, where they cook and consume monster parts to learn the magics of those creatures, but this requires additional training as the cooking techniques are just as integral as the monster the parts came from.
- *Fey Trickster (100cp)*: Fey magic, usually obtained via encountering a young fey and either bartering for or tricking them out of a bit of their magic, giving yourself some of their abilities. This magic revolves largely around the usage of fey logic to connect things that are normally unconnected in a form of sympathetic magic, such as tying a door to a key in such a way that that key can be used to open any doorway to the destination beyond the connected door, or for a bag to connect to a storage room to make the bag act like it were larger on the inside. The better you can understand fey logic, the better this magic works. This can also allow you to, over time, learn to both think like a fey and mimic their abilities.

A Familiar Friend (200cp/300cp): A staple of magic users of all walks, not just druids, this is a far more important ability for any druid that learns to bind them.

For 200cp, you can bind creatures such as wolves, varieties of fey, lesser celestials, and similar creatures. You can share the senses of these familiars, speak to them telepathically, speak through them, and can channel your powers through them to have them originate from them instead of yourself. Additionally, your familiars gain a boost to their durability and, for those that are of animal intelligence, their ability to reason and comprehend information to be closer to that of a human.

For 300cp, so long as you have the power and will, you can bind nearly any creature as a familiar, though more powerful creatures will fight you if they do not approve of such a bond being formed. These familiars will have the benefits of the previous tier as well as providing you with a number of supernatural abilities or affinities related to the familiar in question. Additionally, you can use your own power and will to empower your familiars in a variety of ways, temporarily or permanently.

Regardless of what tier you purchase, you start able to bind a half dozen familiars, but can grow this number over time as you acclimate to having more familiars.

The abilities granted by your familiars do not stack, they overlap.

Wise Man (300cp): Druids are inherently wise individuals, but you've taken it to an entirely new level compared to your brethren. Your awareness and perception of the world is unclouded by bias or preconceived notions, able to pick up on patterns both large and small to glean truths and understandings that would mystify others in even the most academic of circles in civilized lands. Your wisdom is an insight that makes you the match for any genius using far simpler tools and ideas to accomplish equally impressive feats. You can even make leaps in understanding by connecting seemingly inconsequential or disconnected things together that open up entirely new possibilities. Wisdom also earns respect, when you offer advice or guidance, it is regarded with that same respect. Additionally, this makes you supremely aware of your own mental state, helping you to recognize influences and possibly trace them to their origins.

All Things Great & Small (300cp): The natural state of life is to die, every living thing will eventually fall, no matter how much they attempt to avoid it, it only delays the inevitable. When you manage to kill something, you can ensure it will stay dead, regardless of what sort of magic or contingency it may have to revive itself. You can also bypass many of the common means to avoid death altogether. Someone showing up as an illusion will be injured if you strike the illusion, a lich will find their phylactery crumbling as their physical body is slain, and clones will not awaken with the memories of the original even if those memories were already implanted, while already awakened clones will keel over alongside the original, even if you killed a clone. You can be selective with this, allowing instances where many would die to only allow specific individuals to die. Finally, beings that can only be injured or slain under certain conditions are able to be harmed and slain by you, regardless of the conditions, you are their ultimate weakness.

Strive to Survive (300cp): Despite life's inevitable end, everything that lives inevitably strives to survive and live on, to persist as long as they can before they pass on, or at least leave a legacy to carry on in their stead. You are ageless, highly resistant to diseases and poisons, and are immune to any effect that would simply snuff out your life. Damage causing death is not resisted through this effect, but a spell that simply ends your life or cuts the tether between body and soul to end you would have no effect. Even conceptual effects to erase your very existence don't work on you. Finally, you possess a potent, but slow, healing factor that allows you to heal from nearly anything, so long as you live, even regenerating limbs or organs in time.

Sow the Seeds (300cp): Well, this is certainly a strange ability you've picked up. Through methods unknown even to yourself, you have somehow gained the ability to treat nearly anything as a seed that will grow into a plant. Shove a sword into the ground and it will eventually grow into a tree with unique properties from the blade itself, such as leaves that are as sharp as razors or fruit with pits of steel. You can even plant intangible things, such as spells, into the soil and watch them grow into arcane plants with properties related to the spell used. What traits carry to what parts of the plant are not easily directed and will require experimentation, however, given time and practice, you may be able to cultivate specific qualities in specific ways to produce the properties you desire in the resulting plants grown through the use of this perk.

Essential Conception (300cp): Another unusual ability you have here. This perk has allowed you to extract the essence of a living being, an object, or even a location and either store it for later use, or infuse it into something during its development or creation to imbue it with the properties of the essence. These can manifest in a variety of ways, and with practice you may even be able to direct them or imbue multiple essences at once, however, you will start only able to imbue a single essence and leave it largely undirected.

As an example of what to expect, you could take the essence of a river and imbue it into an expecting mother's unborn child, allowing them to develop water magic, enhanced flexibility, the ability to swim as fast as the river moved, and/or a natural ability to mimic the river's properties in their movements that could develop into a full on fighting style, if guided properly. Alternatively, taking the essence of a forge and imbuing it into a blacksmith's hammer could allow it to become engulfed in flames, fan flames to be hotter, soften struck metals, carry the skill of a blacksmith for those using the hammer, or similar abilities.

Given enough time and experimentation, you may find other methods of using the essence you can extract and store with this perk. There is a great deal of potential to be had with this ability as a result.

My Domain (300cp): Most druids deal with a specific stretch of land, learning its rhythms and patterns, developing an understanding of the lands they call home, and integrating themselves into its pattern. A talent you now possess as well. Over time, you can develop a bond with a stretch of land you live in for an extended period of time, getting a greater sense for the lands themselves, turning it into your Domain. As this bond deepens, you will find you can perceive and sense things within your Domain, so long as you maintain the connection, and can even exert a level of influence over the happenings within, with the level of influence increasing as the bond deepens.

Additionally, you can draw on the strength and power of your Domain and all that lies within its natural patterns, the animals, plants, fungi, ley lines, and anything else that has become a part of it or that you have built are accessible to you so long as you maintain the bond. You could, for example, pick up the instincts of a panther in a jungle Domain to enhance your skills in stealth or draw on the power of a poisonous plant to coat your weapons in its poison. At first, these effects will be minor, simple, and hard to bring about, but as the bond deepens, it will become more potent, easier to accomplish, and can become more complex patterns.

While it is possible to have multiple Domains, this will naturally slow your ability to connect to them as you must split your time between each domain, and letting one languish for too long will see the connection begin to fray and, eventually, fail altogether. Domains that are adjacent to each other, however, can become fortified and eventually merge into a single, larger domain.

As a special consideration with this perk, any Domains you build up will be copied and added to your Cosmic Warehouse as an extension or, if you lack a Cosmic Warehouse or equivalent, can be formed into a small pocket reality of their own, allowing you to take your domain with you. These domains can then be expressed onto reality or entered through specialized Dolmen you gain the knowledge to craft.

Nature's Wrath (300cp): Druids are aligned with the natural world, all aspects of it, not simply the good and wholesome, but also the forces of primal destruction; the eruption of a volcano, the relentless crash of a tsunami, the insidious death wrought by a plague, and even the raw power of a storm. Forces of nature and natural disasters of every element and angle, just as natural as the plants and animals that call the world home.

You can access the power of these naturally destructive forces and embody their nature. Granting your abilities, techniques, and powers just a bit more metaphysical weight to them, some indescribable property that makes them... somehow more. Normally, this simply makes them a bit better than they previously were, however, when clashing against another force, this quality comes to the fore.

Your abilities become much better when going against an opposing force, seeming to simply become greater against a force that would counter it, resisting the effect or power attempting to counter it. No ability is absolute where you are concerned, no defense is guaranteed to counter you, no attack is guaranteed to hit you, and no spell is guaranteed to affect you if you don't want it to. This only gives you a chance, but that's a chance even against gods and beings on their level, despite the powers they may possess.

Homesick (300cp): It is such a simple thing, to experience the world as it is, but it is another entirely to leave it behind with no guarantee you will be able to return. You have the ability to indefinitely extend the duration of any jump beyond the normal ten years without being forced to stay. After the normal duration of your jump, including any extensions from drawbacks, you can choose to stay for longer while leaving it open for you to continue your chain. Additionally, once the normal duration of the jump is over, all drawbacks from that jump are negated and death no longer ends your chain while you continue in that jump.

You also gain the option to, after a jump has come to an end and you are given the option to stay, return home, move on, or any other options you may be given, return to a jump you have been to before. By default this lasts for one year, but you can use the above option to extend it further. You can even return to your base reality, if you wish, though until you spark or your chain ends you will only retain your body mod in your base reality.

Nature of the Soul (300cp): You have an innate understanding of the soul and how it operates. With just this understanding, you can astral project, see and interact with the souls of yourself and others, and extend your soul into another to directly combat possession or forms of control.

Further study may allow you to do more with souls than the basic understanding offers, including potentially using them as a power source, extracting them from a person, implanting them into a new body, modifying them, or even using them as a material. It is even possible to house a soul within a phylactery, allowing the person whose soul is housed within to survive past death, though in a diminished state.

Additionally, you know how to kickstart the development of souls in other beings that would normally be soulless.

You cannot use a Nature Token to gain this perk.

Call of the Wild (300cp): Nature is in a constant arms race known as evolution, minor tweaks and mutations leading to advantages that carry onto future generations, over and over again until they become something entirely new. Druids are able to experience this for themselves, your body, mind, and soul evolving at a rapid pace to adapt to how it is used and the stressors placed upon them. Over time, you will find yourself developing subtle, helpful mutations that lend themselves towards specific tasks you perform or stressors you encounter, allowing you to use them better and with greater efficiency. While these mutations may not always be beneficial in all situations, you also have the ability to suppress the mutations when they would be a hindrance and can express suppressed ones at a moment's notice, even if you are not in your normal form.

Additionally, your maximum potential is effectively uncapped and the rate at which you plateau is reduced, allowing for you to achieve supernatural levels of physical, mental, spiritual ability and skill. As a final bonus, any permanent improvements you achieve are added to this perk and become fiat backed. This includes the benefits of simple physical conditioning and learning new skills. You will never lose what you have gained.

This is still a relatively slow process, with a timeframe in years or decades rather than weeks or months. Though it is faster if you immerse yourself in the stresses and environments that would cause such changes to emerge in the first place. The mutations are also undirected by default, though maybe you could learn to control them, in time.

You cannot use a Nature Token to gain this perk.

Workings of Fate (500cp): In ancient times, druids were known to divine the future and speak of prophecies, peering into the workings of fate to read them through various mediums. While you can accomplish the same and know many of the techniques used for such divinations, you go quite a bit deeper.

You possess the ability to view the threads of fate, seeing how they interact and bind to the world at large, and the narrative that runs through every moment. At first, this is all you will be able to do, to see the threads of Fate. Even this, however, is a potent boon, as you can weave between the threads and find places and people of importance and be in the right place at the right time, if you can simply interpret the threads well enough.

With enough time and practice in interpreting the threads, you will come to realize that you can touch them, and with a simple pluck of the strings, disrupt them. Not enough to sever them, but enough to delay or bring them to bear earlier than they otherwise would, to make subtle, quiet shifts in the narrative of the world and how fate dictates their passage. The more you practice, the more you will be able to influence the threads, possibly even allowing you to slot yourself into place within the fate of the world or remove someone from its influence.

It is possible that, with even more practice, you could dive deeper into the weave of fate, viewing the future and past as easily as you do the present, though the future may be disjointed as fate anchors specific points, but the paths to them may prove varied. This offers greater insight into the flow of fate and how you can manipulate it.

Finally, at the apex of this power, you may even form new threads of fate wholesale, producing prophecies that will lay a fate into the weave of the world. The longer the threads, and the further afield they are, the greater their influence will become as they will become more tightly woven into fate over the time they remain.

A word of warning, no matter how you manipulate fate, some things cannot be changed, set in motion so long ago and with such inertia that they will break all attempts to manipulate them. Do be careful what influence you attempt to invoke as they may well crumble before they can come to fruition.

You cannot use a Nature Token to gain this perk.

Items

You gain two additional Nature Tokens that can be used in this section only.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with a noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Harvest Bag (100cp): A leather satchel that is much larger on the inside than its outside dimensions would suggest and always just as light as if it were empty. Any raw material placed into the harvest bag has any and all supernatural qualities preserved as time seems to have less effect within the satchel as it does outside of it. Comes with basic equipment for harvesting plants, fungi, and animals alike.

Additionally, any raw material within can be used as if it were in hand of the satchel-holder, great for any material-based spellcasting abilities.

Mark of Authority (100cp): A simple item that acts as a badge of office or a way of showing a position of authority, such as being a shaman in a tribal village or the archdruid of a conclave, ensuring those that see it treat you with a fair bit of respect from the start and makes your intent more clear to those you speak to, making miscommunication and misconceptions about what you say and do less likely when it would be advantageous to you. It is possible to lose this respect, which hinders the effects of this item. The item can be nearly any simple, mundane item that can be held in one hand or worn comfortably.

Natural Attire (100cp): An outfit designed to be worn by druids of all sorts, it can appear like virtually anything but is naturally self-cleaning and self-repairing, insulates the wearer from diseases and toxins, holds a mild protection from corrupting elements, and minutely boosts wisdom and awareness. These clothes are simply made, but also well-made, often looking like common garb, just of a higher quality.

Cloak of the Nomad (100cp): A cloak made of cloth or leather, specifically treated to shed the rain. In fact, this cloak protects you from the weather, regardless of the type, and regulates the temperature you experience to be comfortable regardless of the conditions you find yourself in, barring hostile intent controlling that weather. This will not protect you from fire or from any supernatural effects. As a final note, it cleans the air you breathe of simple toxins, including smoke, though high concentrations can still make it through.

Shillelagh (100cp): A simple wooden club that doubles as a walking stick and focus for natural magics of all sorts, made in a rustic but robust style that makes it quite effective in its task. This club hits with disproportionate force (both physically and magically), can be summoned to your hand at will, will never suffer from general wear and tear, and will repair itself if damaged. The shillelagh will maintain any and all upgrades made to it.

Animal Companion (100cp/200cp/300cp): A simple animal. Be it a cat, a dog, a bird, or any number of other animals. Regardless of what form it takes, it is eternally youthful, is very affectionate, and is immune to most forms of disease. They are overall very healthy. This animal is also easily trained and already has training as a therapy animal, having an almost supernatural capacity for easing stress and burdens on those they spend time with. They are accustomed to traveling and will not grow stressed from constant travel as other animals might. They are also remarkably intelligent.

For 200cp, this can be a larger, more dangerous animal such as a tiger. Alternatively, it may be some form of supernatural creature or alien that can match up to a tiger despite its smaller, less dangerous physical abilities. Each magical or alien quality decreases the raw physical power such an animal would possess.

For 300cp, you apply both effects, able to have a larger and more dangerous animal form with the supernatural or extraterrestrial qualities that would increase how dangerous it is. Or, you may forgo the benefits in one area to improve the other, such as turning a tiger into a dire tiger or a bird with a bewitching voice into a siren.

Natural Lands (200cp): A plot of land, be it burial grounds, a grove where nature spirits congregate, or a place where the border to the spirit world is thinner, of significance to the natural world. The nature of these lands makes rituals performed within them have a much higher chance of success, reduces the resources required, and ensures they are far more forgiving on any mistakes made, compensating for a lack of skill and understanding to a great degree. Additionally, spirits are more easily spoken to within these lands.

Sacrificial Lambs (200cp): Not literally. These are simply a small number of artificial, faux-living creatures that can be used in sacrificial magics to fuel rituals or similar. They can resemble nearly any animal and are just as potent as a common animal. They are effectively a substitute for anything that requires death. While they will resemble an animal, they are obviously not that animal nor do they possess proper souls, though they act like they do for sacrificial purposes. They have no chance of developing a proper consciousness.

Nomad's Accommodations (200cp): A simple seeming bundle of sticks and tanned hide or other natural materials is actually able to unfold into a large, easily camouflaged structure, akin to a yurt, and do so with extreme ease, needing only a minute or two to fully set up. It is, however, much larger on the inside than its outer dimensions would suggest, able to house up to ten people comfortably. It is even separated into rooms and has facilities commonly found in civilization, though with a druidic twist. This structure can, and will, also provide food in the form of various plant products on its own. Those within the yurt find it easier to relax, healing and recovering physically, mentally, and spiritually just a bit faster than they otherwise would have.

The yurt is remarkably sturdy for what it is made from, resists weather with ease, and is able to be folded up and stored just as easily as it is set up in a relatively small, lightweight bundle. Anyone inside when the yurt is folded up are effectively teleported under the actual dimensions of the yurt.

Nature Spirit (200cp): You have formed a connection with a nature spirit of some description, be it a manitou or a will-o-the-wisp or even a simple spirit guide. This spiritual entity has knowledge of many spells and rituals used by druids and is quite knowledgeable about nature and its magic in general, enough so that he can feed you information about natural phenomena you encounter and the magics or rites your foes may be using. They can also help you advance your skills as a druid, acting as a mentor.

However, that isn't everything they have to offer. This spirit is capable of possessing you, offering an enhanced connection to the natural world and altering your form to take on traits of various plants and animals when merged, which can become more refined and useful over time as you learn to utilize them to your advantage.

In future jumps, they will gain additional information about the local power systems and may provide much the same benefit for them as well.

Natural Foci (200cp): A set of knucklebones, a handful of rune-marked stones, seeds that never seem to sprout, whatever form this set of items takes, they are a nearly perfect focus for your abilities in all of their forms.

Additionally, there is another aspect, the individual pieces can be merged into other objects in order to make them more receptive to your abilities and powers, applying the effects of the foci to the object in question, including any enchantments or enhancements made to the foci itself.

Any foci can easily be removed and placed into another object, along with any enchantments on the foci.

The Lands I've Walked (300cp): With this item, you are able to take the lands of the world with you as a warehouse attachment. Effectively, pieces of the world are replicated within your warehouse as extensions and can be entered to hunt, gather resources, or access unique locations that would be lost to you along your chain. You can either keep these lands in their own separate extensions or combine them into a single extension, blending them over time into a new world.

You receive ten "nodes" each jump that you can use to mark an area of land with to take a duplicate of it with you after the jump has ended. This means you must actually go out and reach the lands you wish to claim. The size of the lands taken is roughly equivalent to the size of a decently sized island, large enough to sustain a stable ecosystem, but not so large it crosses multiple ecosystems or biomes.

If you lack a warehouse, you'll be able to access this by willing it, transporting you to these lands.

Portable Ley Line (300cp): You've somehow obtained a source of great power, a ley line trapped within an artifact of some variety that you can tap into at will. Be it a pendant, a staff, or some other token or trinket, this object has the full power of a ley line within it and can be tapped into to fuel magical abilities you possess or to augment them with additional strength and potency. It will never run dry, though it has a limited output that will increase as your skill in drawing it out does. Moreover, it can be used to anchor a persistent magical effect, fueling it for as long as it is planted into the effects in question.

Seed of Wisdom (300cp): A glowing mote of golden light trapped in a crystalline trinket of some variety, be it a ring, an amulet, an earring, or even a buckle for a belt or cloak, this item is immensely powerful. Over the course of a year, this trinket will build up a charge (up to ten), which may be used to instantly learn about a particular topic. By expending a charge from this item, you can instantly gain the equivalent of a year of study, learning, practice, and memorization of a skill or topic of your choice, as if learning under ideal conditions.

Alternatively, You may advance an already learned skill by the same level. You may also use a charge to grant someone else you are touching an equivalent level of knowledge on a topic.

Additionally, simply having the trinket on your person will increase your mental clarity and intuition, allowing for better correlation of information gained from their observations and study.

This item takes into account any and all learning boosters you may possess.

Garden of Eden (300cp): While the name may not be literal, this plot of land has incredibly fertile soil and an unusual field that allows anything to grow within its boundaries, regardless of the normal requirements for it to grow, even plants with supernatural properties can be grown with ease and minimal need for upkeep. It even prevents competition between plants that would normally outcompete their fellows, allowing plants that would normally conflict to live side by side without issues. Plants that are planted here will grow to maturity far faster than normal with no negative effects from the accelerated growth and will recover from any harvesting that doesn't completely destroy it, even cutting down a tree to leave only a stump would allow the tree to regrow in days.

Additionally, there is a cave that leads to a cavern that is just as large as the surface plot of land with similar properties as the surface garden, except it is ideal for fungi that grows in its boundaries, as well as plants that commonly grow underground or where there is little to no soil or light.

Finally, animals raised here have their health improved and have all of their needs provided for, including any need to hunt and be entertained and enriched. The land itself also is immune to invasive species, every species of animal introduced being incorporated into a balanced web of life within this land.

By default, this takes the form of a warehouse attachment, however, you can import it into a world if you so will it, along with any protections you may have placed around it. You can also travel to it at will with a little effort, having no need to enter your warehouse to do so. And if you lack a warehouse, this can act as one.

You cannot use a Nature Token to gain this item.

Golden Sickle (300cp): An ornate and clearly ceremonial sickle designed for use in various rites and rituals, this particular sickle holds a fair bit of power. A branch or plant cut by this sickle is imbued with a touch of power and can be used to allow an individual to develop abilities similar to those described in this document, the cutting seeming to meld into them. If you choose to, you can cause the sickle to turn to dust and spread its effects to the entire world, spreading the abilities of the druids to the various denizens of the world. If you do, you'll get a new golden sickle at the start of your next jump.

You cannot use a Nature Token to gain this item.

Companions

You may spend your Nature Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Nature Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Druid (50cp): This option allows you to create a new companion with 800cp and 5 Nature Tokens to spend, which can be spent the same as your own. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Harsh Environment (+50cp): You live in a particularly harsh environment, such as a desert or a jungle, where life is just a bit more difficult than it otherwise would be. With an additional instance of this drawback, you live in an even more dangerous region, such as the outback of Australia. This only affects your starting conditions, you may, in fact, leave if you have the ability.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Hermitage (+100cp): You have a hard time remaining in civilized lands. While you are in a town or city of any appreciable size that doesn't include a large amount of natural structures and features, you will find that you will grow increasingly anxious, stressed, and ill, though the last is merely a psychosomatic effect, until you are forced to live in the wilds for a time. With a single instance of this drawback, a few days camping each month is enough to stave it off. With additional instances, however, this grows more severe. A second instance makes it so you need to spend a week away each month, a third would make it so you need to spend as much time in the wilds as in a city, a fourth makes it so a week in the city would require a month in the wilds, and with a fifth, a single day in a city would make you need a month in the wilds to alleviate the effects.

Encroachment (+100cp): You will find that, for the duration of this jump, people tend to want to settle the lands you call home, often destroying the natural environments you have settled to do so and causing problems for your way of life. With a second instance, they will also harass you in an attempt to get rid of you. With a third instance of this drawback, they will actively try to destroy your property and livelihood to remove you, and with a fourth, they may even resort to actual harm to yourself, if you persist long enough.

This may also represent the presence of an invasive species encroaching into the environment, with each purchase adding another invasive species or making those already present even more devastating for the environment.

This will occur wherever you go, though you will have a period of relative peace of about a year before this occurs, enough to settle in and get comfortable, before the issues begin anew.

You may take and scale these two variations independently from each other.

Child of Nature (+200cp): You are not human, instead, you are an animal of some variety. You will have the strong instincts of this animal that will sometimes conflict with your human mind and will have to deal with them throughout your time here. However, post jump, you will retain this animal form as an alternate form in a manner similar to the Skin Changer perk, with your own body and soul as the fetish for it.

Nature's Pain (+200cp): You have an almost unbreakable connection to nature, though one that isn't nearly as beneficial as you might expect. When the natural balance of an environment has been damaged, you will feel discomfort or pain proportional to the damage to the natural balance. With a single instance, this is a strong feeling of discomfort, unease, and danger with brief spikes of pain.

With additional instances, however, it grows significantly and has more effects. With a second instance, you start to feel intense bouts of anger and fear alongside the a near constant ache that stresses you both mentally and physically. With a third instance, nature seems to exert an influence on you to attempt to make you protect or heal it in any way you can.

Regardless of level, if nature can achieve a new balance, these effects will fade. Even cities will have their own natural balance that can be achieved.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Nature Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for (Free perks or items), A Place in the World, and whatever freebies you gain from your Nature Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of (Free perks or items), A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Druid (+300cp): You have an enemy that has a custom build from this doc using 1000cp, as well as their own set of 5 Nature Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

As an alternative, your rival could be some form of demonic or corrupting entity that seeks to change or destroy nature into something unrecognizable. An example of this would be Hexus from Ferngully or Captain Pollution from Captain Planet. Such beings do not have a build but will be a match for you under their own capabilities. These entities are always +600cp as they are innately inclined to try and kill or corrupt you.

You can mix and match which ones you purchase.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Ruined World (+400cp/+600cp): You enter a ruined world, one where nature is at its lowest, where it is on a decline, though still with time to recover, if managed carefully. Whether this is a blasted hellscape after a nuclear apocalypse, the result of alien terraforming efforts that were thwarted too late, the expansion of a megacity ala the hive cities of Warhammer 40k, or some other variety of extreme shift in the natural balance, you will find very little nature remains, and what does needs your help to achieve a new balance on this ruined world.

For an additional +200cp, you are instead residing on a dying world, where natural ecosystems have broken down to the point they cannot recover and are liable to die out even with aid given to them. Here, everything will become increasingly scarce for the duration of your stay, and only careful management can hope to see nature survive until your departure from this world. Worse still, you are likely to face opposition from the remains of the world that wish to exploit any last bastions of nature that exist.

Circle War (+400cp/+600cp/+800cp): Even in nature, there is a constant arms race, a war between predator and prey, however, there is more to it, such as the constant struggle between nature and industry, with nature trying to reclaim the machine of industry and industry poisoning nature, not to mention corruptive forces such as unlife facing off against the living. Now, this struggle has started to express itself in more literal senses. While not yet at the level of war, it could easily escalate into such if something doesn't avert it. Regardless of what the sides are, there is war on the horizon, and you may yet face it.

For an additional +200cp, the war is already here, the fighting has started, and the druids are looking for anyone that is able to aid them in their fight, and you are a prime candidate for this. They will attempt to drag you into their fight and make you part of their forces, even if you don't wish to fight. And if you are willing, well, the enemy may just see you as a potential threat to be eliminated.

For a final +200cp, there's more than just two sides to this war, it is a chaotic mess of sides and clashes, alliances and betrayals, and so much more. You will know no peace during your time here, unless you find a way to end the war entirely before your time is up, because all sides will fight to the bitter end if they must.

Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of [My Generic Jumps](#), you can import items from past jumps into similar items you purchase here.

As with all of [My Generic Jumps](#), if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.

On Natural Magic: This is effectively a combination of enchanting and alchemy, slightly less potent since it's both in one, but with the right work, you can achieve some potent effects.

On Skin Changer: It is possible to learn how to use your own body as a fetish or totem for this perk. This allows for the typical D&D druid form of wild shape where they can change into animals they are familiar with.

On All Things Great & Small: This perk is a quote from Kindred from League of Legends. It felt fitting to use the more animalistic embodiment of death for this perk's name.

On Workings of Fate: Fate is not absolute. It is possible for someone with enough will and dedication to overcome it, if they are willing to fight for it. This includes your manipulation of fate, so it is a good idea to temper your use of this perk. As a final note: Plot armor is a form of fate.