



Welcome to the world of Carto, the story of a young girl with a magical map, seeking to be reunited with her grandmother.

You will be entering this world at the same moment when a bit of youthful indiscretion connects a storm with the airship that Carto and her grandmother travel in, knocking Carto out of the ship and down to the land below.

Take **+1000 CP**, and let's get started.

Origins

You may choose your origins here. You can freely pick your age and gender. If you can't bring yourself to decide, you can choose to random-roll your Origins. If you do so, you will get an extra **+200 CP** to spend.

1) Skies - Like Carto, you have simply fallen from the skies. Maybe you were traveling on a different airship. Or maybe you were traveling with Carto and her grandmother for some reason. Or perhaps you simply appeared in the sky and have thus 'dropped in' to the world.

2) Islands - You are a islander. If you are 15, like ____, then maybe you are about to set out on your coming-of-age journey. Or maybe you already went through that, and have found an island to settle on. Or you could have decided to wander the oceans, exploring whatever you can find.

3) Grasslands - You live in the fertile grasslands, where many different varieties of plants grow.

4) Wildwoods - You live in the Wildwoods, an area of thick forests cared for by Mother, a massive tree that grows in the center of the woods, which is in turn cared for by a Watcher selected from among the local tribes.

5) Desert - You live in the desert, possibly as one of the wandering nomadic tribes which are constantly cycling around and searching for sources of water.

6) Volcano - You live along the slopes of a (somewhat) active volcano. Perhaps you are a member of the Palmer family, an employee at their resort, or just someone who enjoys living where the smell of sulfur is strong in the morning.

7) Glacier - You live upon the floating glaciers at the ends of the world, staving off the cold as the glaciers float back and forth, joining and separating again in the frozen waves.

8) Story Chalet - You begin within the Story Chalet, a mysterious building that seems to contain all the world's stories on its shelves, updating in real-time. You could be a visitor, or an assistant to the Storytender.

Map

The Cartographer's Map (FREE/600 CP) - It would be no fun if you couldn't get in on the 'map shuffling' action yourself. During this Jump, you will be granted your very own copy of the Cartographer's Map, similar to the one possessed by Carto. However, this free map will only be granted to you for the duration of your time here. If you wish to keep it for longer, you will need to pay 600 CP. If you do choose to pay for your map, you will gain a map that has different functionality than the canon map. Unlike Carto's map, which prevents you from moving to or even seeing areas that you have not collected the map tiles for, this map merely prevents you from moving and manipulating map tiles if you have not visited them, leaving them grayed out but otherwise visible to you.

All around you, the world has been divided up into squares. These squares can vary in size, but they average around roughly the size of a small city block. Inside of various structures, rooms each form their own tiles in the map of the building. Once you have visited the area covered by a tile, you will be able to lift and manipulate that tile, rearranging the world around you. There are some restrictions, mainly that the edges of the tiles need to align once you are done, such that, say, a road doesn't simply terminate into a brick wall or a forest suddenly shift to the ocean.

These changes will generally not be remarked on by most people, and they will simply continue on with whatever they were doing, acting as if the world has always been shaped this way. It is possible to move the tile you are currently on, allowing you to suddenly 'jump' across large distances as your surroundings suddenly link to somewhere else entirely. In some cases, it is possible to rearrange tiles to cause hidden areas to appear, or to affect the contents of the tile via spinning it or rearranging what direction it is facing.

If you have paid for your own version of the map, while you are here you can choose whether or not it operates like Carto's map, and if it does, you can even have it be linked to that map, mirroring the changes she makes. Your paid version will also gain power-ups if you have purchased the capstone perks or items for any of the origins, which are listed after each of the said perks or items under the label '*Map Extension*'. In addition, you can use the map to 'pack up' any properties that you actually own, storing them as map tiles and then deploying them elsewhere later.

Finally, the purchased map exists halfway between a perk and an item. It is a power, manifested through the medium of a map, which means that you can choose whether to treat it and its extensions as a Perk or an Item, based on what is most convenient. You still need to treat it as one or the other or both, you can't treat it like it is neither.

Perks

Each perk is associated with an origin. For that origin, it will either be free, or discounted 50%.

Expressive Smile (100 CP, Free to Skies) - You might not be one for conversation, but your face can be plenty expressive on its own. Even without speaking a word, you can still manage to convey some pretty complex ideas with nothing but your expression and body language.

Call of Adventure (200 CP, Discounted to Skies) - It may not be as dramatic as a bolt of lightning striking your airship, but you have the ability to open yourself up to 'calls to adventure'. These calls will be events that can lead you into exciting and novel situations. These will be specifically adventures you find exciting, not terrifying, and you can toggle this effect off when you want a quieter time.

A Wider Viewpoint (400 CP, Discounted to Skies) - Sailing in the clouds is good for maintaining a wider view of the situation, and the world as a whole. You have an awareness of your surroundings, similar to having a bird's eye view of the area from several dozen feet up, and yet with the same level of details that you would have looking at a given area from the ground. This effect can even extend through ceilings and walls.

Map Extension - You can gain map tiles simply by being in the vicinity of tiles. Directly neighboring tiles only take a few seconds to fall under your control, with time increasing up to a few minutes for tiles five 'spaces' away. Beyond that, you'll have to get closer like normal to gain the ability to manipulate them.

Fisher (100 CP, Free to Islands) - You have a talent for fishing, and experience equivalent to over a decade spent regularly doing it. Central to your style is a visualization method, where holding an image of the fish you are seeking in your mind as you fish makes you an order of magnitude more likely to catch it.

Bonds of the Heart (200 CP, Discounted to Islands) - Though island children are supposed to sail away and never look back, that does not keep them or their family from missing each other. For you, even when separated from those you love and/or care for by vast distances, you will at the very least be aware of their condition and how they are feeling. You can tell when they are happy and healthy or sad and in pain.

Sailing Towards Destiny (400 CP, Discounted to Islands) - It takes a great deal of faith to climb in a boat and simply sail away from everything you've known, trusting that the next place you land will be your home for the rest of your life. Now, you can go on such a journey with certainty in your success. To put it simply, you sail with serendipity. Moving forward in any context will grant you a tremendous boost of good luck towards accomplishing whatever you have set out to do.

Map Extension - You have the ability to set up 'fast travel' systems in the world via your map, linking structures together so that anyone can simply step between them or otherwise shortening travel distances via linking map tiles.

Plantlore (100 CP, Free to Grasslands) - You have a very broad knowledge base for plants and their properties. Even plants from distant lands, or rare species that bloom once in a lifetime are within your knowledge, and when you travel to new lands or worlds, you will instinctively gain new knowledge of local plants.

Engaging Teaching (200 CP, Discounted to Grasslands) - It can be difficult to get your students interested in your subject. Now, you are able to break down your knowledge very simply when passing it on, ensuring engagement and understanding, and can nurture excitement to learn what you have to teach your students.

Singer of the Land (400 CP, Discounted to Grasslands) - Every land has a voice, and you are able to hear it. In each land you are in, you can focus to hear a faint melody. Adding your own voice to this song can strengthen it, providing benefits to the environment, such as causing plants to grow faster and stronger, animals to be more docile, and people to be more peaceful and accepting. Or you can provide a counterpoint, and blight crops, cause animals to become feral, and encourage discord in society. Either way, if you lead others in this melody, it can further amplify whatever effects you are inducing.

Map Extension - When you are arranging map tiles, you can hear 'notes' associated with each of them. Harmonizing a tile with its neighbors can cause benefits to the area, while creating discordant noises can cause trouble for an area. Large areas may have existing 'songs' you can enhance or diminish.

Hugs Are Great (100 CP, Free to Wildwoods) - Have you ever hugged a bear? It is a great experience, especially when you don't get mauled afterwards. You are able to offer hugs, and not have your intentions misunderstood, and those you hug will feel your true emotions for them.

Signs And Tracks (200 CP, Discounted to Wildwoods) - When traveling through the woods, careful eyes for detail can be needed to not lose your way. You are able to detect even faint signs and use them to guide you, and you can determine the source behind signs or tracks and the intent of those who left them, allowing you to ignore false trails that are planted to deceive you.

Watcher's Apprentice (400 CP, Discounted to Wildwoods) - You have learned some of the secret ways of the Watcher of the Woods. You know the language of animals and trees, can cause wild areas to literally shift to accommodate you to the point where trees will actively move out of your way, can sense shifts in the world from far away, and have a large body of more general knowledge such as plant tending or healing.

Map Extension - When manipulating tiles that contain nature, you can commune with it as if you were there, and you are able to detect and alter natural flows of energy when shifting tiles, allowing you to bless nature to flourish within an area, or cursing it to wither if that is your intent.

Heatproof (100 CP, Free to Desert) - It is a little-known fact that this desert is, in fact, hot. Thankfully, you are well-adjusted for the heat, capable of treating high temperatures as if they were up to a few dozen degrees cooler than they actually are. Further, it takes you many times longer than an ordinary person to become dehydrated.

Sand Bandit Speed (200 CP, Discounted to Desert) - The sand bandits are small furry creatures, which like to steal from travelers. Now, you can match them in speed. Both speed of movement, becoming little more than a blur when running, and in speed of action, allowing you to snatch a bracelet from someone's wrist and then flee before they even realize what has happened.

Blessing of the Shifting Sand (400 CP, Discounted to Desert) - The yellow sands of the desert are in constant motion, such that one can turn in a circle, and see an entirely changed landscape when they come back around to where they started. You can call upon the sands to induce similar effects in your surroundings, shuffling around things such as people or furniture in a blur of yellow grains which vanish just as quickly when the task is done. This sand can also be used to counteract similar effects which might try to distort the world around you.

Map Extension - It can be difficult to arrange map pieces when you need to properly match edges. Now, you can call on these sands to 'soften' the edges of a tile, allowing areas where its edge doesn't match the surroundings to now simply flow into the edges of the neighboring tiles. This ability isn't infinite, only able to be used a couple dozen times per day, and it will break on a particular tile if the tile is moved later.

Cheerful Disposition (100 CP, Free to Volcano) - Just because you live under a looming cloud of ash doesn't mean that you need to have a gloomy disposition. You are able to find the bright side of virtually any situation, and find it quite easy to make the choice to be happy.

Calendared Disasters (200 CP, Discounted to Volcano) - It is often quite difficult and somewhat inexact to predict things like natural disasters. Except that isn't really the case for you. You now have a sort of mental calendar, extending out up to a year in advance and updating each week, which has marked on it major disasters around the globe such as floods, volcanoes, storms, and the like, which will occur without major intervention.

Geological Plumber (400 CP, Discounted to Volcano) - You wouldn't expect that a set of pipes and levers could possibly manage to regulate the actions of something as massive as a volcano, and yet, somehow, they can. You have a knowledge of the niche field of 'geological plumbing / engineering', which can allow you to create systems that can do things such as suppressing or triggering volcanic eruptions, earthquakes, sinkholes, tsunamis, and other large scale geological events. These systems may be small next to the size of the things they will regulate, but once tied into a central area of a geographic region, they will be perfectly effective.

Map Extension - Your map tiles can now extend three-dimensionally downwards into the crust of the planet, marking out large cubes of space, and can allow you to rearrange them to do things such as bringing precious metals to the surface or pushing magma flows deeper.

Chillproof (100 CP, Free to Glacier) - Hmm, something about this description seems familiar. Ah well. It is a little-known fact that this glacier is, in fact, cold. Thankfully, you are well-adjusted for the chill, capable of treating low temperatures as if they were up to a few dozen degrees warmer than they actually are. Further, you are able to ignore wind chill entirely.

Self-Steering (200 CP, Discounted to Glacier) - When sliding around on slick ice, or being blown about by a strong wind, it can be impossible for an ordinary person to steer themselves. Not so for you. Now, no matter what, you are able to exert some influence on your movement and trajectory. Even when you are doing something like jumping into the air, you can deliver a push equivalent to your walking pace to yourself, allowing you to move in a given direction.

Treasure Seeker (400 CP, Discounted to Glacier) - Stories of long-lost treasures are far more common than such treasures themselves, but that is less true for you. You are instantly able to tell whether or not the tales of a given treasure are true or not, and they will be true for you far more often than one might expect. Further, tales of treasures will come to you far more often than would be normal, and instructions and hints on how to find treasures will accompany all such tales you hear.

Map Extension - Subtle hints and marks can be found on your map tiles, and when these marks are properly aligned while still making a valid map, it will reveal various hidden treasure areas and other such rewards to you. Larger and more complex 'puzzles' lead to greater rewards.

Storytelling Voice (100 CP, Free to Story Chalet) - You have an excellent voice for telling stories. It is resonant and carries easily, your descriptions will be vivid in the minds of your listeners, and you have a talent for mimicking voices.

Story Patterns (200 CP, Discounted to Story Chalet) - Though many don't know it, stories underlie the fabric of the world. And now, you can recognize the patterns around you to determine what kind of story you are currently participating in. Is this a horror novel, where someone is lurking to cause murder and mayhem? Is it a cautionary tale against trusting a shady salesman-slash-swindler? This insight can allow you to see 'twists' that will be coming and predict future events with a decent level of accuracy.

Read Like A Book (400 CP, Discounted to Story Chalet) - The stories of everything are contained within the walls of the chalet, and you are now able to tap into them when looking at the real thing. When you look at a person, object, or location, you can begin to suddenly know snippets of their story, whatever that might be. The longer you spend studying them, the more information will become revealed to you. You can choose when initially using this ability on something whether you want to start from the 'beginning' of their story, or to gain random bits piecemeal from throughout it. It will take equal amounts of time for their entire story to be revealed either way.

Map Extension - Every map piece that you gain access to will have embedded within it the story of that particular location. This story will focus primarily on more recent events, with it taking some time to study the tile to uncover events from further back in its history.

Items

Each item is associated with an origin. For that origin, it will either be free, or discounted 50%. Lost, stolen, used up, or destroyed items will reappear to you within one week.

Big Coat (100 CP, Free to Skies) - A nice big fluffy coat. It has a lot of pockets that can store quite a bit of stuff inside of it, and if you ever fall from a great height, it will fluff out like a parachute and slow your descent.

Message Papers (200 CP, Discounted to Skies) - A large stack of paper and a fancy pen. If you write out a message to someone on the paper, and then fold it into a paper airplane and throw it out towards the sky, it will shoot off, flying around until landing nearby to them. It can take several days for it to circle around the planet if they are on the other side of it from you, but it will reach them eventually.

Airship (400 CP, Discounted to Skies) - A large and comfortable airship. It has enough room and food to comfortably house up to a dozen people, and never needs any fuel. It will repair itself over time if damaged, and comes with a special rope ladder that can be dropped down and will somehow twist so it is only half-a-dozen rungs to climb up or down it, no matter how far off the ground you are.

Map Extension - You are able to, at any point, tilt your map sideways, allowing you to rearrange squares of space above a line of your map tiles. Swap the middle of trees or buildings between each other, swap the top and bottom of a house, etc. From the ground, these squares can extend up to roughly the height of clouds.

Dirt Bag (100 CP, Free to Islands) - A small bag, capable of holding a few handfuls of dirt. If the dirt in the bag was all dug up from one specific location, anyone holding the bag will be able to unerringly find their way back towards that location.

Boat & Dock (200 CP, Discounted to Islands) - A decent sailing ship, capable of comfortably holding four or five people with stores to feed them. Even one person could easily steer this vessel, and any time that it approaches shore, a small wooden dock can appear, giving the crew a place to tie it up.

Fishing Lake (400 CP, Discounted to Islands) - A large lake, filled to the brim with a wide variety of fish, including several that can't be found anywhere else. Time spent fishing here is always calm and relaxing.

Map Extension - All of your map tiles are marked with one or more 'natural resources' that can be obtained there. Tiles which don't have any natural resources will gain at least some. If tiles with similar sets of resources are lined up next to each other, the quality of the resources will improve, with larger alignments leading to larger boosts in quality.

Magic Boots (100 CP, Free to Grasslands) - A set of magical rubber boots, which greatly enhance running speed, and can even allow the wearer to run across small bodies of water or small gaps without falling in.

Sheep Flock (200 CP, Discounted to Grasslands) - A large flock of fairly docile sheep. They can be raised for the typical things sheep are raised for, with the flock 'refilling' over time, but their main benefit is the fact that some members will occasionally wander off, and then return with rare plant seeds falling out of their wool.

Fertile Field (400 CP, Discounted to Grasslands) - A large field, perfect for growing a wide variety of plants. Whatever soil and watering and sunlight requirements a plant might have, the area of the field they are planted in will shift to accommodate their needs, and all plants will grow quite a bit faster when planted here.

Map Extension - You are able to cause map tiles to 'grow' over time, turning a small house into a mansion or a small park into a large woodland. You can only have one tile 'growing' at a time, and as it does, the world will seamlessly stretch and adapt to accommodate it. Each tile may have specific requirements needed for it to grow, and those requirements can shift over time. Growth will slow down as the tile gets larger, and eventually you will have the option to 'split' the grown tile, causing it to split into normal sized squares, which can then be individually grown.

Campfire (100 CP, Free to Wildwoods) - A small and cozy campfire. The temperature around this fire will always be comfortable, interactions by people around the fire will always be kind and courteous, and dangers will be warded away.

Animal Companion (200 CP, Discounted to Wildwoods) - An animal that you have bonded with, which suits your personality and, to an extent, your appearance. You can communicate with the animal and they are just as intelligent as you are. They do not count as a Companion by default, allowing you to take them along with you in any Jump without needing to import them. However, you can make them a Companion so they can gain Perks and Items and such.

Mother Sapling (400 CP, Discounted to Wildwoods) - Mother, a massive tree whose roots extend throughout the entire world. This isn't the true Mother, but it has all of the original's potential and is bonded to you as its Watcher. You are able to communicate with it, and use its various roots as a form of fast travel. It is also aware of the surroundings of each of its roots and offshoots, and can draw energy from them to grow, and is a repository for wisdom both ancient and modern..

Map Extension - You have a set of stickers which you can place on your map tiles. Each stick represents an offshoot of Mother, and allows one of their roots to extend to the tile you apply it to. You start with a dozen stickers, and get a new one every few days.

Relic (100 CP, Free to Desert) - A strange relic with a large crystal disc inset into it. When light is shone through this disc, it can illuminate hidden things or provide a beam of light pointing in the general direction of an objective you are trying to achieve.

Messenger Beetles (200 CP, Discounted to Desert) - A small swarm of messenger beetles. Touching one of these beetles can allow you to write out a message on their shell, or wipe a previous message clean. These beetles are also able to have a verbal message embedded into their buzzing, roughly around 15 to 20 words long. When sent to someone, they can fly and burrow very quickly, being almost impossible to intercept, and the recipient can replace the message to return a reply to you.

Oasis (400 CP, Discounted to Desert) - A large spring of fresh, clean water. The water is always clean and pure, even if you choose to bathe in it, and it will never run dry. You can choose to open up the oasis's borders, causing people who are lost and in need of water or shelter to be teleported to its edge from miles around.

Map Extension - You are able to mark map tiles as hidden refuges, causing individuals to have to perform specific actions, such as moving through neighboring areas in a specific order, or activating hidden switches in neighboring areas, before the path into the refuge will appear. Concealing a single tile this way can be done once per day. Concealing multiple tiles will take longer and longer, as will adding tiles to an existing refuge.

Roasted Birds (100 CP, Free to Volcano) - An endless supply of perfectly roasted birds. They always have the perfect blend of spices and seasonings for the eater, and are always at the perfect serving temperature. You can always pull out a plate of these whenever you want.

Goat Carrot (200 CP, Discounted to Volcano) - A large carrot. When held out, a large goat will appear out of nowhere in particular and eat it, and then allow you to ride on its back. This goat can cross almost any kind of terrain, leap dozens of feet in the air and scale up vertical faces as if they were flat ground, all without you ever risking falling off. The goat will vanish when you get off, causing the carrot to reappear in your possession.

Volcanic Lodge (400 CP, Discounted to Volcano) - A luxury resort, which is quite a bit more polished than the one run by the Palmer family. It features hot springs, massages, fine dining, actual beds, and more. It has a staff which will appear when needed and vanish when not, which can run the entire resort for you as a source of income.

Map Extension - When examining any map tile, you are able to access honest and factual reviews for whatever is featured on the tile. These can be actual reviews that people have left elsewhere, or hypothetical reviews that would have been left if anyone ever visited the location.

Warm Scarf (100 CP, Free to Glacier) - A large and fluffy scarf that is both stylish and will keep you pleasantly comfortable, no matter what kind of weather you are in.

Husky Chest (200 CP, Discounted to Glacier) - A large chest containing half-a-dozen adorable husky puppies. They can sleep in the chest without any issues, essentially entering stasis until they are pulled out, and are otherwise perfectly happy and healthy dogs. They may be somewhat mischievous, but are loyal and friendly to you.

Ancient Lighthouse (400 CP, Discounted to Glacier) - A large stone lighthouse, crafted by some ancient builders and still somehow functional. Once per month, you can activate the lighthouse's beam, and cause it to shine out in a narrow light, pointing in a straight line and lighting the way to some sort of hidden land. This could be a small island with a pirate's wrecked ship on it, or an ancient ruin, or some other area that will contain something you find interesting. This beam will only be visible to you or those you designate.

Map Extension - You can mark map tiles as 'beacons', which will cause people in nearby areas to be drawn to the locations on these tiles, though they will not be certain why. They will likely come up with their own justification for why they felt the need to come to that location.

Personal Storybook (100 CP, Free to Story Chalet) - A book containing your own story, which will constantly update to include new things that you do. Even events that you have forgotten can be found within these pages.

Typewriter (200 CP, Discounted to Story Chalet) - A magical typewriter and half-a-dozen bottles of ink. You can hold one of those bottles in the presence of a target person, object, or location and attune it to the target. Then, when you insert the ink bottle into the typewriter, the typewriter will start to record whatever happens to the target. Papers that the typewriter writes about a target will be bound into books automatically, and labeled with their contents. The typewriter can only write about one target at a time, but the ink bottles will stay attuned until you switch their targets.

Branch Chalet (400 CP, Discounted to Story Chalet) - A small branch of the overall story chalet. It does not have quite as extensive of a collection as the overall chalet, but it still includes numerous stories from around the world, which can include even hidden tales and secrets known only to a select few. As the Storytender to this branch, you are able to navigate the seemingly constantly shifting halls and wings and the countless shelves of books, and have a general awareness of what books are contained within its halls.

Map Extension - You have a set of stickers that you can apply to map tiles. Each sticker represents a door to your branch of the chalet, which will appear somewhere within the area of the tile. This can allow those in the area to enter the chalet, if you allow it, and also will cause stories from that area to begin to appear on shelves in a new wing surrounding the new door. You start out with a dozen stickers, and gain a new one every few days.

Companions

A Lifelong Friend (FREE) - Taking this option will ensure that you will meet someone during your time here who you will be able to become good friends with. If you do end up becoming friends with them, you will be able to invite them along as a Companion for free.

Cheerful Company (100/300) - Perhaps there are more people who you would like to invite along. Either people you will meet here, or Companions that you would like to have accompany you when entering this world. With each purchase of this option, you will gain two tickets, which you can either use to Import a Companion, or to invite someone from this world to accompany you as a Companion in future worlds. An Imported Companion will gain an Origin and 600 CP to spend on Perks and Items. An Invited Companion will gain whatever Origin would be most appropriate for them, and can spend 600 CP on purchases from here after the Jump is over. Companions cannot purchase the Map option, unless they are like Carto or her Grandmother, and possess a Map of their own naturally.

Drawbacks

You can take as many Drawbacks as you would like.

Your Journey (+0) - This is a toggle which will cause you to incarnate as Carto, and have to journey through the same journey she made to reunite with her (now your) grandmother. You can still select an Origin for the purpose of discounts, but it won't affect how you enter the world now. If you select this Toggle, you can choose to have your time here end after you reunite with your grandmother, rather than remaining here for the entire 10 years.

Too High (+100) - You have a fear of heights, and will get vertigo when looking at the world from high up. Sadly, this will include looking at your Map, meaning you will have to use it only in short bursts or suffer from dizziness and nausea.

Don't Come Back (+100) - People might be welcoming when you meet them, but, for whatever reason, they won't be so accommodating when you show up a second time. After you have left an area, you will find the people you left there will be noticeably less friendly to you each time you return. Enough return visits may make them outright hostile.

Dozing Off (+100) - You seem to be somewhat narcoleptic, often dozing off at the drop of a hat.

Which Way Is East? (+100) - Your sense of direction is, to put it bluntly, rather horrible. Which makes the fact that you are wielding a magic map that can rearrange the world a somewhat terrifying thought. Even with your map, you can still end up managing to get yourself lost.

Dehydrated (+100) - You are constantly thirsty, and will end up parched and dehydrated much faster than normal. The average person could survive for three days without water. You could maybe make it half a day.

Sulfur Head (+100) - It seems that a bit of sulfur has leaked into your brain, or something else has occurred to make you effectively unable to feel fear. This might seem like a positive, until you realize that you will not feel the slightest twinge of apprehension trying to hand-feed a shark or dancing around on the edge of a pit of lava.

Forgetful (+100) - You find it quite easy to forget what you were doing or planning in the middle of doing it, and will often find yourself leaving behind some tool or other item and forgetting where you set it down.

World Explorer (+100) - *Can be taken up to three times.* Put simply, you are compelled to explore the entire world before your Jump ends. Taken the first time, this will only require the areas that were explored during the events of the game. Taken the second time, this will require travelling to new areas, covering at least seven times the number of areas present in the game. Taken the third time, the number of areas to be explored will expand to thirty times those present in the game.

Why'd The World Move? (+100) - Ordinarily, the various people in the world won't really notice when you shuffle around the various locations. Now, they very much do notice, both because of locations being in suddenly different places, and because using the Map causes distinctive tremors in every area affected. And if they find out that you are the reason why their house is suddenly surrounded by impenetrable forests or in the center of a swamp, they may be quite miffed with you.

Storm Page (+200) - Fierce storms and rain are far more common than they were before, and there is a strong chance that whenever you use your Map, a storm will spontaneously appear wherever you are, following you even if you shuffle your position with the Map..

Fog Page (+200) - Thick fog is common, obscuring visibility, and it persists even when you are using your Map, making it very difficult for you to make out details about which pieces you are moving.

Wind Page (+200) - Strong winds are constantly blowing, occasionally reaching the level of being strong enough to blow over a grown man, much less a little girl. These winds are capable of reaching into your Map, occasionally causing the pages in the map to get randomly shuffled, and therefore scrambling up areas of the world without your input.

Empty Storybook (+200) - It seems that the story of your life began the moment you appeared in the world, or at least, all that you can remember of your story. All of your memories from prior to this World are gone, vanished until this Jump ends. Powers and abilities you possess may be discovered by instinct.

A Darker Turn (+200) - Normally, this world is a pretty cheerful and peaceful place. People are nice and always willing to help. However, if you take this, darker elements will be added. People who might have been friendly can have secret, sinister intentions. A child falling from a great height will involve injuries, rather than the child simply waking up unharmed. Volcanic eruptions near population centers will be extremely unlikely to not involve casualties. The world is overall a far darker and grittier place.

Dreaming of Mermaids (+200) - You seem to be living in your own little world, with a strong disconnect between what you see and what actually exists. It may be fun to see mermaids where most people would see seaweed covered rocks, but it could be a bit dangerous to you as well.

Eruption Page (+300) - Normally, volcanic eruptions are rare events. Now, at least near you, spontaneous eruptions of lava are startlingly frequent. There will be some rumblings of warning, if you are paying attention. And, when you are using your Map, you will find that your tiles will occasionally start to smolder and burn, which will cause fires to spontaneously appear in the area which will be very difficult to extinguish.

Flood Page (+300) - Floods are quite common around you, with rivers overflowing their banks or ocean waves suddenly surging up onto the shore or new springs just bursting up out of the ground like a geyser. And when you are using your Map, some of your map pieces will become soggy, causing water to flood them from no apparent source at all.

Quake Page (+300) - The earth seems to be in constant motion, and not just from the use of Maps. Earthquakes are near constant around you, and they will spike to be far stronger with each use of your Map.

Scattered Self (+300) - The same way that the various tiles of Carto's Map got scattered across the world, various pages representing your powers and items from prior Jumps and worlds have been scattered across the world as well. You will be left with only your Body Mod and the purchases you've made here. While it is entirely possible for you to collect these pages, and thereby regain your abilities or items, it is also possible for denizens of the world to stumble across these pages and temporarily gain them instead, as they are not invisible or beneath notice like Carto's pages are. All of your powers and items will return to you at the end of the Jump regardless.

Dark Cartography Society (+400) - Carto and her grandmother are part of a group that is dedicated to recording the changes to the world, and ensuring that they happen peacefully. However, there is a darker society lurking in the shadows, whose goal is to conceal and disrupt rather than reveal and aid. This 'Dark Cartography Society' works to hide locations and scramble areas to make it more difficult for their residents. Their methods are not as easy to use as a proper Map, and thus they will try to track down you or Carto to try and steal your maps for their own nefarious uses.

Mother's Madness (+400) - Mother, the vast tree that connects to almost all areas of the world, is a largely benevolent force for good. However, it turns out that there is a rot growing within her wood, a dark force of corruption that seeks to usurp Mother and drain the world of all life. Mother herself cannot do anything to stop the spread of this rot, and with a new and clumsy Watcher replacing the old one, he will likely not be able to aid her. You will be one of the only forces in the world that has a shot at helping Mother to resist and combat this madness, likely by traveling to distant locations to find sources of healing or venturing within Mother's own roots and branches to isolate the corruption and purge it.

Storytender's Rejection (+400) - The Storytender of the Story Chalet knows of the many stories of the world. And he knows that you do not belong in them. So, he will seek to use ancient secrets of the Chalet to try and isolate you and your influence, trapping you away from the world in a variety of ways to try and limit the 'damage' that you could do to the stories that will be told. He will come to be aware of you and your impact on the world slowly over time, so you will have some time to prepare to fight off his attempts to bend the stories of the world against you.

Against The Abyss (+600) - It turns out that the scattering of a Cartographer's Map is a far more apocalyptic event than was shown in the game. The various areas represented on lost portions of the map have not just been hidden from sight, but have actually fallen into the Abyss, lost into chaotic darkness, and more bits and pieces of the world are falling away into it from moment to moment. Recovering these areas is possible, but to get them to remain and not fall away into darkness again, aiding the people of the world will be needed, as only individuals being happy and secure in their place in the world can properly anchor the world to prevent it from sliding fully into the abyss. This will be a long process, but it is one that must occur if you ever wish to actually leave this world. You will need to help to recover the various pieces of the world, secure them, and in the process, you may need to combat strange eldritch things that have crawled back from the Abyss with the returned pieces, or which may have infected returned areas which will need to be restored.

Ending and Notes

You have reached the end of your journey here. So, you now face the choice to either **Stay Here, Go Home**, or **Move On**.

Changelog

Version 1.0 - WIP

FAQ