

# Generic Dryad

Congratulations, your spirit has been bonded to a tree, now I know it doesn't sound all that glamorous but just hear me for a few moments, you have great powers as a guardian of nature, all that's left is for you to choose them.

**Gain 1000 Tree Points.**

## Species

**Yggdrasil:** You are the offspring of the famed world tree, you are durable and hearty and expected to grow tall and mighty. You can even sculpt the area around you to your will, the world is truly in the palm of your hand.

**Fruit Bearing:** A symbol of health and good fertility, you possess the ability to bear beneficial fruits that creatures far and wide would die for. Everything about you is a lure, how you use this fact is up to you

**Fungal:** A break from the norm, you are a colonial organism, hundreds of thousands of mushrooms connected by mycelium networks to form one whole. You do not have a tree but trade it for the ability to spread far and wide with ease.

## Perks

Species perks are discounted by 50%

## General

**Life Link (Free & Required):** Your life is forever linked to a tree, it is more accurate to say that your soul has been bound to it. It nurtures you by pulling energy from where it is rooted and converting it into energy to nurture itself and your soul. You can also request things of it, moving slightly to produce more shade, dropping fruits, shedding, bark or leaves bleeding sap. None of these will actually hurt, mind you. It would be no fun if you were confined to a tree forever so you may manifest an avatar that is created somewhere on or adjacent to your tree. This Avatar is how you interact with the world but also how you protect the tree which houses your soul, for if you die so does it. **Your avatar has many minor abilities**, from making flowers bloom in its presence, to replacing bodily fluids with sap. If it dies it will be out of commission for a month. Typically they have

green or a light brown skin tone, and almost universally have hair that matches their leaves. Finally, your tree may grow as your soul gets larger and more durable. Oh, one note you have a **very severe weakness to fire** as well as a deep rooted instinctual fear of it.

**Photosynthesis (100):** Strictly Speaking you get enough life energy from the ground with your roots. However with this perk you can draw energy from the local star thus generating an excess that you can store within your tree and use to supplement reserves of mystical energy. Additionally this can help you in worlds where the environment and the energy within is corrupted. Though I wouldn't stay there too long, you are still absorbing energy from both sources afterall.

**Plant Manipulation (200):** Every dryad is in one way or another linked to plants outside of their tree, but you are capable of asking them to do things for you. Vines sprouting up and out of the Earth to bind opponents. Roses to present to a lover as a parlor trick. Things of the like. This is significantly weakened in places without already present plants such as urban environments.

**Rootwalker (300):** Don't like where your tree is? Simply walk away. Your tree can with effort uproot itself and simply walk across the Earth like an octopus to reposition itself. It is... alarmingly fast, capable of keeping up with sports cars if need be. Though the process is energy intensive.

**Home of You (400):** It's bigger on the inside. Really! Your tree can now house an inner world that serves as a home to you. How you enter can be chosen by you. It could be a door on the front, you could simply walk through solid bark, a Knothole that they crawl into. The inside of your tree, similar to the outside, grows as your magical and spiritual strength do. You may also place an entrance to your warehouse here. One note, whatever way you choose to get into your home, others may do so as well.

## Yggdrasil

**Built To Last (100):** As a Yggdrasil, you can outlive the other types of dryads several times over bar any outside intervention. Your Tree Never stops growing, even leaving the atmosphere isn't a deterrent and won't cause any ill effects to you. The older your tree is the more durable it and your avatar is, with older Yggdrasils being able to shrug up the flames of great dragons with only a few scorch marks. Finally you grow 10 times faster than other trees, in other forms this translates to maturing 10 times as fast as is standard for your race, though this can be slowed

**Geas (200):** Within a territory you claim, you may issue a creature a geas, they will be strongly compelled to do whatever act you command them to do, even mental resistances will struggle to mitigate the effects. Breaking with the command causes severe mental pain each time the creature moves contrary to it.

**Root Network (400):** Similar to the aspen trees, when your roots spread they can sprout smaller clones of your original tree. They are possessed of their own lesser avatars, which while lacking in the ability to use perks from outside a body mod or this document, will not kill your main avatar when they perish, perfect for scouting and other such things. However when they die they will kill the tree they spawned from upon their demise.

**Worldshaper (600):** Your roots can stretch up to a 700 mile radius. Within said radius the local environment becomes yours to meld. You can erect mountains, carve out vallies, draw paths for rivers, suspend islands among the clouds. Your imagination is truly the only limit. Well that and time, the more extreme an alteration the longer it takes, likewise alterations that run contrary to the natural order (a waterfall that flows upward for example) also take longer to form. You can also change the local plantlife, make them all carnivorous, fruit bearing, only grow a specific way, etcetera. Finally you may influence the behavior of wildlife within your radius. These changes will stick even if your tree dies for one reason or another.

## Fruit Bearing

**The Namesake (100):** Your tree can bear fruit, you can freely customize the taste of them. They have healing properties such that one could cause even the most grievous of injuries to mend. Furthermore they are nutritious enough to substitute an entire meal on their own should you desire, or they could just be snacks. One small note, they are slightly addictive to consumers that are not you.

**Alluring Visage (200):** Your Tree gains flowers that smell very enticing, enough to bait any animal that smells them into coming to check them out. Any that see them would be mesmerized into picking them. They produce a nectar that is addictive in much the same way as your fruits. Similarly your Avatar becomes extraordinarily beautiful, able to entrance all who gaze upon your form regardless of gender or sexuality. Even enemies will hesitate to taint such a work of art. Additionally you may produce pollen that possesses the ability to temporarily enthrall those who breathe it for too long. Good luck getting any Privacy

**Setting Appropriate (400):** Upon entering a new jump you may add mundane fruit from it to the catalog of fruit that your tree may bear. Upon Consuming any form of magical fruit yourself you may begin to produce said fruit as well. Switching the fruits you produce can be done with little more than a thought, you can even grow multiple at once.

**Seed of Life (600):** Every fruit has the primary purpose of containing a seed to be nurtured and grown into a new life. Similarly your fruit possesses several other capabilities. Seeds from it are capable of growing into lesser dryads, not as great as yourself but capable of independent thought. Furthermore, you possess a greater ability to recover your Avatar, upon the death of it a large fruit will begin growing on your tree. In 3 days time your body will be fully recovered. Finally once per 10 years if your tree were to die, this does not immediately result in death. Instead a planted fruit can begin to regrow your tree once more. Taking a few months to recover.

## Fungal

**In the Air (100):** You have the ability to spread yourself via spores that can travel vast distances before settling down. You are also Vaguely aware of places fully blanketed by your spores. You can also control when they sprout as well as if these spores can cause a minor illness if inhaled.

**Fairy Ring (200):** You can command your offshoots to grow in a perfect circle. Anything within these circles can be transported to another grown circle. This can even work across local dimensions and post spark across other universes.

**Decomposer (400):** You can command your associated plantlife to grow on dead or dying creatures and extract energy from the process of consuming what little is left of them. This allows one to use them as a source of substance as well as replenish reserves of magical energies. Dying but not fully dead creatures have an option of even absorbing energy from the soul to boost the energy gained and efficiency. Whether the process is painful or not can be controlled.

**Infestation (600):** You can command your associated plantlife to infect creatures with a severe illness. Firstly it is lethal, while it can be treated with herbicides it is unfortunately terminal, you can decide the symptoms. Upon death the creature will be reinstated as a zombie-like existence under your complete control in a hivemind-like existence.

# Items

You possess 2 tokens which can be used to purchase any item for free except for the spirit forest.

**Natural Aesthetic (Free):** You ever see dryads that wear clothes made of nothing but some questionably covering leaves? You may apply such a natural appearance to any of your gear. It however maintains its full capabilities. For example a suit of power armor would still protect your entire body with ease. As a bonus, this can also be used to dodge problems inherent with heavily encumbering armor

**A Glade (Free):** Your home! Well, the other one. This is an open area with a surrounding forest. Your tree will reside in the dead center unless you have other plans. At a base this is around 200 square meters but can be doubled by paying 50 TP, which is a repeatable purchase.

**Fertilizer (100):** Despite the name these resemble balled up pieces of paper. Upon pressing them into a plant it absorbs into it with a few green sparks and greatly accelerates its rate of growth. You can also simply press it into the ground causing grass and flowers to grow wildly. It can also supersize normally small plants.

**SoS Mimic (100):** This is a crystal ball that has the strange property of contacting people who desire help. This can be anything from a cry for help, a phone call, a smoke signal, anything. You will be shown a reflection of the person in need and if you so choose, may communicate with them. The Crystal Ball will lead you to them if you truly harbor the desire to help.

**Allergy Medicine (100):** This medicine, while useless for you as a plant is helpful for any animal you may find that is allergic to the pollen you produce. By taking a pill from a pouch that self refills weekly any allergies the individual has will be no more

**Seeds (300):** This is a pouch that contains dozens of seeds. By tossing them out into any land with dirt they will quickly grow into small soldiers that are roughly three feet tall. They are very loyal to you but short lived, dying out over the course of the next two weeks. Their personalities will be up to you. However they will always hate being mistaken for goblins.

**A Shrine (300):** A human with a reverence for nature seems to have placed a shrine next to your tree. People visit frequently and give offerings and even take care of your tree, defending it from hostile forces if they happen to be present at the same time. You have

enough resources from this shrine to live very comfortably without even venturing into society. You likely also possess a supply of lower tier magical or technological items depending on the setting

**Mandragora (400):** These plants are actually really really shy, once introduced to a new person such as you or your companions. Or generally sensing goodwill from someone Their screaming becomes less common. You have a small group planted around your tree. When someone draws close to your tree with intent to cause it harm, the Mandragora will let out loud screams that paralyze the victim until they stop. Additionally you are capable of hearing this scream no matter the distance.

**Pot of Regrowth (400):** A large pot that seemingly has the ability to accommodate anything buried in its soil. If you possess items that are similar enough to one another in function and plant them in this pot. A plant will grow over the course of a day before eventually bearing a fruit that is a combined form of the items planted. This process consumes the planted items and is irreversible. This *also* works on two consenting people and more ephemeral items.

**A lake (400):** There is a lake nearby your tree populated by a Kelpie, she is a follower unless imported as a companion, however she has an extraordinary control over water. If any fires break out she will be able to quell them with ease. The water itself has a fire retardant effect that lingers for some time. Bathing in this water renders your body and any clothing you have self cleansing and always possessed of a nice smell. Upon asking the Kelpie, she could adjust the temperature to make it similar to a hot spring.

**Spirit Forest (400):** You sure the essence of the true world tree didn't grace you? You have a pocket dimension, a large forest with a roughly 700 meter radius. You can decide what animals, plants, ecosystems, landmarks, and other such things this forest possesses. Other properties can be attached to this forest and appear here in a form befitting a place touched by mother nature. You may choose how to enter this realm. An Example would be walking behind a tree when the sun is facing the front or the appearance of large holes that appear bottomless only for you to fall into a lake upon jumping into it. However these methods are available to the entire world, expect many accidental visitors.

## Companions

**Honored Guests (50/200):** You may import any of your existing companions into this Jump for 50 TP, they'll have 700 TP to spend. They may take drawbacks and whatever

origins they wish. They may not, however, buy companions or the Spirit forest. For 200 you may import 8.

**New Friends (Free):** Any friends you make in this jump can be taken as companions into the next! They get 600 points to spend in this document before you move on.

**The Kelpie (100):** The same one that lives in the lake! She's more like a centaur than anything monstrous, despite the myths she doesn't drag anyone into the depths of the lake. The people who drove her out of her previous home didn't quite agree with that though. She has a Tsundere side but once you get to know her she might even allow you to ride her. You can safely travel on her back underwater without the need to breathe or worry about water pressure or other such dangers. She can also freely swim in the air just as well as water. Being out of the water is a bit hard for her though, her skin becomes painfully dry after a while. She is proficient in magics that allow her to manipulate water (including ice) and wind. These abilities count similarly to bodymod abilities and can be accessed in gauntlets.

## Drawbacks

**Supplement Mode (+0):** You may use this as a supplement for a different jump. Doing so means you keep the points of both separate and continue as normal. However the world will gain dryads if it didn't have them already

**Extended Stay (+100):** You stay for an extra 10 years. This can only be taken 4 times for points

**The Woodpecker (+100):** Every so often a woodpecker comes and pecks at your tree. It's very painful. If you kill or otherwise harm the woodpecker a whole flock of them will come to harass you.

**Leashed (+100):** You cannot leave a 17 mile radius of your tree or else you will be severely weakened and suffer from separation anxiety nothing can mitigate.

**Ent (Requires Leashed +300):** You and your tree are one, for the duration of this jump you cannot form an avatar.

**A Producer (+200, Photosynthesis Required but Free if taken):** You can *only* draw energy from the sun. Not as efficient as drawing energy from the earth, you can only manifest

your avatar for 5 hours per day and never during night hours. You find yourself getting tired easier as well.

**Bottom of The food chain (300):** You are a plant, it is natural other animals snack on you. Perhaps a nibble on a leave here and there? But now they do so more frequently and your feel the pain of them doing so all the while

**Natural Lumberjack (300):** There is a beaver eyeing your tree. You don't know when, but you're pretty sure that it'll eventually try to cut it down for use in a dam. Giving it a replacement is a likely way to get it to leave you alone.

**The Cooler Lumberjack (400):** There is a human that wants to cut down your tree. They don't know that you are attached to it, and are a bit dim witted so they may not fully understand the implications of what you are implying but they are getting paid for this. Eventually they will start trying to find times when you aren't around to make a move. If you manage to make them friendly you may take them as a companion for free. They have an enchanted axe that allows them to ignore the durability of any inanimate object, and significantly ignore the defense of animate ones.

**Deforestation (600):** The area around you is dead, over exploited. Your tree struggles to draw energy from the land around here,weakening you, and you will feel an overwhelming sense of sadness at the deaths of your siblings. Worse still, people will eventually come for you as the only source of wood remaining in the area. Unlike the Lumberjack they are relentless.

## The Choice

**Go Home**

**Stay**

**Move On**