



Written in Red

A Jump of the Others

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Version 1.0

In most settings, humans are used to ruling the world. But on the world of Namid, humanity is not the greatest predator, merely the most creative. No, the world's greatest predators are without a doubt the *terra indigene*, the earth natives, who possess strange and terrible powers.

You may be familiar with the story of Europeans colonizing the New World, and decimating the natives there. Well, this world's European-equivalents sure did make an attempt at colonizing the continent that is roughly equivalent to America. But to the earth natives who lived there, whom the humans would come to call the Others, humanity was just a type of clever prey. And so they ate the pioneers, and just as they had so many times before, learned the shape of this new meat.

This repeated, until one human was smarter than his fellows, and instead of trying to conquer the Others, offered trade and trinkets and gave them interesting things in exchange for being allowed to live in Thaisia. And the *terra indigene* considered the offer, and felt that it was worthwhile. This would establish a pattern; humans would be given resources with which to make goods that the Others found interesting or useful, and in exchange were permitted to live on earth native land.

To ensure that the races of men behaved themselves, and to provide a means to obtain the human-made goods they desired, the Others established a Courtyard in every human city, to watch over the humans and to serve as a point of contact between the two species which were so often hostile towards one another.

Many centuries passed. Human greed would eventually outweigh good sense, and humans would push for more territory, only to be brutally put down time and time again when they did. The humans came to view the *terra indigene* as greedy, refusing to make use of the land and natural resources they possessed; the earth natives, consequently, saw humans as liars and oath-breakers, who perpetually tried to claim what was not theirs to take and who sought to elevate their own species over the survival of all others.

But cruelty isn't only seen in the interactions between species, and humans are more than capable of being inhumane. In one week's time, a *cassandra sangue*, a blood prophet, will escape from the facility that farmed her kind for prophecies, and would flee through to the only place in the world that would keep her safe from her own species, a place where Human Law Does Not Apply; the Courtyard of the Others, in the middle of a snowstorm in Lakeside

And in so doing, she might very well be the only reason the human race survives on the continent of Thaisia.

Take **+1000 CP** with which to prepare for the time you will spend in this world.

Locations

Where will you arrive in this world, known as “Namid”? You may freely decide where you go, or you can roll 1d8 for one of the following locations to receive **+100 CP**.

1 – Lakeside, Thaisia:

Located alongside Lake Etu of the Great Lakes, Lakeside is the location of the most progressive Other Courtyard that you’ll see in the entire world. Of course, they’re still willing to eat humans who cause trouble, so that’s not really saying much. Fortunately, it also has a police captain who is possibly the most willing to make nice with the Others in all of Thaisia—after all, he knows what they can actually do when their anger is aroused. The Lakeside Courtyard currently lacks a human liaison, which is used for interacting with humans for mail, delivery, packages, and such matters that the Others don’t really want to do themselves, but a certain blood prophet will be applying for the job pretty soon. Unless you want humanity on Thaisia to be wiped from existence, you might want to make sure she gets it.

2 – Cel-Romano Alliance of Nations:

This is the homeland of humanity and the center of their power. As human territory, the Others don’t control it, and only have influence on the very fringes of human civilization here. But they’re getting cramped with the comparatively small amount of space that has been allocated to them, and they’re hankering to start a war to expand. Because of their lack of relationship with the Others, they don’t realize how badly such a war would end for them. You might want to leave; in a matter of months, these nations will cease to exist.

3 – Toland, Thaisia:

The hometown of Lieutenant Crispin Montgomery; like many of the more urban societies, its Courtyard is predominantly ruled by the Sanguinati, but that same urbanization means that most people, don’t realize how the Courtyard is run... or how important that Courtyard really is to the survival of their city. In a short time, Monty will be pressured to abandon his life in Toland after shooting a pedophile to

protect a little girl... except all the public remembers is that he shot a *human* to save an *Other*. But when the little girl ate her injured tormenter, he was blamed for the resulting death, and will soon be forced to move.

4 – Brittania/Wild Brittania:

Located off the border of the Cel-Romano Alliance of Nations, Brittania keeps a closer relationship with the *terra indigene* who live on the island—indeed, much of the island is completely wild territory, without any human influence at all. Captain Burke’s cousin Shady is from Brittania, but overall there isn’t much known about it.

5 – Ferryman’s Landing, Thaisia:

A small town located not far from Lakeside, it is also host to a sizeable Intuit population. Intuits are human being who have special “feelings” about things related to their occupation that can guide them through dangerous times; they’re also the predecessors to the *cassandra sangue*, who inherited a more powerful prophetic ability... but also a more troublesome one. Naturally, due to the risk of exploitation, all surviving Intuit colonies have done their level best to hide their status from the rest of humankind.

6 – The Controller’s Facility, Thaisia:

From the outside, it doesn’t look like much. But in truth, this facility is used to breed blood prophets. Females are kept to be bled for prophecy and eventually used to reproduce, while males are killed. And, after a certain discovery on the part of the Controller, blood prophets who have been “used up” will still be able to be put to profitable use. Thanks to one of the girl’s stealing a nametag to use the sharp end to make a prophecy for herself, all of the employees had their names sewn into their clothing; in response, *cs747*, who was originally named “Jean”, took to calling them “Walking Names”—if they’d refuse to call her by her own name, then she’d refuse to call them by theirs.

7 – Wild Country:

The Others exist in layers; those that live closest to humans are themselves the most human-like of their kind, the shifter gards and the vampiric Sanguinati. But once you move away from human territory, the Others grow progressively less and less human in seeming, until you have beings that are outright eldritch in form and influence upon the world, with true forms so terrible that even

prophecy can't grasp them. And you... you are a long ways from civilization, in a place where even most species of *terra indigene* would be considered weak.

8 – Free Choice:

Maybe you'd like to go to the Liongard-ruled lands of Afrikah? Maybe see the Fingerbone Islands? Go to Tokhar-Chin for a while? Or maybe you're interest is in other places in Thaisia? There's a lot of tragedy you could put a stop to if you head to the right place.

Species

Broadly speaking, there are only two species you can be; human, or a *terra indigene*. However, there are more than one type of each, and the differences in the varied types of the earth natives can be very broad indeed.

Human:

Your kind are clever and resourceful, and your greatest advantage is your affinity for working with tools. Indeed, with planning and the proper circumstances, a human could take out one of the Wolfgard, or even a Sanguinati. After all, the technology on this world is almost as advanced as that you came from; they have a wire-based internet, even if they only invented aircraft in the last couple of years.

But remember that the wild places of the world are littered with human civilizations who thought they could get one over on the Others, and suffered for their hubris. Maybe you could kill one of the shifter gards, or one of the Sanguinati... but nothing can stop an Elemental, or Namid forbid, the wrath of one of the Elders. Continents have been reduced to shattered islands beneath the rage of the *terra indigene*.

But the people of Cel-Romano don't realize this, and their "Humans First and Last" movement will ensure the extinction of entire nations, unless you do something to change things.

Default (+200 CP):

You are an ordinary human being, with no special advantages, but also no particular flaws. Still, considering that humans are very much *not* the dominant species on this planet—for all that they think they are—this option will provide you with CP.

Intuit (Free):

Physically, there's nothing to tell apart an Intuit from a normal human. But Intuits are blessed by Namid, and have a limited capacity for foresight. Typically, this is restricted to focusing on whatever is important to the Intuit's life, typically their job. For instance, an Intuit who runs a ferry might "get a feeling" whenever a storm approaches, and would instinctively avoid rough patches of water. But an Intuit who was leader of a settlement? Now, they might start feeling it whenever anything important to their community was about to happen, and feel mighty unpleasant should a threat approach.

Intuits were originally developed to give humans an advantage in survival, but between fear of the unknown and attempts to exploit their powers for profit, they have almost entirely left human civilization behind, and now live in mostly-isolated settlements within *terra indigene* land, sending some of their own out into human-occupied territory from time to time to ensure that they have the knowledge and education they need.

The focus of your Intuit abilities can be defined by you, and you can redefine it at the start of each new jump, or every 10 years after your Chain is complete. You will be uncommonly accurate with your feelings; not all Intuits are equally capable, you know.

***Cassandra Sanguie* (-100 CP):**

When humans first arrived on Thaisia, there were many bloody and terrible battles, and it seemed like they might be eradicated from the continent completely. So, from the Intuit bloodlines, Namid produced her creations, both wondrous and terrible, which the human's named "blood prophets". With a unique scent that does not smell like prey, despite being distinctly human, and with blood that swam with prophecies, the *terra indigene* (and the Sanguinati in particular) called them the "sweet blood", for they contained the purity of children even when fully grown, and consuming them was forbidden.

When a *cassandra sangue* sheds blood from an injury, she will see prophecies of the future. If she speaks the prophecies—which take the form of images, with meanings ranging from the literal to the symbolic—she will experience untold and addictive euphoria, but will no longer be able to consciously remember what she spoke of. But if she swallows the prophecies, she will be able to remember... at the cost of horrendous agony. These images can take the form of things they've never personally known, and have no way to perceive; Hope Wolfson, for instance, was able to capture the images conveyed in the howls of wolves.

Every blood prophet has a certain number of cuts they can make; the final cut will cause them to drop dead on the spot the moment they finish prophesizing. Fortunately, you have no such limitation. Many would envy you for that.

But, full of prophecy as it is, a *cassandra sangue*'s blood holds special properties. If the blood is spilled normally, anyone who consumes it will be afflicted by an absurd level of calm and peacefulness, enough to calm any fury and prevent anyone from caring about even their own life. If the blood is spilled in rage, terror, and agony, it instead induces insane and mindless aggression in those who consume it, enough to cause a Wolf pack to turn on itself and tear each other to bits.

Blood prophets are not permitted to run free in human lands. Laws of "benevolent ownership" exist, allowing for blood prophets to be obtained by others "for their own protection"... something which can apply to entire families *just in case*, as the tendency towards being a blood prophet is inherited.

In theory—and according to the original intentions of the man who first started collecting blood prophets—this is to protect them from their own fatal addiction to cutting. In practice—and as that man's own son changed things—they are selectively bred to produce more accurate prophecies and to have more difficulties surviving outside the compounds, the boys are killed due to their inability to prophesize, and the women are secreted away

in facilities where they are regularly cut to provide wealthy and discreet clients with valuable prophecies.

They are not given proper educations—instead, they are shown images with accompanying names, so that they can speak and identify the subjects of their prophecies. They learn to read, but only so they can recognize words. But they are not taught how anything functions, are not taught anything they could use to escape (or survive escaping). They cannot interact with each other freely, cannot eat freely, cannot exercise, cannot engage in hobbies, cannot do anything of their own accord. But sometimes these facilities need to obtain new blood, and the influence of these new girls can be... disruptive on the lives of those who lived within the complex until then. This is how *cs795*, who eventually gave herself the name “Meg Corbyn”, would learn to yearn for the outside world, and eventually escape.

Outside of the confines of a facility, a blood prophet will start to feel pins and needles in the skin as a precognitive warning of potential dangers, which can serve as a warning to prophesize. Although not well-known, it is possible to give prophecies without cutting; the girl who would eventually name herself “Hope” could paint the future, and Meg herself would eventually make a set of cards with many pictures that she could interpret to discover the future. But such methods, while they can satisfy the pins and needles, don’t provide the euphoria of speaking prophecy, and addiction is something they spend their entire lives fighting.

Although males normally do not have the ability to produce prophecy, you may elect to be a male *cassandra sangue* if you so desire, although you can expect questions to be asked regarding this. You will not experience the mental problems that plague blood prophets unless you take the appropriate drawbacks, although addiction is still a risk.

Although entities and objects that risk your sanity and health may appear in prophecies, your mind will instinctively shield you from recognizing things that would be damaging, similar to how the Elders only appear as a terrifying void in the futures the blood prophets see. In future worlds, “infohazards” and “cognitohazards” or dangerous memes will be likewise censored, should you encounter them in prophecy.

Terra Indigene:

Also known as the earth natives, or called “The Others” by humans, the *terra indigene* might be the first predators to ever cross the earth. If they aren’t, they are certainly the greatest. They have consumed countless different meats over their eons of existence, and have learned the shape of new forms each time, adjusting the form to always be the pinnacle of predatory effectiveness. But there are many ways to be an apex predator, so the earth natives have taken on a variety of forms. Although do note that “predator” does not necessarily mean “carnivore”. Most earth natives are omnivorous, although they do prefer meat, particularly raw meat.

No matter what kind of *terra indigene* you are, you will have both a “natural” form, and an almost-human form. But one only has to look at the eyes of an earth native to realize that they are not, and will never be, human. Although, if humans prove themselves to be an effective enough form of predator to imitate, one day in the future they might be a Human form of shifter guard... although they would doubtlessly be as far beyond ordinary humans as the Wolves are superior to wolves.

Most of the Others don’t interact too closely with earth natives of different types than their own, to the point that members of a Courtyard have different homes for each different type of *terra indigene*. Still, they all share an identity as earth natives, and woe betide the human who thinks they can exploit those differences.

In addition to regular speech, the earth natives are capable of a form of communication that humans cannot perceive. They do not need to move their mouth to make use of it, and give no outside indication that they are speaking, allowing them to silently converse with each other even in the presence of humans.

Did you ever hear that joke about what happened to the dinosaurs? The Others. The Others happened to the dinosaurs. Only some humans know that it isn’t a joke.

Shifter (Varies):

The most common and most well-known form of *terra indigene*, each of the various gards of the shifters have taken on the form of a predator, and elevated it with their past experience with countless other forms to become vastly superior to the mundane animal they resemble. They can also go *Between*, where they appear part-human and part-animal. This is deeply distressing to most humans to see, but can be advantageous. Shifter gards are also able to engage animals of similar species in conversation, and understand their speech.

There are many different shifter gards, each of which can contain many similar forms that are closely related. For instance, the Snakegard consists of shifters who turn into Vipers, or Rattlers, or Pythons. They are all different “breeds” of shifter, but are all part of the same gard due to their similarities. A handful of shifter gards will be described below. If you want to be a predator that is not listed below, use your best estimate to determine what the cost of an appropriate gard would be.

Crowgard (Free):

The Crowgard are a vital part of the operations of the Others, because crows are everywhere—and although a Crow is superior to a crow, they look similar enough that they can hide among the regular birds, and can gain information from all across the world. Whenever the *terra indigene* take on a form, they take on certain aspects of the “essence” of that creature, and in the case of the Crowgard, they took the crow’s curiosity, playfulness, and jackdaw-like habit of collecting “shinies”. Crowgard consider it a special delicacy to consume the eyes of their enemies.

Hawkgard (Free):

Although closer to an eagle in size once transformed, the Hawkgard serve as a more martial and disciplined counterpart to the Crowgard. They don’t have the same information network, but like the Crowgard they are essential for keeping watch over potential intruders in the Courtyard.

Coyotegard (Free):

The Coyotes are a people of mischief-lovers and tricksters, but are also very reliable when it comes to the people and things they care about. Still, they have a certain reputation for getting in trouble, one that is well-deserved.

Lynxgard (Free):

Based on bobcats and lynxes, they are still a potent species of predator, and naturally a Lynx is larger and more dangerous than a lynx could ever hope to be.

Wolfgard (-100 CP):

The howl of a Wolf is something that is comforting to all the *terra indigene*, a frequent call that assures everyone that “I am here”. They have close family structures, and a fondness for play that results in them often engaging in makeshift games like “steal the hat”. Like many of the shifter gards, in the form of a Wolf they appear almost fay-like, like a dream made flesh. Some people attacked by a Wolf don’t even register that their attacker is real before their throat is ripped out. Although Sanguinati have leadership positions in the courtyards in more urban areas, away from the heavily-civilized coastal areas you find more Courtyards under the leadership of the Wolves, such as the Lakeside Courtyard. Although normal wolves don’t actually have an alpha dynamic, Wolves do, and are led by the most dominant pack member. They’re called “werewolves” by humans, but that isn’t accurate.

Panthergard (-100 CP):

More powerful than an individual Wolf, the Panthergard are also more isolationist and less willing to cooperate. Not to the same extent as an actual panther, but it’s enough of a tendency that they have a well-deserved reputation as loners.

Liongard (-100 CP):

The Liongard has a minimal presence in Thaisia, but are quite common in Afrikah. They were the ones who realized humanity’s resemblance to monkeys (which are only truly common in Afrikah),

and were the ones to spread the “monkey” slur to refer to humans amongst the *terra indigene*.

Snakegard (-200 CP):

The forms of the Snakes are widely varied, but don’t quite match up to what you’d expect from their more mundane counterparts. The Vipers and the Rattlers are closer in size to pythons, and actual Pythons harken back to the forms of now-extinct serpents of terrifying size.

Sharkgard (-200 CP):

Unlike most normal sharks, the Sharkgard are not restricted to saltwater, and when they are called upon for aid by their fellows are perfectly willing to head to inland waters to provide assistance to earth natives who need dangers in the waters.

Beargard (-200 CP):

The Bears rarely take positions of direct leadership, but instead serve as spiritual guides for the other Others. They are larger and more dangerous than most other shifters even when only in their Bear form; but they can also turn into Spirit Bear, which is much larger and more dangerous, but also with a closer connection to Namid, to the point that they’re even capable of harming an Elder... although such a “fight” would still be overwhelmingly against the Bear in question.

Sanguinati (-200 CP):

Called “vampires” by humans, the Sanguinati are predators who have adapted to hunting in urban environments. Although still capable of switching between their “true” form and a body that resembles a human, their true form doesn’t look like an animal; instead, they are living smoke, capable of directing themselves to fly at incredible speeds. Regardless of form, they are able to drain blood from a living being through touch, and their ability to turn incorporeal means that they’re almost impossible to hurt... although there are ways to do so, the Sanguinati put a lot of effort into disappearing people who make such discoveries. The Sanguinati do not have any of the stereotypical vulnerabilities of vampires.

In Thaisia—and perhaps even beyond—this variety of the *terra indigene* are led by the ancient Erebus Sanguinati, and those who do good by him are certain to receive the protection of the Sanguinati.

Harvester (-300 CP):

Also called “Plague Riders”, the Harvesters don’t truly spread disease. However, anyone who catches a glimpse of even part of their true form will find their very life force sucked away from them, and the symptoms of this can resemble various diseases. If they feed lightly, this is only temporary—you can even suck on life force to such a small degree that it only tires someone out—but at extremes, this can kill someone almost instantly. Well, objectively almost instantly. From their perspective, death will take a very, very long time, accompanied with the sensation of the inside of their skull melting and raining in their brain. And what they look like afterwards is... something best not thought about.

Harvesters were so feared that even the other *terra indigene* avoided them, and they are nowadays an endangered species. You can tell how dangerous a Harvester presently is by their hair. If their hair is still and “normal” colored, they’re in a good—or at least, alright—mood. If their hair turns green and starts to coil, they’re upset. Once it starts turning red and writhes furiously like angry serpents, they’ve well and truly angry. Black is the killing color.

Beings with especially strong lifeforce, such as Elementals and Elders, can resist having it drained long enough to kill the Harvester in question, although it would still weaken them.

Elder (-600 CP):

Known more commonly as “Namid’s teeth and claws”, the Elders are ancient beyond reckoning, and are probably the first type of *terra indigene* to exist... unless the Elementals can claim that, at least. Elders don’t have appearances that can be correlated to any particular animal, for their forms are without names. But they are great and terrible, to the point that of all the Others, only the Elementals can feel remotely safe knowing that they are nearby. Their presence causes a still silence in the land, and although so massive that they can casually lift and throw buffalos, they move with nary

a whisper of sound unless they wish otherwise—in which case, their steps cause the very earth to shake.

They are invisible and cannot be seen, because their forms are too terrible. Even an experienced blood prophet was reduced to screams at the vision of them... which didn't even include their actual appearance, only a void around them to spare her from what she might otherwise have seen.

Unlike almost all the other *terra indigene*, the Elders do not take human form. However, this doesn't mean that they might not take aspects of the human physique that would benefit them; several Elders created hands for themselves after viewing their efficiency. They are capable of copying pieces of creatures they consume, should they decide that it would make a useful addition to their body.

Oh, and they're responsible for an unknown number of extinction events throughout the lifespan of the planet, including the dinosaurs. Each is a monster that cannot be matched by any other of the earth natives, save for the Elementals themselves. They cannot be harmed by mortal means, and even bombs are meaningless against them. It is they who make decisions for the whole of the *terra indigene* as a species, and their mentality is wholly divorced from anything resembling human, even the other earth natives.

Elemental (Varies):

The Elementals are a true mystery, even to the other *terra indigene*. They have their own names that they only use amongst their own kind, and use names such as "Air", "Spring", or "Winter" when speaking with others. They have a primal connection to the element, natural phenomena, or location they are born from, and are functionally one and the same, with a natural control over whatever they're born from. They can take more physical forms to interact with others, and in such a form can be killed; however, when they abandon their flesh, they become unstoppable and unkillable aspects of nature. Elementals come in several categories, which will be covered below.

Ponies (-200 CP):

A “weaker” form of Elemental, they are the beloved steeds of “proper” Elementals. They have names—and powers—such as Earthquake, Thunder, Quicksand, or Whirlpool. They don’t have human forms; when not in their natural form of an elemental almost-but-terrifyingly-not-quite-a-horse, they like to take the form of ponies. Unfortunately, although longer-lived than actual equines, they are not immortal like other Elementals, and can die of old age. You have incredible powers... but unfortunately, you cannot speak and do not have hands, so this is cheaper than other Elemental options.

Landmark Elementals (-400 CP):

Some Elementals are not tied to an element or a season, but instead connected to a location, and you will have incredible natural powers related to that location. For instance, an Elemental of a mountain could influence the growth of plants on that mountain, command animals, and reshape the earth. However, your powers are notably reduced away from your domain, although let it be noted that you can travel from the seat of your power.

By default, you are an Elemental of a terrain feature such as a mountain or a lake. But for another **-400 CP**, you can be equal to the Atlantik Ocean’s Elemental.

Classical Elementals (-600 CP):

These Elementals take names such as Air, Fire, Water, and Earth. They can speak to the world, and send messages through natural phenomena that can only be understood by other Elementals. They have casual and effortless control over their respective element, to the point that a single Elemental is capable of destroying a city.

Seasonal Elementals (-600 CP):

These Elementals are known by names such as Spring, Summer, Autumn, and Winter. Normally, they sleep until it is almost time for their season to start, but you will not be so limited; however, your powers will be reduced when it is “out of season” for you. However, despite these limitations, the seasonal Elementals are still priced

equal to classical Elementals because of their sheer power. Whereas an Air and Water would need to work together to alter the weather, Winter by herself could create terrible storms that can destroy cities, near-instantly form glaciers to cover roads to prevent escape, and almost immediately travel hundreds of miles to freeze a man to death in the middle of his own home. Any natural phenomena related to your season can be controlled to incredible degrees, to the point that Spring could cause flowers to bloom instantly.

Origins

Who are you in this world? What is your history, what sort of mark have you made on Namid? If you so wish, you can be a true stranger to this world, a “drop in”, but you can still choose an origin for the purposes of discounts. Most of the Others follow the same aging scheme as humans, so you’re free to pick any age you like, so long as it seems appropriate. Sex and gender are your choice.

Ingenue:

Now, normally this term refers to innocent young women, but in this case let us expand the definition, shall we? You’re someone who may or may not have been exposed to the evils of the world, but regardless, they haven’t found root in you. Your spirit is still young and innocent. You could be a literal child, or you might be one of the sweet bloods like Meg Corbyn.

Leader:

You’re in charge, and it’s your responsibility to make decisions for the sake of your pack. It is a heavy burden, but one you bear with pride. As an Other, you’re in charge of a pack of *terra indigene*, and as a human, you have a position of leadership and governance over your fellows.

Courtyard Resident:

Well, technically speaking you might not be living in the Courtyard *yet*, if you’re a human, but you have connections to your local Courtyard, and if it’s as progressive as Lakeside’s, you might even be employed there, even as a human. As an earth native, you live in a Courtyard, and have a greater familiarity with human things than most of the *terra indigene*.

Public Servant:

You are sworn to protect and serve. As an Other, you might be an enforcer, someone who upholds the rules in the Courtyard, or perhaps a bodywalker (the *terra indigene* term for their medical experts); however, as a human you're more likely to be a cop, a firefighter, or even a doctor.

Venom Speaker:

It's wrong that humans are confined to their cities and towns. It's wrong that the Others have land that they aren't building cities on. It's wrong that humans are denied their birthright of rulership over this planet, and you are skilled at making people see that. You are a member of the Humans First and Last movement, named "Venom Speakers" by Erebus Sanguinati, and your words are persuasive poison to those who hear them.

Scum:

If the *terra indigene* ripped you open, they probably wouldn't eat your heart—something that shade of pitch black can't be healthy to digest. You look out for number one to the expense of all else. You don't have any allegiance to a movement or group; you're in it for yourself, and even murder isn't too big a crime for you to commit for the sake of that goal.

Perks

Here you make choices that will provide you with skills and abilities to help you survive your time here. Perks are discounted towards their appropriate origin by 50%, while 100 CP perks are instead free to their origin.

General Perks

Across the Cultural Divide (-100 CP):

Many miscommunications arise from differences in people's cultures, and it is easy for those misunderstandings to build up into actual conflicts. Take school, for instance. Earth natives have better memory than humans, so don't need to take notes to remember things. As a result, when they attend human schools to pick up advanced knowledge and trades, the teachers see them not taking notes over

what they're taught, and assume that they're being lazy. The teacher naturally pays more attention to those students who seem to be more interested in learning, and the Other starts to feel unfairly excluded. And because they don't have training in basic human matters, many critical human interactions are poisoned by false assumptions against them, and the Others respond in kind. Eventually, this hostility becomes associated with one another. And eventually, humans start to fight back against those they perceive as unfairly oppressing them, and another city is swallowed up into the wilderness.

You have a clear understanding of the role culture, instinct, and education takes in people's behaviors and attitudes. Using the previous example, if you saw someone not taking notes in your class, you would immediately be able to pinpoint if they were lazy, had memory enough not to need them, or if they just had no idea that they were supposed to do so.

Likewise, this understanding helps you see how your comments would be interpreted through the lens of someone else's culture, even if you don't know that culture very well. While an Other wouldn't be insulted if you pointed out that their clothing outfit was sensible for running from predators (although they'd probably be a bit confused, considering that very few of them ever need to run from anything), a human woman told the same thing would probably just become more aware that you think of her kind as edible, rather than take it as a compliment.

Human Perks

If they are careful, the humans survive (-100 CP):

Most of the time, they survive. And you're more likely to survive than most. It is now impossible for you to die from "collateral damage".

Now, a purely natural storm, created without the intentions of any intelligent entities, might end in your death. But a storm created by Elementals will always find you surviving. Elders might decide to kill everyone in many towns in retaliation for massacres from the HFL, but you will find yourself spared from the slaughter. This doesn't help if someone wants to kill you specifically, nor protect you from genuinely random chance, but attacks directed at your area or "your kind" will find that you miraculously survive.

Invasive Species (-200 CP):

Of all the invasive species in the world, none is so greedy to spread or so avaricious towards the resource of the land as human beings. But still, every species deserves their place on this world (except for dinosaurs, apparently? Still not sure why the Others killed them), so humans have been permitted to continue to exist on Namid's surface despite their infractions against the *terra indigene*.

So long as you do not commit truly terrible, unforgivable crimes—such as the HFL's massacres of the Wolfgard—you will find other beings to be remarkably forgiving of your wrongdoings. Oh, they'll still punish you, but the punishment will never be lethal. This protection extends to organizations and followers serving under you, to a lesser extent; they may still be killed, but your organizations won't be entirely wiped out.

Means of Production (-400 CP):

It turns out that having the means of production doesn't mean anything if someone else has complete control over all the resources needed to actually produce stuff. As such, as humanity is almost entirely reliant on the Others to provide them with raw materials with which to operate their factories. Of course, the earth natives provide all the resources humans need to survive... but that's never *enough*, now is it?

You are able to squeeze more out of the materials you are supplied with—to an absurd extent. From now on, you will find that whenever you are converting raw materials into finished products, you are able to produce 50% more of your good(s) than you would otherwise have had. This can only occur once in the production process. For instance, you could make 50% more circuit boards than could be accounted for with the materials, or you could build 50% more functioning computers than you actually had circuit boards for, but you can't do both.

Namid's Creations, Both Wondrous and Terrible (-600 CP):

This is Other's description for the *cassandra sangue*. Truly, the blood prophets are Namid's gift to humankind; when they were at risk of dying out on Thaisia, humanity's Intuit families gave birth to blood prophet children, and they helped to

keep the human race alive in those days. It seems that you have received Namid's favor in a similar fashion, for such miracles seem to follow you.

You directly will not receive any power from this. But when your chosen people will be placed under a threat to their continued existence, special children will be birthed to them. In a mostly mundane world, they might have abilities such as the powers of prophecy exhibited here on Namid, while a world with more frequent "superpowers" might find children being born with abilities far different in scope than the subtle powers of foresight.

These births might even occur before you actually arrive in the world, because the children will reach adulthood right when they would be most needed. They will light the way for your people to survive the storm that faces them, no matter how terrible it may be. This might not keep individuals safe, but for your people as a whole? It will be salvation.

You will also obtain a copy of these powers, but they will not be fiat-backed for you; you will only retain these abilities during the jump you obtain them. However, anyone you companion who already possesses these powers will find that they will have fiat-backing to continue functioning in future settings.

Terra Indigene Perks

Don't Call Them "Monkeys" (-100 CP):

Elliot isn't the official "face" of the Lakeside Courtyard because he's the leader (even if he's often mistaken as such by humans), but because he's the Other present who is most able to affect a veneer of sophistication. He can go to the government's fancy dinners, shake hands, pose for pictures, smile, and hide the snarling wolf underneath all the while.

You have a particular form of self-control that allows you to keep your more base, feral, and "savage" urges in perfect control. You could smile at someone whose throat you yearned to tear out for his simpering and bureaucratic officiousness, and could shake hands with prey without ever revealing that you don't think of them as anything but clever meat. And no matter what slurs you might think in your head, you'll never accidentally speak them aloud.

If you have an ability to take on an alternate form—such as most of the *terra indigene*—this also gives you perfect control over it, which not all earth natives possess. Strong emotions won't make you lose control over your form, and you can shift completely from one form to the other—or stop *Between*—with ease.

Spare the Children (-200 CP):

Although the Others are perfectly willing to take the lives of those who trespass in their territory or break their laws, they have a soft spot towards children and the mothers of children. For instance, when they flooded what would be known as “the Drowned City” after a single night of rain, the only survivors were mothers and children, packed into floating cars. Children who trespass on the Courtyard are returned to their parents (after being scared witless), and even those who commit crimes aren't killed.

It was only after the mass massacre of shifters, particularly the Wolfgard, across Thaisia that the Elders violated this rule in retribution.

You have impeccable control over your abilities, and are easily able to exclude individuals even from a widespread effect such as an earthquake or a storm. You can even “program” such discretion into your powers, so that you could cause a flood that would selectively spare the lives of people who fulfilled your criteria to survive. This would allow you to destroy a city in flames and storms without killing anyone you would wish would survive.

H.L.D.N.A. (-400 CP):

Human Law Does Not Apply. This is the warning posted at the entrance to every Courtyard, to ensure that any humans who enter are aware that they are no longer subject to the legal protections that they might otherwise enjoy. If you shoplift in the Courtyard, your hand is eaten on the first offence. *You* are eaten on the second. Trespassing children will be caught and returned to their parents, but trespassing adults will result in their personal belongings being tossed over the fence, and their bodies never being found... outside of Other butcher shops as “special meat”, at least. Only a foolish—or desperate, or perhaps even innocent—criminal would dare to take refuge within a Courtyard of all places, because they are far harsher on rulebreakers than most human laws would be.

You will find that you too can establish locations where your own rules and laws run paramount. As long as it is a location that you own legally (or due to Jumpchain fiat), you can freely establish your own laws and rules to be followed in these places, with whatever punishments for violating them that you decide on. So long as you own these places, other laws and rules will not apply to actions performed within. However, this doesn't prevent people from wanting to get revenge for what you do—just the law. Be careful that you don't make enemies too terrible for you to deal with.

Thin the Herds (-600 CP):

When the Humans First and Last movement finally pushes too far, Namid's teeth and claws, the Elders who rule over the *terra indigene*, decide that humanity has grown too large and that they need to be culled. Such cullings have happened time and time again in humanity history, and they never learn.

But if you were to do it, they would. Whenever you use pain or punishment to teach a lesson, the victims of your lesson will never forget it. Oh, it won't be present in their mind at all times, but whenever the lessons you taught become relevant, it will be remembered. And this doesn't just apply to individuals—if you were to punish an entire species, their descendants would remember. They will never make the same mistake twice... or at the very least, they'll know what the consequences of doing so would be.

Ingenue Perks

Sweet Blood (-100 CP):

You might not be a *cassandra sanguine*, and quite likely don't have any special powers associated with your blood, but you share with them a certain quality of innocence. Regardless of your actual mindset, the wrongs you may have committed, or your "purity", anyone able to tell will recognize you as being both pure and innocent. This applies to supernatural measures of testing as well.

You are able to shield yourself with this innocent mindset. You can be exposed to trauma, but it will never break you; you may be mentally wounded for a time, but so long as that trauma is not continuously re-opened, you will heal without mental scarring. Everything you encounter will be tinged by the new and the exciting; you could see a million sunrises, and the 1,000,001st will be just as

glorious to your eyes as the first. This doesn't mean you can't be acclimated to things, but the positive aspects of discovering something for the first time will be just as strong.

Finally, there is no creature that recognizes you as prey. Now, this doesn't mean they won't kill you—many herbivores have well-deserved reputations for being murderously violent—but no creature will consider you to be a form of food, nor will they hunt you for such. Note that if pieces of you are mixed into another form of food, the result will still be considered edible—such as when the remains of blood prophets were distilled into a drug called Feel-Good, mixed into meat, and used to trick the trash-scavenging Crowgard into being killed.

Low Expectations (-200 CP):

Maybe the previous person to work your job was a lazy and prejudiced ass, or maybe your employers just have low expectations of humans in general. Regardless, you'll find that the people you encounter don't expect much of you beyond the absolute bare minimum to be considered "doing your job", but without actually thinking worse of you. Which means that, whenever you surpass those expectations, people will be pleasantly surprised, and their opinion of you will raise.

Basic politeness and decency towards others will notably elevate you in the eyes of others, and actually going out of your way to help other people—even if it's only delivering a package that was late in arriving—will prove to be the start of deep friendships. Buying someone a present with a bit of thought behind it could spark a bond that could last a lifetime.

This mostly applies to first impressions—continuing to show basic decency won't continuously raise your status in the eyes of others to unforeseen heights, and people will come to expect a certain standard from you as they get to know you and become used to your work. But as far as first impressions go, you're all but guaranteed to always come off higher in people's regard than you would otherwise have started.

Portrait of Prophecy (-400 CP):

When the girl who the Walking Names called *cs821*, and who would later take the name "Hope Wolfson", was first freed from the Controller's facility and brought

into the care of the Others, she didn't know what to do with herself. The outside world brought sensory overload, and she had been trained to give up every hobby—even her attempts at drawing resulted in the Walking Names threatening to cut off her fingers.

But that same interest in art became her salvation, as she discovered that she had the ability to draw the future instead of needing to succumb to the urge to cut. And this discovery in turn led to Meg creating prophecy cards as an alternative means to divine prophecy.

You have the ability to express any of your supernatural powers in new ways. The end result of using the power will be the same, but the process of how you get to that point can be different. For instance, if you had the ability to speak prophecy when cut, you could develop the ability to draw prophecy or see it in cards, or even dreams. If you could set something on fire, perhaps you could instead manipulate heat, or set things on fire in different ways.

This will also allow you to find ways to use powers that are inherently dangerous to you in ways that mitigate or entirely negate their unsafe aspects.

Trailblazer (-600 CP):

Meg is the Trailblazer. Not only the first blood prophet to reach freedom, but also the one who will discover how other blood prophets can survive in a world that can be so hostile to them. She was the first to make inroads on creating a new dynamic between humans and the Others. The fallout of her actions and decisions since joining the Lakeside Courtyard will be the only thing keeping humans from going extinct on the continent of Thaisia.

When you do something “new”, your efforts will be more successful. “New”, in this case, doesn't have to mean that nobody's ever done it before, just that it's not an accepted part of society yet. Meg the Trailblazer befriended the Wolves, the Crows, the Elementals, and the Sanguinati, whereas until her friendships between humans and the earth natives were all but unheard of. Meg figured out how to help Sam grow beyond his phobias, whereas before he had all but confined himself to his home in fear of the outside world. Whereas the world had given up on blood prophets being able to survive freely, Meg instead trod a path for others to follow, writing the *Blood Prophet's Guide* to show them how to live,

how to endure the complex and changing nature of the outside world, and how to survive the urge to prophesize. The road was not without its stumbling blocks, but she still did it.

Luck and circumstance will bend over themselves to help you succeed in your endeavors, so long as they are somehow “new”, in whatever context best applies for the term. They will not be without risks, without the chance of failure, and nothing says you won’t die in the process of accomplishing your goal. But there will always be a way forward, and you’re more likely to find that way than not.

Leader Perks

Peacemaker (-100 CP):

Even if you’re fine with conflict, if you want to get anything done as a leader—be it of a pack, an office, or an organization—you need to be able to make peace between disparate factions. Any time you get a large enough group together, it’s pretty much a guarantee that certain members of this group will dislike one another. For instance, most parts of a Courtyard are pretty isolated from one another, and many of the *terra indigene* try to avoid other types of earth native when they can.

However, as a proper leader, you need to be able to get these opposed groups to work together, and you are excellent at this. Under your leadership, you can bring together those who would normally be opposed to one another, and get them to work in relative peace towards common goals.

A Case of Mistaken Identity (-200 CP):

When Meg Corbyn escaped from the Controller, he tried to find her by framing her as a criminal wanted for high-value theft—except what wasn’t mentioned was that what she stole was *herself*, because he didn’t want people to know that blood prophets were treated like property. When the police tried to investigate, Simon Wolfgard “politely” informed them that it was simply an unfortunate coincidence that they looked the same.

Now you have the ability to pull a similar trick. So long as you have the personal, organizational, or political power to protect someone, you can declare any crimes they are accused of committing to have been done by someone who simply looks

similar. Unless somebody has a form of identification more detailed than their appearance, no one will gainsay you, and that person will be safe from legal repercussions for as long as they are under your protection.

I'm in Charge (-400 CP):

Leadership among the Others—and the Wolfgard in particular— isn't based on power—or solely upon power, at least. Otherwise, the shifters wouldn't have any leadership positions, considering that their competition can control the elements, kill with a look, or turn into smoke when attacked. But they lead roughly half of the Courtyards, because leadership among the Others is so often decided by dominance.

And also because the Elders don't want anything to do with the Courtyards.

You will find that whenever a position of leadership is decided by others or by social structures, you are a natural candidate. Now, this won't make you the boss if it is decided by, say, birth, seniority, or competence. But if it's a quality such as "charisma"? "Dominance"? Or some other trait that can be directly compared against someone else? You'll find that yours is always superior.

There are plenty of cultures where this won't do anything, but in the right societies, it can help to propel you to the top.

"Be a leader for your people." (-600 CP):

"Be the voice that decides who lives and who dies within your Courtyard. The day will come when a life you save will, in turn, save someone dear to you." Those were the words spoken to Simon Wolfgard by an aged blood prophet who had somehow escaped the compounds, and they came true when Meg Corbyn saved the life of his nephew Sam, the only remnant of his departed sister.

You find that good karma has a way of working out for you. When you save someone's life, it is effectively guaranteed that they will one day return the favor—maybe not saving your life, but saving something (or someone) of great value to you. The only time this won't be the case is if there's literally no possible scenario in which they would be able to provide you any appreciable form of assistance.

Courtyard Resident Perks

Fun and Games (-100 CP):

You have a remarkable knack for creating fun and engaging games, ranging from the complex to the simple. You will always be able to come up with games that are fun to play, even if you're playing something like "steal the hat" or "chase the bicycle" (when you're a pack of enormous murder-wolves). People will intuitively understand the rules of the game when you start to play it with them, although this doesn't necessarily mean they'll play along, or even that they'll want to play it in the first place. But if they do play along, they're guaranteed to enjoy themselves.

You can selectively omit people from this, in case you'd like to enjoy yourself at someone else's expense, or if you'd find it more entertaining if someone didn't know how to play.

Right to Business (-200 CP):

The agreements between the Others and the human governments aren't terribly complicated, in part because the earth natives don't see any point in making things as needlessly complex as bureaucracies are fond of. Among the principles of the agreements is this; *terra indigene* have the same right to shop at human stores and receive goods from human businesses as humans do, and cannot be denied business because of their species status. They are permitted to attend human universities and learn human trades. Denial of this results in heavy fines, and can even get businesses shut down. And because the *terra indigene* of Thaisia only let humans rent the land—they don't own anything—they can always refuse to renew the humans' lease if they start refusing earth native shoppers and students.

You might not have the bargaining power of an earth native, but you do have the assurance that you will always be able to receive an education, get a job, and be able to make purchases the same as everyone else. No one will ever discriminate against you in business or education. Stores won't deny you service, teachers won't give you a sub-par education (unless that particular teacher is equally negligent towards ALL their students), and should you ever demean yourself to the point that you're willing to work for one of the monkeys, an employer won't deny you the right to work there... although you do still need to meet the same

basic qualifications as other potential employees, just so long as those requirements don't specifically exclude "your kind".

Perimeter Alert (-400 CP):

Courtyards take up a hefty amount of space in a city, but the entire perimeter is still fenced off. This isn't from *fear* of trespassers, but *caution*... and an attempt to keep aggressive humans from getting themselves killed and further souring relations between Others and humans. Because plenty of people on both sides would be perfectly fine with that.

While Courtyards usually depend on Crows to keep watch on the perimeter, your defenses are a little less dependent on other people. You have the guarantee that no one will ever be able to sneak into your properties or your home without you becoming aware of it the moment they trespass. Furthermore, you will know how heavily armed any trespassers are, as well as their numbers, ages, and identifying features.

Spirit Guide (-600 CP):

The role of spirit guide is often taken by the Beargard. Not only are the Beargard able to take the form of Spirit Bear, but they don't tend to have a hankering for leadership over the pack, and as such can be trusted by the pack leaders and followers alike.

You exude an aura of trustworthiness. So long as you don't intend to spill their secrets, people will instinctively understand that you're someone they can confide in. There will be no social stigma from doing so; even if someone found out the leader of the pack conveyed their doubts and misgivings to you, no one will look down on them for it or consider it some sort of faux pas.

Furthermore, you are blessed with sagacious wisdom. You might not have all the answers, but when someone comes to you for help, you'll know what questions to ask to lead them to what they need to discover about themselves, and will know what to say to help them help themselves. If you were a human, this would make you a truly exemplary psychologist, but such a role rarely provides the same honor and prestige as the position of spirit guide.

Also, if someone needs to have some physical discipline thumped into them, no one will get angry at you for dishing it out—even the person you smacked some sense into. Well, they might be *upset*, but they won't get truly angry against you or hold grudges over it. They'll recognize when it was for their own good.

Public Servant Perks

The Hard Decisions (-100 CP):

A cop's duty is to keep society functioning, and to keep the people who make up that society safe. But in Thaisia, there's an additional responsibility—namely, they have to make sure that they keep their fellow humans from doing anything that would result in another city being reclaimed by the Others. And sometimes that means setting aside your orders and doing what needs to be done.

You have a keen awareness of when following the law or following orders would result in things getting worse—as well as whether things would get worse for you, or worse for other people (and how many other people, at that). For instance, you'd know that trying to pursue a “criminal” who is under the protection of the Others could result in your city being wiped off the map. As another example, while it might not be lawful of you to help the earth natives narrow down a target location to attack in retaliation for assaults on their people, you'd also realize that NOT doing so could result in them simply wiping out all human life in an entire region of the continent, just to be sure they got the correct enemy.

It really cannot be overstated how thorough a job humanity has done at pissing off the Others.

Medically Qualified (-200 CP):

Humans and Others might look the same (well, when the Others are in human guise, at least), but their bodies fundamentally function differently. A human doctor wouldn't know what to do to properly take care of an injured Wolf, and a *terra indigene* bodywalker wouldn't know what to prescribe to help an ill human. Fortunately, you have comprehensive-but-mundane knowledge of medicine and medical procedures, not just for your own species but for all of them.

If you know a medical procedure or operation for one species, you will know an equivalent operation for every other species you encounter. And if there are any

unique procedures or medicines that don't have counterparts in other races, you will also know those. You are a doctor and veterinarian *par excellence*, capable of applying your skills to any race or species that you encounter.

Stand Down (-400 CP):

Sometimes there are people you have to protect, but they keep making stupid-ass decisions—sometimes even as stupid as trying to fight you. For instance, a group of humans could arrange an ambush to kill some Crowgard, Wolfgard, and “wolf-lovers”, and be willing to kill the very police who are trying to stop them from committing a crime (and potentially getting an unknown number of other humans killed in retribution).

With this, you aren't able to quell every conflict with words, but that particular scenario wouldn't happen. When someone could be considered “your charge”—that is, someone you are supposed to protect—they will not disobey orders from you so long as those orders are both reasonable, and either in their own best interest or in the best interest of their “group” (be that their species, their family, or their organization).

Opening Up Relations (-600 CP):

Although much of the credit of the improved relationship between humans and Others in Lakeside can be placed on the shoulders of Meg Corbyn, the roles played by Police Captain Douglas Burke and Lieutenant “Monty” Montgomery can't be underplayed, either. Their steadfast and continuous attempts to keep open lines of communication with the *terra indigene*, and their honest and open dialogue with them, played a large role in permitting the formation of the human pack in Lakeside, and in turn is part of what made the Elders decide to use Lakeside as a case study to determine how much human should be permitted to survive. To say nothing of how the sacrifice of Officer MacDonald in trying to protect the Crowgard during a HFL attack was the sole thing keeping Lakeside from being scoured clean of life.

No matter how hostile someone may be, as long as they aren't actively an enemy at war with you and your kind, you can open up and maintain a dialogue with them. Negotiations will be possible, and you will be able to at the very least ensure the survival of both sides at the negotiating table. Note that this does nothing to those who are actively enemies; humans and Others are fine, despite

their hostility, but not the Humans First and Last movement, who consider the Others to be actual enemies to themselves and humanity.

But at the very least, you will be able to convince people who are under no obligation to follow your laws to at least consider speaking with you before taking care of matters in their own way.

Venom Speaker Perks

Infectious Tongue (-100 CP):

When you speak with passion—even if that emotion is faked—your words are not easily forgotten. People will actually think about what you have to say. Now, this doesn't necessarily mean they'll think *thoroughly* or *intelligently*—although they might—but just having your words stick around in someone's head can go a long way towards convincing them that you're right. After all, people can be pretty easily led around by the nose if you know what to say... and you do.

Insidious Narrative (-200 CP):

As long as you keep repeating the same story over and over, people will gradually become more influenced by it and more likely to believe it. People who otherwise wouldn't be inclined to follow something like "Humans First and Last" could eventually be convinced to take leave of their better sense and join such an organization.

Spin Doctor (-400 CP):

You have the remarkable ability to take news and twist it in your favor, even if it would seem to be a deathly blow against your cause. The blood prophets you were using for materials are freed from their prison facilities? It was an unprovoked attack from the Others that kidnapped many innocent women. Facilities start dumping their girls on the roadside to avoid being targeted, and those prophets start dying without care? The Others' brutality forced their hand, and if they hadn't been so cruel to innocent businesses in the first place, those girls would still be alive.

Your word tends to be trusted more than the words of other people—especially people who aren't of the same species as you—and it would be easy for you to

establish dominance over the news narrative, as long as you had the political power to be heard in the first place.

Toxic Environment (-600 CP):

The leaders of the Humans First and Last movement intended to stir up trouble in Thaisia to distract the Others from their actions to expand their territory in Cel-Romano. But things were—at the time—stable in Thaisia. How do you get people to rise in rebellion without a need to do so? The answer was to *create* a need. Normally, the Others ensured that all humans received enough food that nobody had to go hungry. However, Cel-Romano corporations would then buy up large quantities of food, then dump it in the ocean to create an artificial shortage. As people started to starve, they became desperate... and desperate people do stupid things.

You have a keen understanding of social and economic pressures, such that, so long as you had the funding, you could easily manipulate entire nations and continents to dance to your tune. You also know how to speak to the people, how to be persuasive and how to phrase your arguments to most strongly appeal to people's primal and emotional sides—you're skilled at convincing people not to think too deeply about the consequences of what you're saying, and take your words at face value.

What's more, you're good at creating environments that pressure people into accepting your ways. As the HFL spread, more and more businesses started only accepting employees who wore the HFL badge, forcing people to join to keep their jobs. Anyone who didn't carry the badge became a "wolf-lover", and enemy of humanity, and eventually people began denying service and employment to people who were *related* to people who didn't join the HFL. And eventually it devolved into outright attacks on people who didn't join—and every step of this caused only further pressure on people who might otherwise be neutral, or even opposed, to join the Humans First and Last movement. For their own safety, if nothing else.

Your ability to create an environment of fear and oppression is second to none. It's like people eat up what comes out of your mouth, eager to force their neighbors into behaviors that align with what you tell people to do. The more political and social power you possess, the stronger this effect becomes, until eventually even

second- or third-hand repetition of your words is enough to have an effect on people.

Scum Perks

Acting Chops (-100 CP):

Sure, Asia Crane had a job investigating the Courtyard and trying to steal secrets that her bigwig employer could exploit—and later tried to kidnap a child—but her primary goal was to get a job acting in Sparkletown. And to be fair, she had the skills to do it—just not the luck to get a role. Even Cyrus was good at playing a role and manipulating others.

You excel at playing a part. You can act with the best of them, be it theater acting, a role in a movie, or more realistic bluffs and deception. You might not understand other people's kindness and empathy, and you might not accurately get all the reasons *why* people do what they do, but you have a keen understanding of *how* people respond to things and *what* they'll do in response to a threat, to wheedling, or to begging.

Danger Alert (-200 CP):

Asia Crane and Cyrus Montgomery were both individuals who placed themselves first and foremost, and were willing to hurt or kidnap others to get what they want. But neither one of them really understood just how much danger their behavior put them in—but you would. Even if you were as selfish as either of them, you would still be able to figure out when you've gone too far and when you need to keep away from a hornet's nest you've stirred up.

You always have acute knowledge of how much danger your life is in, and are broadly aware of what those threats to your life are.

Get Away (-400 CP):

Escaping can be the hardest part of any crime, especially if you failed at achieving your objective. Both Asia and Cyrus died trying to get away from the Others (although Cyrus's kidnapping, at least, had been successful). You will find that whenever you're trying to escape or run away, luck and circumstance fall over themselves trying to provide for you. This won't make your run or drive any faster, but accidents will happen to delay your pursuers, people checking every car will

be distracted when it comes to yours and miscount, and other strokes of luck will be present to spare your hide. This only applies if you're trying to get away, however.

Smiling Shark (-600 CP):

Phineas Jones served as an "acquirer" for the Controller, specialized in hunting down rumors of girls who cut or had prophetic abilities, and then arranging for them to be brought into "benevolent ownership". He could even convince loving parents that it would be in their child's best interests to sell them to him. And it was only after he was gone that they ever realized that they had no method of contacting him and had no idea where their child(ren) had gone.

This was thanks to the abilities Phineas possessed as a mesmerist, powers now shared with you. You don't require anything as crude as a spinning coin or hypnotist's watch; just by smiling and looking people in the eyes, you can convince almost anyone to trust you explicitly. This influence over minds is subtle but pervasive, and difficult to resist unless they already know it's coming... or have a good reason to be suspicious in the first place (such as, for instance, if your prey has received a prophecy warning of your arrival ahead of time).

Items and Equipment

Skills and abilities are all well and good, but sometimes what you need is a good piece of equipment to get the job done. Discounts are based on species; objects under a given species are discounted by 50%, except for 100 CP items, which are instead free.

If you possess similar items, they can be imported into what you purchase here to combine their abilities and provide the item with a new alt-form. If an item is lost, damaged, or destroyed, it will be restored after 1 week. Any modifications you make to an item will be maintained should this occur.

General Items

A Pair of Glasses (-100 CP):

They aren't prescription lenses—unless you need them to be such—but are instead intended to be worn to make you look more approachable. Even in “human” form, one needs take a good look at an Other to realize that they are not, and never will be, human.

This can scare people, which can be an issue if you're trying to run a bookstore to study humans better. Fortunately, so long as you wear this pair of glasses, you will never be considered so frightening that you scare people off.

Sparkly Junk (-100 CP):

This is a box full of knick-knacks, toys, shiny objects, fiddly objects, and things a child would use to build with. In short, junk—but to people like the Crowgard (or to small children), it is a priceless collection of treasure. If you offer to trade some of your junk for good behavior or favors, the other party will always carry through their end of the deal (as long as they are interested in it in the first place).

Business (-200 CP):

You own a small business, similar in scope to Howling Good Reads. No matter how few people purchase from your store, it somehow stays afloat; maybe, like HGR, it's funded by the Others, who are more interested in the benefits it brings than ensuring it makes a profit?

By changing the price to **-300 CP**, you can have a larger, more successful business, with a notable presence in a city of your choice. Perhaps something along the lines of Everywhere Delivery?

For a grand total of **-400 CP**, however, you can have a truly large business that is an economic powerhouse capable of influencing entire regions. You don't necessarily deal in blood prophets like the Controller does, but your business has a similar level of influence over the world.

Catalog (-200 CP):

One of the jobs of the human liaison in the Courtyard is to place orders for things the Others want or need that humans provide. As such, you are provided with this handy-dandy catalog. Although seemingly only a few pages wide, in truth it contains a list of literally everything that is available to purchase in the entire setting, able to rapidly search through what you're interested in to provide you

the best prices for each object you're looking for. You should be able to find any object within only a minute of looking through this catalog. Furthermore, just by calling the number, the product will arrive within a single day. You pay the delivery person; if you don't pay, they will just take the money out of whatever future wealth you earn.

Prophecy Cards (-300 CP):

This mismatched assortment of cards is made from many different decks, ranging from tarot to decks of game cards to cards specifically designed by Intuits as an attempt to guide precognition. This large deck of cards isn't used by shuffling and drawing cards, but instead by spreading the cards, and drifting your hand over each one until you feel some sort of reaction.

Normally these would require the gifts of a *cassandra sanguine*, but your cards are special; anyone can use them, and will feel tingles when their hand drifts over a card that is particularly relevant to whatever question they are asking. The first card dictates the subject; the second card the action/reaction; the third card, the result. They will always be accurate, but might not be accurate in the way that you expect them to be.

Human Items

Rifle (-100 CP):

The Others pride themselves in not needing tools to hunt, but humans do not similarly limit themselves—their pride is focused in other directions. This is a large hunting rifle, one modified to be powerful enough to shoot clean through a Wolf. It has excellent range, and never seems to run out of whatever ammunition you try to use for it. No matter what kind of round or bullet you try to use, it will also be able to be fired from this weapon.

For **-200 CP** instead, it can instead be some form of automatic weaponry, such as a machinegun. The power, range, and ammo features are unchanged.

***Blood Prophet's Guide* (-200 CP):**

Written in an open and helpful way designed to appeal to all ages, this is a helpful book that provides a written guide to whatever powers the reader may possess—and also to whatever powers are possessed by the people the reader is supposed

to take care of. It is both a guide *for* blood prophets, and a guide *to* blood prophets. Helpful Trailblazer Tips point out particularly important or urgent pieces of information.

Blood Prophet Drugs (-400 CP):

You have a pair of replenishing vials of drugs made from the flesh and blood of *cassandra sangue*.

One is “Feel-Good”. This drug is flavorless and scentless, but an ingested dose of it will make even the most passionate person completely lethargic and uncaring. The Others who were tricked into eating dosed food stood still without caring as they were run down by vehicles, even their instincts silenced by the forced peace induced by this drug.

The other drug is “Gone-Over-Wolf”. Another flavorless and scentless drug, it has the opposite effect of Feel-Good, and could better be described as being jumped up on super-testosterone and adrenaline. Those dosed with it become fearless and more primal in their actions and desires. For instance, a teenager who took a sip proceeded to rape his neighbor, while a proper dose would induce a bloodthirsty and murderous rage in even the most peaceful soul.

Boo Bear (-600 CP):

This is Lizzy Montgomery’s toy bear. Not only is it her longtime friend, but it was also used by her scummy uncle to hide a collection of priceless gemstones and jewelry that were being used as surreptitious means to provide monetary support to the HFL movement.

Your toy doesn’t have these gems sewed into it. But what it does have is a single, critical item unique to the current jump. It might be a letter detailing the precise plans of a secretive organization, the structural weaknesses of a superweapon, or a priceless artifact desired by a villain. It will never be something that can directly provide you with power, nor will it be a weapon—but just having the object sewn into this bear can completely change things in any given jump.

***Terra Indigene* Items**

Newsletter (-100 CP):

This is a newspaper that doesn't have news unique to any given location, but instead contains articles written specifically because they are of interest or relevance to you. If you're bored, you might encounter articles saying what movies are currently showing; if you are experiencing relationship problems, you might find a newly written article by Ms. Know-It-All. Admittedly, her "Others Etiquette" columns are rather biased towards the perspective of Others, so for a human they can be more entertaining to read than educational... but it's still something to read, and will always be relevant to your circumstances.

"Special Meat" (-200 CP):

Because there *are* human employees at the Courtyard, the residents take some basic steps to avoid (overly) discomfiting their workers. One of those measures is referring to human as "special meat" when it shows up in their butcher shop, and avoiding selling to other humans.

You have a freezer that is completely full of special meat, from a wide variety of subjects. It refills every week, and provides enough meat to provide for an entire Courtyard for most of that time.

Whenever you are in a world with more species with intellect in the same general tier as humans (or higher), you may at the start of each week select a different species to provide the meat that will be found in this freezer.

Nobody died to produce this meat; it is provided directly by your Benefactor.

BOW (-400 CP):

A "Box On Wheels", it is the preferred vehicle for Others to make their way through the expansive land covered by a Courtyard. Not all Others technically need it—Wolves, for instance, can certainly run faster, and when the skies are fair they typically go without—but weather and transporting goods makes the BOW a useful tool that the Others keep around. It isn't a car—it isn't street legal at all—but for the simple, no-traffic roads of the Courtyard, it is ideal.

Your BOW is special, though. It will never get stuck no matter what terrain you drive it through, it will never experience engine troubles, and it can plow effortlessly through any depth of snow. It is completely immune to environmental issues, to the point that it can function underwater just fine, and can reach a

maximum speed of 300 miles per hour—and is somehow street legal, too. Wonder how you managed that.

Map of the Courtyard (-600 CP):

The first map of the Courtyard was issued to Meg by the Others as both a test and as an extension of trust—only to be later copied in secret by Asia Crane. This map is both more accurate, more protected, and more versatile. When you unfold this item, you can declare a single location—nothing so large as an entire city, but a Courtyard or a district of a city? That would certainly qualify. It will turn into a perfectly accurate map of all the roads, buildings, and even hidden secrets that can be found in that location. Additionally, the map is impossible to duplicate, steal, or even memorize by those you have not given permission to do so; attempts to do so will simply fail.

Companions

A Pack of Your Own (Free):

There are some Others who can live isolated lives, but for the most part the congregate into packs. Similarly, don't you have a pack of your own? You can import any of your existing companions into a species and origin of their choice, and they receive +600 CP with which to make their build in this jump.

Alternatively, you can create entirely new companions, also receiving the same points; both options are free.

Exportation (Free):

If there is anyone on Namid that you would like to bring with you, you may bring anyone you can convince to come with you before the end of the jump as more companions.

Moody on Moonsday (Free):

Once a cop, they were dishonorably discharged after a disastrous attempt at flouting protocol to do the right thing went terribly wrong. They do a terrible job of coping with the memories of their lost squad members, and are desperately searching for a purpose in life. They have a genuine desire to help people, but have a terrible reputation thanks to how they exited police service.

Thinking on Thaisday (Free):

This Intuit is one of the few of their kind who doesn't keep to their own communities. Instead, they took a job as a detective, and work in the big city. Their hunches and feelings are usually correct, but those don't stand up to legal scrutiny—furthermore, they have no intention of giving away their status as an Intuit. Instead, they use their abilities to help them “find” clues, and have developed a reputation for being incredibly lucky.

Satisfied on Sunday (Free):

As one of the Sanguinati on the coastal cities, this earth native has it pretty easy. It is easy to disguise oneself as smoke in a train station and lightly sip from a multitude of travelers. And their particular city, although not *friendly* with the Others, isn't quite as hostile as some, ensuring that there is a steady flow of the goods that the Others desire. As such, they rarely have to exert themselves to do much. The leader of their Courtyard is considering assigning them extra duties just to ensure that they do not become fat.

Watchwolf on Windsday (Free):

This Wolfgard enforcer has been assigned to protect you, and take their job very seriously... although not so seriously that they won't sneak up on you to steal your hat, or chase you around. They have a good opinion of you, but a very low opinion of your ability to take care of yourself, and will honestly be a little bit of a busybody about making sure you're actually eating and resting properly.

Foresight on Firesday (-100 CP):

A blood prophet daughter born to an Intuit family, she was fortunate enough not to be driven crazy by the prophecies she saw, and lucked into figuring out many of the rules that a blood prophet would need to follow to survive while free. Still, they are easily overwhelmed by new sensations, need constant things that don't change, and are prone to being mentally overwhelmed by stimuli. They only occasionally succumb to the urge to cut, and have no interests that would be inclined towards allowing her to stumble upon the means to prophesize without needing to self-harm. Any help you could give would be appreciated.

Wild on Watersday (-100 CP):

As a Harvester, this *terra indigene* is used to being alone, and never had any particular interest in humanity. But after an encounter with a human hiker in the

wilderness—a local from one of the Simple Life communities, not a trespasser—they found themselves with an unexpected friend. Sadly, this human was elderly, and after several years of companionship, they found themselves alone once again... and not nearly as satisfied with the solitude as they used to be. So they've decided to move to a Courtyard; they have to keep their reputation as a Harvester secret, but fortunately few of the *terra indigene* are familiar with their kind anymore.

Elementals on Earthsday (-300 CP):

This is a set of four Elementals; a Spring, a Summer, an Autumn, and a Winter. Except for brief periods at the ends and beginning of their seasons, there is only one of these Elementals awake at a time, and their siblings instead sleep away—not physically present, but sleeping within the very cycle of seasons itself. They all share the same perks, however, and cannot be imported as individual companions; only as a group. They get along well, but are also fiercely independent of one another, and do not like being mistaken for their siblings. Even while asleep, the Elementals somehow have an awareness of what is happening in the life of their awake sibling, so you don't need to give them a new rundown on what happens every time one of them wakes up to replace the other.

Weekly Warden (-300 CP):

This Elder has sensed your presence, and recognizes you as something foreign to Namid. But they have not yet decided whether or not you are a bad thing, and have taken it upon themselves to watch over you, to ascertain if "Jumper" is something the *terra indigene* should permit to exist. They are quite inclined to think so, and are rather curious about what other kinds of worlds are like. Not to say that they are tired of Namid, but they are quite an adventurous sort, and would love to see environments that they would never encounter on their own planet.

Drawbacks

If there was too much on offer and you find yourself in need of extra points, you can take drawbacks here to increase how much CP you get. There is no restriction on drawbacks.

Stinky Hair (+100 CP):

When she escaped from the facility she was confined in, Meg tried to dye her hair as part of a disguise. She... made a mistake, and what was meant to be red became orange; but more of an issue, is that the brand she chose smelled particularly bad to anything with an advanced olfactory sense, such as all of the Others.

Unfortunately, making friends with the Others might be beyond you if you take this drawback, because your hair has been permanently, and fragrantly, dyed in an unpleasant color.

Clever Meat (+100 CP):

You have the scent of prey, no matter what species you are. Wild animals will be more likely to hunt you, and although the Others you encounter in the Courtyard will likely resist this urge, they will always view you in the same category as food, just like they view humans. Just food that is permitted to live for whatever reason.

Frail (+100 CP):

Blood prophets in captivity are not permitted to be fit. Their diets are strictly controlled, and they are walked on treadmills regularly to ensure that they maintain a certain level of health to ensure good prophecies, but they are never permitted to acquire any level of endurance, strength, or dexterity. All the better to ensure that they can't escape; indeed, the only reason Meg managed to get out was because of a prophecy she swallowed instead of speaking, which guided her away.

Your physique is now as disappointing as any blood prophet's. You can exercise to increase this, but you will only progress at a normal human speed, and can only progress your physical abilities to the maximum allowed by your species.

Image Learning (+100 CP):

Cassandra sangue—at least, those in facilities such as those managed by the Controller—aren't taught anything they can use to survive; their education is solely based upon enabling them to recognize images they might be expected to encounter in prophecy. They might know what a wave-cooker looks like, but wouldn't be able to operate it; they might know what a music CD is, but wouldn't know how to play it or what it sounds like. They might know what a train is, but

not know how to pay for a ride. They know what money is, but not what its actual value is. They have countless images in their head, but they're all in isolation, not connected to one another or something that can potentially be used to run away.

Now, you have experienced this same form of education. You do not know the history of this world, you do not know the geography. You know simple math and know how to read, but don't know anything that you can *do* with this knowledge. You know what machines are, but you don't know how to operate them. Without help, you will probably die.

Legal Protections (+100 CP):

Just like human law so often protects people who act against the Others—which serves to further the distaste and distrust the *terra indigene* feel towards humans—no one who wrongs you will ever encounter any form of legal or social censure or punishment for their actions. If you want them to pay for what they've done, you will have to do it yourself—and society will always consider you to be in the wrong for doing so.

Caught In My Own Skin (+100 CP):

[Requires the ability to transform]

You cannot spend more than a day at a time in any given form before you have to switch to something else for at least a day. Well, technically you *can*, but you'll grow increasingly uncomfortable and short tempered and resentful of your own body until you switch to a new one.

"You can't change the constant things!" (+100 CP):

Like blood prophets, new and wild stimuli can be overwhelming for you. You will periodically need to retreat into safe spaces. Some things in these places can change, but only things that are *supposed* to be different from day to day. Some stuff is supposed to be constant, and if those change you will start to freak out. You can eventually adapt to new normal, but you will need to establish new constants, and it will take time—time during which you will be distressed and off-kilter until you eventually accept the change.

Water Tax (+100 CP):

When Simon's sister, Daphne Wolfgard, was killed by a few humans who wanted to make a trophy from her, he was furious—especially because the human

government didn't capture her killers. But instead of killing humans in return, he instituted a water tax—charging humans across Lakeside for every gallon of water they used, on top of whatever bills they paid for utilities. Captain Burke keeps the case open in hopes that they'll eventually find the culprit and get the tax lifted.

Now, regardless of whether you live in Lakeside or whether you're a human or not, you now have to pay money every time you use water. Even if that water comes from your own powers, your own supply, or your Warehouse, it doesn't matter—any water you use, you need to pay for. You will be charged at the end of each month, and the money will automatically be deducted from any wealth you possess. And if you can't pay... you just won't get water until you can. Human beings can normally only survive a few days without drinking water.

Tainted Meat (+100 CP):

When Others consume a human who has been dosed with Feel-Good or Gone-Over-Wolf, they are also afflicted by those drugs. You will become quite familiar with this, as it seem like whenever you eat human meat, it will have been dosed with one off the previous drugs at random at the last second. You might want to avoid eating humans... not too hard for a human being, but as an Other you might be looked at askance. It's not like humans are a delicacy or anything, but food is food.

The Urge (+100 CP):

Cassandra sangue have an incredible urge to cut to release prophecy, and to experience the beyond-sexual euphoria of speaking the future. Your powers don't necessarily have the accompanying dangers that define a blood prophet's, but you do have the same addiction to using your abilities. The more you use your powers, the more you'll WANT to use your powers, and the better using your abilities will feel. If you don't control yourself, you'll eventually devolve into doing nothing but using your abilities, letting everything else in your life waste away to feed your addiction.

For the base price, this only applies to powers from outside the jump, but if you increase the value to **+200 CP**, then it will also apply to any supernatural abilities you possess from this jump.

Drugged Up (+100 CP):

People who have dosed up on Gone-Over-Wolf keep finding you, at least once a week. They want to hurt you and rape you and kill you, maybe even in that order.

Just Pay in Cash (+100 CP):

Like the Others, you don't really understand human laws, regulations, and bureaucracy. You'd see nothing wrong with paying for an entire house in cash, have no particular interest in leaving or following paper trails, and don't understand how much paperwork is required for functioning in human society—and don't particularly care, either. Here's hoping you either stick to Other society, or can find someplace to stay in a Simple Life community.

Bomb Threats (+200 CP):

You will occasionally receive bomb threats; it might be something you are openly informed is a bomb, or it might be something that you merely infer has a very high likelihood of being a bomb. But 9 times out of 10, it will be something perfectly safe. The remaining time, it will be an actual bomb.

An Enemy of Everything That Lives (+200 CP):

Soon into your jump, you will meet someone. An Other capable of bringing an end to a vast number of lives. They will have had bad experience, and are in desperate need of companionship. And you will have to become of their friend... but it will be hard. They will be rude and asocial. But you must persevere, because if you do not become their friend within five years, their solitude and hatred will result in them becoming an enemy to everything that lives, and they will engage in a campaign of slaughter through the Others and the humans alike. If you can successfully befriend them, you may bring them along as a companion once the Jump is complete.

Storm Magnet (+200 CP):

The Elementals swear they're not going to get you, but you're certain that somehow the weather itself is. Circumstances will align so that you keep getting caught outside during severe storms, and have to travel through quite a ways of foul weather to get to safety. Your well-being is not guaranteed; some of the storms of this world are foul enough to cause even the Others to huddle in their dens.

A Clever Hunter (+200 CP):

There is someone of your own species (if not necessarily the same subtype) who is hunting you down, seeking your head. They don't know precisely where you are, but they know what you look like, they know what you're capable of, and they're smart enough to start looking in the places where you're most likely to have gone... and versatile enough not to get caught up focusing on the wrong lead.

By default, they don't have any extraordinary means available to them, but if you're willing to increase the value of this drawback to **+400 CP**, then they can have as many resources available to them as the Controller, able to influence the governors of entire regions and hire vast numbers of professional mercenaries to smoke you out and kill you.

Traumatized (+200 CP):

[Requires Shifter]

When Simon Wolfgard's sister was killed, her son Sam saw his mother be shot down, and was stricken by terrible trauma, with both a fear of the outside and fear of humans. His terror was so great that for years he lost the ability to transform into a human, and his growth stopped completely, trapping him as a puppy until he eventually, with Meg's help, started to grow and transform again.

You have suffered a similar fate. Instead of an adult, you are a child; furthermore, you are locked in your more bestial form, and have a terrible fear of the outdoors. Until you learn to overcome this—which will be a trial—you will be unable to transform. And until you can transform again, you will be unable to grow up.

Do I Look Like a Fool? (+200 CP):

Look like you're getting the "Other experience", but from people in general instead of just the humans. The Others are often thought of as sub-human, more like walking, talking animals than sapient beings, and most humans (or at least, human businesses) don't think anything of trying to exploit them, take advantage of them, or cheat them. Now, it is the same for you. Places will try to get away with charging you extra, treating you worse, and in general dehumanizing you. If you run a business of some sort, people will apply to your job under false pretenses, seeking to get a job to obtain information on you or perform corporate espionage. There will be people you can trust, but they will be rarer than the people you can't.

***Jumper Sanguie* (+300 CP):**

In order to speak prophecy, a *cassandra sanguie* needs to release the future from her blood, by making a cut that is deep enough to scar. And now, so do you; in order to use any “activated” ability that you possess, you need to be actively bleeding; from the point that the injury is made, you have perhaps 5 minutes of time with which to use your powers. Each cut only allows you to use a single type of ability. What’s more, to ensure that you scar, any passive healing or regeneration features you possess are disabled.

But there is another layer to this. By increasing the value of this drawback to **+600 CP**, you can take on the risk that all blood prophets must face. Every blood prophet only has a limited number of cuts on them; there is no knowing how many this is, but once this number is exceeded, they will drop dead on the spot. Now you, too, have such a limit; you only have 1000 cuts in you before you die. Any individual “1-Ups” that you possess will be automatically and freely activated should you die from this, but each one will only provide you with 10 extra cuts.

Note that bleeding inside of your body, such as menses, does not count against this limit; however, it likewise does not qualify for allowing you to use your powers. A cut inside your mouth does not qualify as internal bleeding, however.

Cross-Cutting (+200 CP):

[Requires *Jumper Sanguie*]

Cuts in a *cassandra sanguie* must not layer over each other, or the prophecies will mix together. They will also experience maddening pain, made even worse if they cannot speak; as such, it is sometimes used as a punishment in the facilities they are raised in. Now, you will find that any injury that crosses scars over one another will cause you to experience “power incontinence”, resulting in you uncontrollably using your powers without restraint. You might be able to direct the resulting power to some degree—in the same sense that a blood prophet might be able to divine some meaning from the maddening mix of images—but it will be difficult.

The Drowned City (+300 CP):

At some point in your stay, the city or village you are located in will wrong the Others, and will be targeted by the wrath of the Elementals in response, to a

degree as severe as in the Drowned City. Over the course of a single night, the sky poured so much water that an entire city drowned to death, with the only survivors being children and their mothers, packed into cars that floated on the water's surface. Regardless of your age or sex, you will not be saved; you will have to hope that you can escape the wrath of the Elementals, but you can rest assured that they won't specifically chase you... but they likewise won't intend to let anyone escape.

Hostage Situation (+300 CP):

People keep trying to kidnap people who are important to you. This will prioritize emotional importance, but you'll have to keep a constant watch over the people you care for, because the kidnappers will slowly become more proficient over time, eventually growing able to even sneak into your Warehouse.

Simple Life Folks (+300 CP):

The Simple Life communities have given up on advanced technology, but you've gone one further; your Warehouse and all of your Items from previous jumps are locked away, *and* you can't use technology.

Missing in Action (+300 CP):

At least you don't have to fill out a Deceased; Location Unknown form for them like the folks who got eaten by the Others; then again, you don't really know where they are. Your Companions have disappeared somewhere, and you will never find them for the duration of your stay, although they will be returned to you upon the completion of the jump.

Storms and Fire (+400 CP):

It looks like you asked a *cassandra sanguine* what your future in this world would be, but all they gave you were images of death and destruction. As you currently are, you are caught on a surefire path to dying and failing your chain. Unless you change your behavior and attitudes drastically, your chain will end in this jump.

WE LERNED FROM YU (+600 CP):

For centuries, if not millennia, the Others have refrained from killing children. But the Others have always learned from new predators to ensure that they always remain at the top of the food chain... and so the Elders learned from humans, too. And in the process, slaughtered the contents of entire towns and villages, from

the men to the women and even the youngest children. Just like humans did to the Wolfgard.

By taking this drawback, you have engaged total war between all of humankind and the Others, a war of extinction. Unless you do something, humanity will lose this war... and the Others have been informed that you have been human before, too, even if you aren't one now, and will be hunting you, too.

Conclusion

So, your time in this world has come to an end. There is only one final choice to make. All drawbacks are removed, all influences on your mind and body are cleansed, and you must pick:

Do you stay here?
Do you move on?
Do you go home?

Notes

Changelog:

- Version 1.0
 - Spelling and grammar corrections
 - Renamed Deceased; Location Unknown to Missing in Action, and your companions no longer die
 - Reworked Namid's Creation, Both Wondrous and Terrible to be more viable
- Version 0.5
 - Created Jump