

A Wizard's Keychains

Your benefactor had said that the next jump, one they suggested to you at that, would be a bit different from what you were used to. The fact they gestured towards a door for you to walk through to get to the jump rather than actually inserting you into the jump magically points towards that being pretty true.

Through the door is a bald, dark skinned man in stylized robes looking ready for a renaissance faire, "Oh," he says when he notices you, "I was told you'd be here today. Your Benefactor... helped me with an issue I was having not too long ago, and I offered to give them a bit of my own help in turn. However, they decided I'd offer my favor to you in their stead."

"I am what you would call a wizard. While you've likely encountered stranger with your Benefactor, traveling worlds as you do, but we wizards do something similar. This world is a mundane one, but by accessing other worlds, we gain access to a variety of magics we would otherwise lack."

He guides you into another room as he speaks where a number of doors with... keychains hanging on them, "these," he taps one of the keychains, "are the current incarnation of our method of accessing other worlds. They are charms that act as a key to open a portal to a hub within another world, through any door you so choose. Though these doors are designed to go to these worlds regardless. Their true power, however, lies in the fact they accelerate how quickly you learn the magic of the world they key into."

"You will be able to take two of these for free, as well as a... these," he hands you a bag of coins each marked with 50cp, "that can be spent in that kiosk," he points towards a cubby in the wall that has a vending machine-looking thing in it, "to gain additional abilities, as well as take on hindrances to gain credit that can be spent in much the same way."

"There is," he says after a pause, "however, an exception to taking two of them," he points to a set of sturdy iron double doors with a wooden chest embedded in it, "that chest will take both of your choices and the doors will remain locked unless you take that particular box. Beyond that, feel free to take a look through each door and see what you are drawn towards."

+1000cp

"Ah, yes, there is also the matter of the length of your stay. I'm given to understand that ten years is the norm, so we shall be doing that here as well."

Location

As you start in a mostly mundane Earth and enter more fantastic worlds, your starting location doesn't matter very much, you can choose any location on Earth to start this gauntlet.

Age and Gender

Because it doesn't matter all that much, you can choose your age from anywhere between 15 and 75. Additionally, you can choose to be male or female, biologically speaking, and can even assign yourself a gender identity and sexuality of your choice.

Keychains

In lieu of Origins, your discounts will be determined by which Keychains you chose from the Wizard you met. You may choose any **two** of the following Keychains to gain access to, with the exception of the Mystery Box, which takes the place of both Keychains.

You may purchase additional keychains at the cost of **300cp** each. The Mystery Box cannot be purchased in this way.

Kaltwildnis: Taking the form of a snowflake, this keychain opens the way to a ski lodge on a snowy mountain; it is cozy, warm, and possesses a natural beauty unmarred by modern industry.

Mata Hini: Taking the form of a palm tree, this keychain opens the way to a beach cabin that appears to be in a tropical paradise, which is supported by the wizard's claims of it.

The Orchard: Taking the form of an apple, this keychain opens the way to a treehouse on a massive apple tree, with steps leading down to a cultivated orchard below.

The Delve: Taking the form of a bat, this keychain opens the way to an underground facility in the form of a squat, stone building that exits into a large cave system with crystals dotting the walls.

Souk Tashe Mall: Taking the form of a coin embossed with a bust, this keychain opens the way to a mall with stores lining every hallway and people milling about.

No-Name Alley: Taking the form of a spinning question mark medallion, this keychain opens the way to a back alley in the rundown part of a city. The walls are covered in graffiti.

Scriptorium Vadis: Taking the form of a small metal book, this keychain opens the way to a truly extensive library stocked floor to ceiling with books in a variety of titles and genres.

Lot Number Nine: Taking the form of a clapboard, this keychain opens the way to a set where movies are being filled and produced, with a new set every time you visit.

Mijira Mystos: Taking the form of a simple cloud, this keychain opens the way to a quiet replica of your childhood home, outside which is a familiar neighborhood with an all pervading, but light, mist.

Microsmos: Taking the form of a pendant with an inlaid ant, this keychain opens the way to a house that seems to have been built for giants much larger than you are, with you being smaller than even a mouse.

Ragnocalypse: Taking the form of a stylized sword or dagger, this keychain opens the way to a grassy field with a few trees and a well, surrounded by what was a battlefield at one time.

Mystery Box: A simple wood box with inlaid leather covering it and a simple clasp with a padlock attached to it. This takes the place of *both* Keychains. Once selected, you may see what the Keychain offers at the end of this document.

General Perks

Wondrous Exploration (50cp): Going into a new world, it can draw out the wonder that is long buried in even the most cynical of people, and now, you can keep that sense of wonder regardless of how much you've seen and experienced, though you can ignore it easily if you need to.

Getting Started (50cp): The hardest part of any endeavor is to start, many put it off for one reason or another. You don't have this issue, you can find the motivation and courage to start up without hesitating when you want to. The only thing that will hold you back is when you truly feel it is better to do so.

Good Fortune (50cp): Bad days are a rare thing for you, not that your luck is incredible or anything, but the little annoyances and frustrating occurrences slip by you and make your life just that little bit easier, though more direct actions made to cause these will still happen normally. You're also shielded from random misfortune, avoiding freak accidents like a piece of ice from an airplane falling on your head or getting struck by lightning.

Evercleansed (50cp): Your body is constantly cleaning itself, as if by magic. This means that any dirt or grime that builds up on you will slowly be removed, bad odors will be neutralized and scrubbed, and you will feel like you just got out of the shower. It will generally only take a minute, maybe two, to go from covered in dirt to clean. This also gives you a surprising resistance to disease as they just don't linger on you very well.

Polyglot (100cp): You are gifted when it comes to languages, you immediately learn three languages on taking this perk and you learn languages five times faster than you normally would. Additionally, you can immediately learn an additional three languages by paying 50cp, which you may choose to do as many times as you'd like.

Keychain Maker (400cp/800cp): You managed to get the wizard to give you a primer on making these keychains for yourself, allowing you to make keychains that contain worlds based on a magic system you are capable of using. These keychains will give access to the magic in question and act as a method of training for the holder in much the same way your own keychains do. They can even be a training aid for your own use of the magic, though it won't be as effective as it would be for others.

For an additional 400cp, however, you get a more advanced bit of information, how to turn a keychain into a gate to a newly created pocket world based on shape of the keychain itself, starting as just the opening Hub of the world akin to the cabin in Kaltwildnis or the opening neighborhood in Mijira Mystos. As you, or others, visit and time passes, however, the world will expand and start to develop its own magic, which will be on a similar level to the existing keychains on offer here. You have only limited control over the magic this will result in.

Magic Scholar (600cp): You have a knack for magic, learning magic a bit faster than most, however, with the number of magics out there that are restricted by factors outside your control, it can be hard to actually study such magics. Magics that need a special bloodline or require you to be a specific race or need a natural disposition. You have an unusual knack for getting around such restrictions, though you will find such tricks will be difficult for you to figure out, and will likely be harder than learning the more advanced magics they unlock for you. You can only keep one or two such workarounds active at a time at first, but you can potentially figure out how to keep several up at a time. Magics you learn become a part of this perk unless they were gained from another perk, making sure they will continue to work even after you leave the jump the magic is from behind.

Kaltwildnis Perks

Runescript (200cp, Free Kaltwildnis): The magic of the icy lands of Kaltwildnis is centered on the symbols known as Runescript. Each symbol has a meaning and can be used to invoke the power behind its meaning. The least of these symbols can conjure light, grant courage, and offer protection. The secrets of stronger runes and how to chain them together to combine their effects are, however, lost arts you must discover through exploration.

Never Bothered Me (100cp, Discount Kaltwildnis): You carry the comfort of home with you everywhere you go, as if you were curled up by a fire in a cabin on an otherwise cold winter's day. This also works in hot environments, cooling you as if you were in an air conditioned room. This will also make it easier to move across loose footing such as soft dirt, snow, or sand without losing much speed.

Seed of Truth (200cp, Discount Kaltwildnis): Rumors and superstition, especially those ingrained into a culture, don't simply come from nowhere, they arise from a source, a bit of truth that has been exaggerated or distorted over the years. You are good at tracking down the basis of these superstitions and finding where they originally came from, which can often lead to useful information. This also makes you *very* good at spotting misinformation, lies, and other forms of misdirection.

Carver's Touch (300cp, Discount Kaltwildnis): You have figured out a way to use use your hands in place of simple tools, such as a hammer, prybar, wrench, or chisel, and your hands, and body to a lesser extent, are hardened enough to handle the strain of such works, and having actual tools to help makes those tools more effective and need less effort to use. This naturally makes you more resilient as a result. Additionally, you have a surprising amount of insight into construction and how to incorporate runescript or similar magics directly into such constructions, as well as how to find weak points in things both great and small.

Ice Age (400cp, Discount Kaltwildnis): Normally, you wouldn't gain this ability until you got much farther into Kaltwildnis and runescript, but you seem to have shortcut the process. You have a powerful command over ice, which can further extend to other concepts such as shadow and silence given enough time and development. This power, on its own, will allow you to conjure ice spears or shields, freeze water fast enough for you to walk across as you freeze it, and cause bursts of blinding snow. This power will grow minutely with your talent in various magics, though your skill with runescript will provide a far more noticeable boost.

Mata Hini Perks

Spirits (200cp, Free Mata Hini): The archipelago of Mata Hini hosts a number of spirits ranging from the minor to the truly powerful. Spirits of coconuts, morning mist, the breeze, and almost any number of other phenomena, spirits you may speak to, learn from, and befriend. Each spirit you befriend will offer a small amount of protection, such as a coconut spirit offering some durability or a mist spirit offering a refreshing effect that will give a little healing. Stronger spirits will offer similarly more potent effects.

Swimmer (100cp, Discount Mata Hini): In an archipelago, the only way to travel between the islands is by water, and while a boat is the best method, they may fail or not be an option. To help with this, you have gained skill as a swimmer, akin to a professional athlete or free diver. You can also hold your breath for much longer than before and never seem to have any issues with high humidity, the air always being at a comfortable level.

Friendly Disposition (200cp, Discount Mata Hini): You have a way of making a good first impression with just about anyone, coming off in such a way that they just get a better impression of you than normal. You are also more charismatic in general and a careful listener as you know when to turn off the charm and just listen. This works especially well on spirits of any sort, especially those found in Mata Hini. If you so choose, this can also give a bit of empathy to go with the charisma increase.

Spirit Caller (300cp, Discount Mata Hini): You are very good at drawing the attention of powerful entities when you want to, garnering their gaze and attention. While this may not always be a good thing, you are guaranteed to be given the chance to speak with such entities to try and earn their blessing or garner some sort of deal, and they will actually be willing to consider such things. Such deals will also need less from you than they would from others, such as a demonic pact only requiring some blood rather than your soul. You may still need help with truly powerful entities, but would need far less than others without this advantage.

Additionally, you possess a subtle quality that makes powerful entities, such as the ones you can call on with this perk, interested in you in a passive sense, even being able to target it towards certain types of spirits or entities. You can toggle this quality on or off at will, though once you gain the attention of a spirit, toggling this off won't make you lose that attention on its own.

A Gift Once Given (400cp, Discount Mata Hini): Cannot be taken away so easily. Spirits offer a gift of power to those that can speak with them and earn their friendship, however, these relationships can wither with time apart, leading to the spirits gift being lost. Now, however, you find that you can maintain some of the gifts imparted on you even after losing the favor of a spirit. You possess five 'slots' that can hold a power gifted to you from an external source, whether that's a spirit's, the effects of a potion, or a ritual designed to give you temporary power, you can link them to one of these slots. Should the source of that power run out, these slots will remember the effects and build up a reserve of power you can use to fuel the effect for a time. Each such slot holds enough power for a half hour of heavy use, and it takes for times that for the slot to recharge fully. Removing a power from one of these slots is as simple as willing it, though once lost, you cannot recall it and must regain the power to fit it into the slot again if you wish to use it once more.

Optionally, you can put one of your more innate powers into one of these slots to prevent others from being able to seal, weaken, steal, or otherwise reduce the effects of that power.

The Orchard Perks

Alchemixture (200cp, Free The Orchard): Under the Orchard's boughs, well prepared foods hold power all their own, and by learning and following specific preparations from the locals or through experimentation, simple and seemingly mundane ingredients can grant mystical effects akin to the potions in fantasy. These principles scale with the quality and natural power in the ingredients, of which there are many potent ones in the Orchard.

The Nose Knows (100cp, Discount The Orchard): Your sense of smell and taste are both sensitive enough to pick out the individual ingredients in a dish and you have a very accurate form of synesthesia that allows you to taste things you smell without needing to actually put anything in your mouth, which can be turned off or on at will. Additionally, you are a decent chef and are skilled in the basics of food preparation and butchery.

Stocking Up (200cp, Discount The Orchard): Freshness is key with a lot of ingredients, but it's also not always an option. You have an exceptional amount of skill in preserving the freshness and qualities of a material, whether that's drying an herb, making a fruit into a jam or preserve, pickling a vegetable, or fermenting any of the above, you can find a way to preserve it with minimal loss of potency. Additionally, you are really good at storing such things efficiently and can fit more into a space than most others would think possible.

Big Appetite (300cp, Discount The Orchard): Your metabolism has been altered by the magic of this world, allowing you to store up the nutrients, hydration, and effects of ingested substances rather than allowing it to build up as fat or be wasted as it passes through the body. Anything you eat will be rapidly metabolized and added to an internal reserve that can be drawn from as needed, nutrients and caloric energy stored together, hydration stored in its own reserve, and individual magical or medicinal effects stored in an array of others. Even harmful effects can be stored in this way to alter how they would normally manifest, such effects can be neutralized by combining them with an opposing effect from another such pool.

Arcane Botanist (400cp, Discount The Orchard): The Orchard is a wondrous place of edible delights and a great resource for any blooming chef, but, the rarest of ingredients are hard to obtain and keep in your possession, and once they're used, they are hard to reobtain. So, you've learned to grow your own. You are a master of growing plants, cultivating fungi, and raising animals, both for food and for other resources, however, you are especially good at using magic to elevate them. With alchemixture, you can brew fertilizers that will impart mystical qualities to plants or fungi grown with them, much the same as if you had used them for yourself, and creating animal feed that can bolster or impart magical qualities on an animal are a simple task, though would require they be fed these magical foods regularly. Other forms of magic may produce similar results more suited for their own use.

On top of this, you have learned how to breed desirable traits forward into a plant, fungi, or animal as well as how to breed out less desirable ones from the same. You can also manage to, with significant effort, interbreed various forms of plant, fungi, and animals that share traits of both varieties.

The Delve Perks

Crystal Attunement (200cp, Free The Delve): The caverns of the Delve are lined with magical crystals that can hold a great deal of power, if only you could tap into it. Attuning a crystal will allow you to do just that, drawing the power directly from the crystal to manifest simple spells. Stronger crystals can be found, but are likely protected, and methods to shape weaker ones to achieve greater effects can be learned over time.

Night Vision (100cp, Discount The Delve): You are not hindered much by a lack of light, even the dim light of the Delve seems to light the caverns far more than they otherwise would for others. This also comes with enhanced hearing, which can be used when in total darkness to at least gain a sense of their surroundings, though this would not be enough for echolocation.

Crystal Tones (200cp, Discount The Delve): The magic found in the crystals of the Delve resonates within it, producing an incredibly quiet tone that most are incapable of hearing. Not only can you hear this resonance, but you can use this tone to track down magical materials and auras of all sorts and determine the effects of such materials to a limited degree, and even get an idea for the affinities a person's magic might have. This also enhances your hearing enough to give a limited form of echolocation. If you also possess Night Vision, then this echolocation is more accurate.

Empowered Bond (300cp, Discount The Delve): Bonding with an object gives you some degree of control and understanding of that object, usually within the bounds of that object's design and function. You can push that control beyond that to give you the ability to telekinetically control such bonded objects as well as learning more about them from the simple act of bonding with them, as if given an instruction manual on how this works. The first functions based on psychic or magical bonds and will not work with purely mechanical ones, while the second will work even with simple physical or mechanical bonds. You can also induce such a bond with an object given enough familiarity with it, which can provide you direct access to some of that objects abilities as if they were your own.

Harmonic Resonance (400cp, Discount The Delve): With every crystal in The Delve having its own resonance that needs to be tuned into, some are bound to have conflicting resonances that would be difficult, if not nearly impossible, to tune into simultaneously. You, however, possess a layered resonance that allows you to tune into conflicting powers without issue, and even use them together in the same moment. This applies whether that power is an attuned crystal or another power you may possess. This also has the function of potentially allowing you to bypass the conflict entirely and allow such powers to synergize rather than conflict, even when logic dictates it shouldn't be possible.

Souk Tashe Mall Perks

Give and Take (200cp, Free Souk Tashe Mall): In a mall, what other magic would there be than magic of the deal? Haggling and spending to gain something in turn, as well as the concept of *investing*. The simplest concepts are the amassing of wealth and the ability to spend that wealth to enhance or achieve an effect, and yet, these will refine so you gather and achieve more for less. You will, however, always need to make a deal to achieve such effects.

Mallrat (100cp, Discount Souk Tashe Mall): You've been around the block when it comes to the kind of shopping in the Souk Tashe Mall, you are easily able to pick out a good deal from a bad one and are convincing enough to use that to turn a bad deal into a more reasonable one, though getting a good deal from someone trying to gouge you will still be difficult. Additionally, you have a natural talent for moving through crowds without creating a disturbance.

Numbers Game (200cp, Discount Souk Tashe Mall): You are good with numbers, incredibly good with numbers, to the point of being able to calculate complex equations and probabilities in your head faster than most computers. This is especially good at modelling just how something will affect your financial investments, as well as helping you spot if you are being cheated. Additionally, your mind is a steel trap, you never forget and will always remember pertinent information when it's needed, this gives an instinctive awareness of your resources and options.

Pays Dividends (300cp, Discount Souk Tashe Mall): Wealth has long been associated with luck, and you see the truth of this association as your accumulated wealth grants you luck. Valuable objects in your possession will provide you with a form of luck based on what it is, a valuable watch will make you lucky in relation to time while a book that costs as much as the watch would make you lucky in finding information and a weapon made of truly expensive materials will make you lucky in combat. Intangible wealth, such as that stored with the use of Give and Take, provides a lesser but more general form of luck. Such increases in luck scale with the value of the object in question or the amount of intangible value you possess.

Time is Money (400cp, Discount Souk Tashe Mall): Value is value, regardless of what represents that value. The realization of this very principle has granted you a new ability, allowing you to convert something of value to something else of equal value. At first, this will be easiest to use for converting one form of currency to another, such as dollars to euros or yen, however, with just a bit of practice, you could turn objects of value, such as jewels, to currency or vice versa. With more, you could turn intangible value into materials, even rare ones such as orichalcum, though the cost of such a material would be great indeed. Further beyond, this could purchase you truly staggering resources, such as moments of time or the creation of entirely new materials, though the costs would be even greater than before. And with the decades of practice, you could even create souls or lives ex nihilo at costs that would make entire worlds balk.

No-Name Alley Perks

Occultism (200cp, Free No-Name Alley): The Circle, the Line, and the Dot. These are the building blocks of the magic found in No-Name Alley, combining them and arranging them in ways that will produce effects. Other shapes may come about should you solve the proper mysteries, expanding your options as you go, however, only the greatest of mysteries may yield such payments.

Urban Acrobat (100cp, Discount No-Name Alley): You are skilled in the art of urban acrobatics, in other words, parkour. While only at a moderately skilled level, this is enough to get from point A to point B exceptionally quickly in most environments and reduces the effects of rough or uneven terrain. You are also surprisingly perceptive, good for both solving mysteries and finding the best route on the fly.

Sketch Artist (200cp, Discount No-Name Alley): You have an exceptional talent in drawing, sketching, painting, and similar art styles. However, this is a cultivated talent that gives exceptional precision in your movements, which is a great boon in the use of occultism. Lines will be straight, circles will be perfectly circular, and symbols will be precisely placed, etc. You also have the distinct ability to hide your use of occultism, or similar magics, in the various forms of art you are good with.

Geomantic Flows (300cp, Discount No-Name Alley): The flows of energy that fill the world are responsive to many things, but shapes and arrangements are the most influential for them, usually through a drawing or etching. You, however, have figured out a subtler art that allows you to use three dimensional space to charge localized flows of energy with a purpose that will enhance and ease certain actions and processes aligned with the purpose. This is reliant on the arrangement of a space to direct the local energies, changing the purpose requires the arrangement to be changed extensively, and such arrangements can be disrupted if it is shifted the wrong way. Small items won't influence this process so leaving and using tools around will not disrupt the effect.

Ritualist (400cp, Discount No-Name Alley): The rituals and complex patterns used for occultism are time consuming processes, taking a great deal of preparation and carefully prepared and precise patterns to accomplish anything. Getting around this is a difficult prospect, but one you've managed to accomplish. You are able to perform all of the processes needed to create a magical effect and hold it within your mind, primed for use and just waiting for a simple trigger to release its effects. Doing this lets you figure out the effects of a spell, in incredible detail, while it is stored in this way, including if you have made any mistakes that could result in unexpected effects. You can dissipate a stored effect at will without triggering it.

You can have five such effects stored within your mind to start and can train to expand this number, though the training for this will have diminishing returns.

If you have an additional store of energy, you can use it to fuel a stored effect without triggering it, essentially allowing you to cast the effect multiple times as long as you have enough stored energy to cast it. You can still trigger the effect.

Scriptorium Vadis Perks

Editoria (200cp, Free Scriptorium Vadis): In these hallowed halls of the written word, the entirety of reality is but a story, a script, of sorts, and with the magic of Scriptorium Vadis, you are able to nudge and edit this script to achieve a different conclusion than you otherwise would have. These nudges are minor at first, but as you explore the shelves, you will find ways to make larger and more enduring edits to your reality.

Bookworm (100cp, Discount Scriptorium Vadis): You are quickly able to sift through large amounts of information, read at high speeds, nearly record setting speeds, and your ability to retain information is significantly better than it was before. This also comes with an understanding of the dewey decimal system, including the expanded version used in Scriptorium Vadis, and basic library etiquette, such as how to keep quiet.

Keen Mind (200cp, Discount Scriptorium Vadis): A story follows a narrative, a series of events that lead to a desired result, and a writer orchestrates these events through the plot of their story. Now, you can use much the same principle on a more practical scale. You are a skilled planner and schemer, if not quite a tactician, and can use this to set up events in your favor. You can predict how your actions will influence others and how this will chain down the line, at least in the short term, with great accuracy, though the farther out this goes the less reliable it will get. You are also quite skilled at storytelling in general as you're able to link events more effectively.

Observer's Insight (300cp, Discount Scriptorium Vadis): Reading the story of the world takes up a bit of attention, and while most successful editoria users do learn to multitask well enough for it not to be an issue for them, you take it to another level entirely. You can support a second stream of thought that can monitor your senses, including being able to read through the world around you if you can use editoria, without distracting you from your tasks while still being able to inform your decisions based on the insights gleaned from this secondary consciousness. In times of stress, you can speed up this secondary consciousness to give you just that little bit of advanced warning if you need to. Given time and practice, you could set up more such specialized streams of consciousness, with each new one taking more work than the last. You can, however, refocus a stream of consciousness over the course of a day if you feel it necessary to do so.

Archivist (400cp, Discount Scriptorium Vadis): Everything you've ever learned and everything you learn in the future is added into a mental Archive where you can call up the information at will as it was when it was added. However, if this was all this perk did, it would not be worth it. You have the option add other people into this Archive, adding everything they've ever learned and what they learn in the future, same as yourself. At first, the people added will need to be willing, however, over time, you may learn how to forcibly add someone into the Archive. The same is true for removing someone from the Archive, at first, they will need to be willing to leave, but given time and practice you can force someone out of the archive. Knowledge and learning added into the Archive will not be removed if the person that provided it is removed.

If you've taken Observer's Insight, you will gain a third consciousness that will act to organize and cross reference the Archive, making sure the information is as accurate as possible. This consciousness is augmented by the streams of conscious of everyone included in the Archive.

Lot Number Nine Perks

Legend-Smithing (200cp, Free Lot Number Nine): In the studios of Lot Number Nine, props aren't *just* props, they carry the *idea* of what it should be, bringing out powers within the object beyond the norm. At first, these will be simple ideas with just enough weight to them to bring about minor enchantments, but as you go farther into the Lot, you will find ways to imbue stronger, weightier ideas that offer significantly more power to the items you create with them.

Picture Perfect (100cp, Discount Lot Number Nine): You have a highly creative mind and an active imagination good at bringing your thoughts to life within your own mind as well as conceptualizing things that would normally be difficult to picture. This creativity makes it nearly impossible for you to suffer from writer's block or similar afflictions, including being at a loss for how to use your abilities. Additionally, you are attractive, with the looks to put you on par with those that show up on the big screen, an eight or nine out of ten at the minimum.

Costume Maker (200cp, Discount Lot Number Nine): You have the basic crafting skills necessary to make props for a filming, as well as how to fit them to a specific person and make them look good and sturdy enough to stand up to what they'd be put through in filming even if made from inferior materials. This makes it so that the better your creations look, the better they will function, being sturdier and more functional than their materials would suggest, and if they're already made of good materials, they'll be even better. This won't necessarily improve the magical qualities of an object, but will synergize with magics that improve functions rather than adding new ones.

Quickchange Artist (300cp, Discount Lot Number Nine): You have developed the ability to swap costumes at a moment's notice with little, to the point of becoming a bit magical in its own right. So long as you have an outfit or costume in your possession, you can simply summon it onto your form with an act of will, replacing the clothes you are currently wearing, though you can choose to keep individual pieces if you'd like. You may similarly remove clothing by willing it off which will turn it into a neat pile that can be easily packed away. Additionally, you have a small pocket dimension you can store prepared outfits and props in, roughly the size of a large storage chest. This space isn't limited to outfits and props and anything stored within can be pulled out at any time with the same as summoning an outfit. This space can potentially be expanded with time.

Method Actor (400cp, Discount Lot Number Nine): Being an actor on a set, you need to be able to get into character, so, you've developed a trick for creating personas within your mind that you can build up and tap into. These personas can have skills you yourself do not normally have and can have physical and mental talents different from your own, and by tapping into one of these persona, you can gain a measure of their skills and talents for yourself while also taking on some of their personality traits and mannerisms. You can maintain five such personas and may discard a persona if you feel it is no longer necessary with a short, fifteen minute process that will break down the persona, which you can stop at any time before it's complete if you change your mind.

Additionally, you can supplement these personas by tapping into the legends, stories, or histories held within objects or props. A sword once wielded by a master swordsman would add swordsmanship as a skill and talent to a persona as long as you maintain the connection, however, some of the personality traits of that swordsman will naturally bleed over as well, mixing with that of your persona. You may do this without tapping into a persona to build a new one based entirely off the legacies of the objects you tap into.

Finally, if you possess Legend-Smithing, you may add legends to your personas in order to grant them their own unique abilities outside of mere skill and gain access to them by tapping into the persona.

Mijira Mystos Perks

Totems (200cp, Free Mijira Mystos): The mists of Mijira Mystos are formed from the dreams and collective unconsciousness of humanity at large, and a powerful act of will can collect these mists into a totem. Such totems will emanate power that will benefit yourself or allies, or they may hinder others instead. Simply forming the totems from the mist is, however, inefficient and produces weaker results, better results come from harvesting the power of the dream beasts in the depths of this realm.

Clear Sight (100cp, Discount Mijira Mystos): Things such as smoke, mist, fog, and even bright flashes of lights won't hamper or harm your vision or cause you discomfort, though simple darkness will, as will your eyes drying out from keeping them open to long. This makes it easier to see in otherwise impaired conditions.

Dreamcatcher (200cp, Discount Mijira Mystos): You have learned a meditation method that allows you to center and focus your mind to allow you to draw in mental energies more easily. While useful for the creation of totems, this also gives you increased mental clarity and better control over your emotions, which are further enhanced for a period of time just after meditating. Additionally, a few minutes of meditation can act like a nap if you need it, refreshing both mind and body to a degree, though it will not substitute for sleep. Given a great deal of practice, you may find other uses for this meditation.

Dreamscape (300cp, Discount Mijira Mystos): You have a great capacity for lucid dreaming, and a great deal of skill with it as well, allowing you to enter a mental state where your dreams seem to solidify and become stable. This has allowed you to create a dreamscape you can enter while unconscious or with a meditative trance and bring along others in a similar state with you, with ten being the maximum at first, though this can be expanded with time. Inside this dreamscape, everything acts as it would in the waking world, which means you, and anyone you bring along, can practice any skill you might have and have it carry over once you awaken, though physical conditioning does not carry over. You can even attempt to use various spells or abilities to figure them out in a safe environment or to spar with those you bring along in a way that lets you go all out. Should anyone die in this dreamscape, they will simply be ejected and fall into normal sleep.

Objects near you when you enter your dreamscape can have replicas held in your dreamscape and you can choose to have changes made to the dreamscape maintained or reset each time you enter.

Crystallized Concepts (400cp, Discount Mijira Mystos): While totems can be created by focusing the mists of Mijira Mystos, there is another way to go about it, the creation of materials by drawing on concepts within the mists and solidifying them into a new form. Crystals of clarity, powdered fear, liquid courage, shards of wrath, and more, all able to be used for various crafts, but, more importantly, they can be incorporated into various forms of magic to shift how they manifest or empower them beyond what they'd normally be capable of. A simple spell to make someone more agreeable and amiable empowered by a few drops of inebriation will be more effective, though it may result in them acting drunk, while a spell made to give yourself strength infused with a shard of wrath will see your gains boosted, but the anger within the shard will infuse your mind and make it difficult to hold back. Totems especially benefit from this, and with the right concepts, you can construct a totem entirely from these shards instead of distilling it from the mists directly or from creatures you've slain.

Microsmos Perks

Expanding the Small (200cp, Free Microsmos): In this world built for giants, you are an ant trying to make your way through it all, but the magic of Microsmos turns even the most ordinary and mundane of substances into something greater. A match will become a pyrokinetic staff, a sliver of soap will produce holy magic designed to cleanse, and a simple drop of coffee will become a potion that accelerates your mind and gives you stamina. The magic to expand on the properties of an object to make them greater than they are.

Freefall (100cp, Discount Microsmos): Microsmos, as a world, seems to reduce the effects of falling over long distances, allowing you to survive and walk away from falls that'd normally leave you broken. Normally, this only applies in this world, however, you carry this protection into other worlds as well. Additionally, you are quite light on your feet and can find places to hide more easily.

Perfect Fit (200cp, Discount Microsmos): With a world built for the large, the small things cast off by these giants is often unwieldy. You may resize an object to be a perfect fit for your use, in terms of size. A sword made for a giant twice your size will resize itself to fit your hands, while something smaller will grow in size to match your hand. Over time, this will grow more nuanced to shift any items affected to be a better fit for you in general, individually resizing parts to fit you better while maintaining their natural functions. This can also change the pattern, color, and even texture of the objects you wear to a more uniform one, making them cohesive.

Trash to Treasure (300cp, Discount Microsmos): The giants of Microsmos are like normal people, they'll drop things, get them kicked into a random corner, and forget about them. For the little folk, yourself included, this can be a treasure trove. You have an uncanny knack for pulling treasures and useful materials or objects out from what would otherwise be trash and have a great deal of luck in being in the right spot to find such troves. You also have a sense for where you might look to find things that may be useful to you. This is exceptional for allowing you to find objects useful with the effects of Expanding the Small.

Cultivation of the Soul (400cp, Discount Microsmos): Expanding the Small is a method by which the soul of an object is empowered, expanding its purpose and giving it strength and abilities beyond its normal range. But why stop at objects and material goods? You've figured out how to expand on your own soul, applying the concepts of a magic that targets objects to yourself. You have gained the ability to use magics that normally only works on objects and non-living things on yourself or, with training, other living creatures. With some additional training, you can accomplish the same in reverse, allowing you to apply magics that normally only work on living things to objects and non-living things. This doesn't even need to be magic, it will work with any ability you possess.

Ragnocalypse Perks

Bludwork (200cp, Free Ragnocalypse): The magic most directly tied to yourself of all the magics on offer by the wizard's keychains, Bludwork is focused in your blood itself, empowered by experience and defeated foes. This will easily allow you to augment your physical abilities and allow you to achieve impressive feats of physical prowess, but more esoteric arts must be found farther afield.

Athlete (100cp, Discount Ragnocalypse): In an infinite battlefield like Ragnocalypse, it pays to be athletic, to have the ability to hold your own through physical fitness. You are fit, like a trained athlete with a balance between speed, strength, and endurance, as well as a decent sense of balance. While not quite enough to match more than a novice warrior, this still gives you a decent headstart.

Purity of Heart (200cp, Discount Ragnocalypse): The power cultivated with the use of bludwork makes a man more, and this process of becoming more can be addictive, dangerously so, turning even the most well meaning of warriors into bloodthirsty marauders. You need not fear this fate. You will not grow addicted to any substance, sensation, or act no matter how pleasurable or intense and suffer from no withdrawals from anything that would be addictive. This also protects against corruption, mental influences, and other forms of subversion. You still gain the benefits from such things should you choose to indulge.

Born Warrior (300cp, Discount Ragnocalypse): Battle is inevitable in Ragnocalypse, and you have all the qualities necessary to become a talented warrior, though they are unrefined and need tempering to reach their full potential. Such qualities include; a mind that is calm when under pressure, a significant tolerance for pain, a degree of situational awareness that can deal with the chaos of battle, and the simple capacity to learn and gain the appropriate muscle memory. You can also choose to have a general talent for weapons of all sorts or have a specific weapon you are unnaturally skilled with.

Blood and Bone (400cp, Discount Ragnocalypse): Death is cheap in Ragnocalypse. Death merely brings you back to the point where you began so you may fight anew, learn from your mistakes, and try again. Now, you carry some of this protection into other worlds. Should you die outside of Ragnocalypse, you will respawn in a nearby safe space, fully healthy, though with depleted magical reserves. More so, if you died in battle, the entirety of the battle will burn itself into your mind, giving you insights into the foe that defeated you and allowing you to learn from your mistakes at an accelerated pace.

You may respawn in this way thrice per jump, or replenish after ten years should your jump not end after such a period of time.

Items

+200cp for Items Only. Lost, Broken, or Stolen items are returned after 24 hours unless stated otherwise.

The Doorways (Free This Jump Only): For the duration of this jump, you will have access to doors that open directly to each world you possess the magic from, even if you lack the proper keychain to go there. Once you leave this jump, only the doors you have a keychain for will remain.

An Apartment (Free This Jump Only): The building you enter on starting this jump is an apartment which contains the Doorways (see above) that lead to the various realms on offer here. This building is deeded to your name and will be free for you to use during your time in this jump. It has all the basics in terms of amenities and is fully paid for for the ten years you will remain in this jump. Comes with a catalog for good deals on upgraded appliances, paints, and other ways to improve the apartment.

Keychains (Free/50cp): The keychains you pick as your 'origin' cannot be lost, destroyed, or stolen. If they are, you can find them, and whatever they were attached to, again by reaching into your pocket, even if you watched them be utterly destroyed. They also project a minor SEP field that prevents others from noticing the doors opened with the keychain's effect, preventing others from stumbling into them. Additionally, by paying 50cp, you'll get a duplicate of each keychain you purchased at the start of each new jump or after ten years, whichever comes first. You can give these keychains to someone else or keep them for other purposes at your discretion.

Insured Inventory (50cp): Any non-CP purchased item you possess can be replaced once per jump. Similarly, CP purchased items that do not respawn can now respawn once per jump. Sale of the item voids this protection. This does not cover items that were stolen by you or your associates.

Soundtrack (50cp): It can be a little boring exploring with nothing but your thoughts and the occasional social interaction, so, there's this. You have a mental soundtrack of music geared towards environments you've been to and will unlock new songs as you explore. You can call up any song you've heard before to listen to at will or leave it to play based on your current interests, though it will still only play songs you've actually heard before. You can set this to play for anyone within a decent range of you so they can listen in without disturbing others.

Dimensional Cellphone (50cp): You possess a smartphone that is able to work across dimensional boundaries, allowing you to make calls even while in another world and far from the doorway leading back to your base world. It'll even work without a phone network and allow others to call you if they know your number, even if they have no reception or are similarly on a world with no network. You can also call similar devices should you know the number or method of contact. You can import an existing cellphone, or similar item, to gain the same qualities.

Keychain Collection (50cp/100cp): A collection of mundane keychains that come in a variety of shapes and materials, these are simple keychains made of common materials, nothing truly complicated. However, these keychains are receptive to the effects of the Keychain Maker perk. For an additional 50cp, the keychains can be made of more rare materials or have minor magical effects. These effects can give you small boons when you enter into a world if you use it at the same time as one of the keychains that transports you to another world, nothing truly amazing, but useful nonetheless.

Worldwalker's Stamp (50cp/200cp): This simple stamp, which doesn't even need ink to be used, can be used to grant someone immunity to the SEP Field around doors that are opened with the effects of one of the keychains from this jump or those created with keychain maker. If you instead spend 200cp, then the stamp causes those marked by it to be able to see through all forms of SEP Field and means of concealment meant to make someone ignore the supernatural, such as glamours, charms, or surface level transformations. The stamp lasts a week.

Starting Capital (100cp): You've gotta start somewhere, and this is where you start. You've got the equivalent of \$100,000 USD worth of legal tender in whatever your starting location happens to accept as the local currency. If you take the Insured Inventory item, this replenishes at the start of each new jump. This can be purchased multiple times. Every two purchases of this item also makes the free Apartment better.

Mapcase (100cp): This cylinder constructed of wood and leather contains a roll of parchment that shows an area of several miles around you as a map or a location you've previously been to or seen, this allows you to pull up maps you've previously seen. It will naturally highlight points of interest and shift as you do, including showing your current location. You can set it to map a route to a point of interest, in which case it will highlight the route on the map. If you focus on a highlighted location, you'll get more information on that location.

Sigil of Ownership (100cp): This charm, similar to what can be found on a keychain, has a personalized symbol featured on its surface. By placing this charm onto an object, it can fuse into that object. If that object was not purchased from a Jump Doc, it is now fully backed by Jump Fiat, and will function anywhere, as well as being restored after 24 hours if it is destroyed. The charm can be defused and placed on a different item, but only once per jump. You may purchase this charm multiple times at a discount.

Tips and Tricks (100cp/200cp): This collection of books was penned by a wizard that explored several worlds of magic and found little tidbits that made learning and expanding his abilities a little easier. Inside this book are a great many such tidbits for any magic system you may know or learn in the future and ease your learning a bit. Said tips and tricks will always be useful and easily understood by you. Others using this book will find similar, but different, tips that are more useful for them.

For an additional 100cp, this is instead a clear and concise guide to the magic systems you possess, though the tips, tricks, and tidbits are all still there.

Portable Workshop (200cp): Many magics seem to benefit from the presence of specialized tools, even those from the keychains have such needs, for this, you've bound a workshop that is just out of phase with reality to yourself. By taking a minute to focus, you can pull this workshop into phase with reality or push it back out once more. This workshop possesses basic tools for most forms of craft, though they are nothing special on their own. However, new and upgraded tools or appliances can be added into the workshop and become a permanent part of it. You can choose to phase in only portions of the workshop if you are limited in space or don't want to attract too much attention.

Souvenir (200cp): Every world has unique features and crafts, allowing for a wide array of objects that you can find within. This option allows you to create your own item based on one of these worlds, whether this is a replenishing supply of materials, a unique item, or even a group of contacts and informants. If your choice is based on one of the keychains you possess, then you get a discount on that item. This can be taken more than once.

See the notes section for examples on the kinds of items that can potentially be made with this option.

Cloak of Planar Comfort (400cp): Not really a cloak, this object can take the form of a pin, cloak clasp, badge, an actual cloak, a jacket, or any number of other things and can even change to another piece of clothing or accessory worn over top your normal clothing. This cloak protects against all planar dangers regardless of whatever plane or world it may be. This won't help against normal weather or conditions, but more supernatural conditions or ambient passive threats, such as the psychic winds of the Astral Plane in D&D, would be protected against.

If you possess five or more keychains, this item is discounted. If you possess eight or more keychains, this item is instead free.

Skeleton Key (400cp): A dangerous artifact for keychain users, the Skeleton Key, when linked with a keychain, empowers the world it links to significantly, but also renders it far more dangerous. As an example, if one were to use The Orchard with the Skeleton Key, then they'd enter a dense jungle, filled with beasts and twisted, carnivorous plants, many you'd recognize loosely from the normal variation of the Orchard, and the people would be far harsher. And yet, the magic would be stronger in such a world, more difficult to obtain, sure, but still stronger. And yet, few venture into these harsher worlds as they see the power to be gained is not worth the danger they put themselves under in their time there.

As a side benefit, the Skeleton Key can be used to open any lock or operate anything that needs a key to use, such as a car's engine starting up with the Skeleton Key. Similarly, with an application of magic, the Skeleton Key can empower such objects for a time. That same car would be refined into a more aerodynamic form and have a higher speed than it would if you were to use the proper key.

For an additional 100cp, there are blueprints that add a slot for the Skeleton Key to other objects so they may benefit from its effects.

Keychain Combiner (400cp/600cp, Discount Keychain Maker): This strange device, a box no bigger than the palm of your hand, is able to hold two Keychains, or other small trinkets like rings or small amulets, in it. If two such objects are put into it and the lock on the front is engaged, the two objects will fuse into a single one over the course of a day, combining their effects. This won't work if the two items are different, rings must be put in with other rings, amulets with other amulets, and keychains with other keychains.

In the case of keychains being combined, the resulting keychain will link to a world that combines traits of the two component worlds and have both magic systems present, including how they combine and interact being well known. It may also possess a third magic system based on the original two in some fashion.

For an additional 200cp, undiscounted, you get a larger version of this item that can be used to combine weapons, armor, or other similarly "man-sized" items, as well as blueprints on how such things are made and scaled up. It should be noted that such items are complicated and difficult to construct.

Companions

Import/Create (50cp/100/200cp/300cp): For 50cp, you may import or create a single companion with 600cp to spend and the freebies and discounts of a single keychain, though they do not gain that keychain unless you also possess that keychain, and they cannot purchase additional keychains. For 100cp, you may import three instead. For 200cp, you may import eight. For 300cp you may import as many as you would like. They all follow the same build constraints. You may spend additional CP on this option to give half the amount spent to all companions taken.

A Fellow Wizard (100cp): Meet someone interesting? Well then why not take them along? This option allows you to take along someone you meet in jump, whether a person out in the mundane world, or someone from the various worlds opened through the keychains. This will also guarantee that you will meet interesting individuals you may want to take along with you during your time here, possibly with unique abilities of their own. Each purchase of this option gives you two slots with which to bring someone along with you to future jumps, if you can convince them. If you cannot, then the points are refunded at the end of the jump to be spent on items, and items only.

The only one you can't choose is the wizard introducing you to this jump as his option lies below.

The Wizard (1200cp, Discount with Five or More Keychains): "What? Oh! Yes," the wizard chimes in as you get to this option, which is otherwise blank, "I asked to be included as, while I have explored many worlds, crossing into worlds with active stories is not something I have done before. Should you allow it, I will come along with you," he chuckles, "now, while I don't have all the fancy abilities on offer for these keychains, I do possess all the magics of them, as well as a great deal of synergy between them all. I am also a skilled teacher in these magic systems and would be willing to teach you, though you'd have to learn the hard way," he chuckles slightly, "do feel free to decline, this is merely a request and I have been told I will have more chances in the future should you decide not to take me along."

Drawbacks

The World Beyond (+0cp): You can choose to make this jump a supplement for another jump, adding the keychains and other worlds to whatever world you choose to apply this supplement to.

Doorjam (+50cp): Your stay in this jump is extended by an additional five years. You can take this drawback multiple times, however, this can only provide a maximum of +300cp.

Uncontrolled Climate (+50cp/+100cp/+200cp): The worlds you go to with the keychains are... uncomfortable for you. Just slightly too hot or cold, a little too humid or dry, the sun beating down in just the wrong way or constant rain, snow, or sleet. Regardless what world you go to, they'll be just off from what you find comfortable. If taken with Knock Down the Walls, this applies to the base setting as well and gives you an additional +50cp. If taken with Skeleton in the Closet, this is significantly worse and the CP gained from this drawback is doubled.

The Right Key (+100cp): Now, instead of being able to use any door to use a keychain, you need to use a door with a lock based on a key *and have the correct key* to the lock in order to open it to any of the keychain worlds.

Closed Doors (+200cp): The keychains have lost their ability to open a way to other worlds entirely, leaving only the doors provided in the item section to access these other worlds.

Unwelcome Guest (+100cp/+200cp): Normally, the locals of any given world aren't too bad, at least for most of the worlds (Ragnocalypse being the biggest exception), but now, you possess this otherworldly aura that causes unease and suspicion in the natives to the worlds. You will find it much harder to obtain aid in learning the local magics from locals. You can gain an additional +100cp to turn this into outright hostility. This is, however, automatically applied if taken with Skeleton in the Closet.

Wrong Door (+100cp/+200cp/+300cp): Your keychains seem to be a bit more active than they normally would be and will sometimes activate on their own when you walk through a door. For +100cp, this only applies when the keychains are on your person, but for an additional +100cp, this can happen even if they aren't. You'll still be able to leave unless you take Slam the Door, in which case you can choose to gain an additional +100cp to make it so that the doors always slam shut when this happens.

Broken Lock (+100cp/+200cp/+400cp): Opening a door to another world normally generates an SEP Field to prevent others from noticing and following you through. Now, this is no longer the case. People can notice the doorways to other worlds and follow you through if they are curious or reckless enough to do so. For an additional +100cp, this allows things to come out of the world as well, this is increased to +300cp if taken with Skeleton in the Closet.

An Imperfect Fit (+200cp): For some reason, the assistance the keychains provide to your learning of the local power system does not work for you. For the duration of this jump, you will need to learn the magic systems the hard way.

Slam the Door (+200cp): Every now and then, when walking through a door to another world, it will slam shut behind and lock you in for a time. This can range from a few hours to a few days, with a week being the maximum. The door will indicate when it can be opened again by a sigil identical to the image of the keychain appearing on it. Once this happens, you can open it back to the door you originally entered or the one back in your apartment granted in the items section.

Unlocked Time (+200cp/+300cp): The worlds you travel to are not on the same flow of time as each other or with your base world. Each keychain either has time within their world move faster or slower than your base world, up to a factor of five in either direction, determined at random. For an additional +100cp, the flow of time fluctuates, sometimes moving faster and sometimes moving slower and changing at semi-random intervals. The duration of your jump is based on time in the base world, not your subjective time within the keychain worlds.

Knock Down the Walls (+200cp/+400cp): The keychains no longer grant access to other worlds, because those worlds are now fused into the base world, though they still carry the effect to ease your learning. This adds several layers of danger as the setting has developed with these magic systems, without the peaceful nature many of the worlds showcase (barring Ragnocalypse, if course). If you've also taken Skeleton in the Closet, you gain an additional +200cp. This can be taken once for each world you possess the keychain for. Cannot be taken with Wrong Door, The Right Key, Slam the Door, or Broken Lock.

Skeleton in the Closet (+300cp): Every door you enter using the Keychains here, and even the doors granted in the items section, will have the effects of the Skeleton Key applied to it. This makes each world far more dangerous and learning the magic of each world more hazardous as a result. This also stacks with the effects of actually using the Skeleton Key, if you have it, potentially making the world even more dangerous.

Empty Walls (+300cp): When you walk through the door, there is no wizard and no doors, instead, the kiosk is the only thing there. You do not gain access to purchased keychains or magic systems until you encounter the Wizard and either do a favor for him or save his life, at which point he will give you your keychains and unlock the magics for you. This is effectively applied retroactively, you choosing this option means that the opening sequence doesn't actually happen at all. If taken with War of the Chain, the only way to gain a keychain is to join one of the factions.

Shut In (+300cp/+400cp): Staying in another world is actively painful for you, and the longer you remain, the more painful it gets. This will start as slight irritation, but over the course of several days slowly increase to debilitating levels. While this will never be lethal, it takes time to recover from this, requiring you to not enter another world for the same period of time you were in the other world to reset this pain to its starting level. If taken with Slam the Door, this grants an additional +100cp.

War of the Chain (+400cp): "Ah," the Wizard pipes up, "I... should probably mention. A recent occurrence has led to many of these keychains manifesting across the world and led to far more wizards such as myself... this includes many that... really shouldn't be wizards. You will find several factions out there warring against each other using the magic acquired from these keychains or similar artifacts. They're out in the open and they are," he pauses for a moment, "quite aggressive with their recruitment. Do take care unless you want to be dragged into their war."

If you have taken Knock Down the Walls, then this drawback gives an additional 50cp per time that drawback was taken.

Lock the Door (+600cp): You lose access to all powers, perks, and items from previous jumps. Your warehouse is locked and inaccessible for the duration of the jump and you are reduced to your Body Mod, if you have one.

Notes

Thanks to Lord_Circe, the original Author of the [Wizard's Keychains CYOA](#), we have [this document](#) that expands on the magic systems described in the original CYOA.

On why you would buy the keychains when the magic is cheaper: The keychains grant an accelerated rate of learning with the associated magic as well as granting a discount on the perks for that chain. Without the keychains, your rate of learning for any magic you purchase is much slower and you don't have access to the world the magic came from once you leave this Jump, leaving you to learn through trial and error alone.

Upgraded Keychain Collection: The effects really are minor. Things like a compass effect so you always know the way back to the door and where north is, a cleaning effect that makes sure you don't get infections if injured, or similar features. They don't give any major boons at all and only function when you enter into another world. You can also only use one such keychain for each use of the doorway keychain.

On the Soundtrack Item: If you go to a setting that has a soundtrack linked to it, such as most videogame settings, you can have all the songs from that setting's soundtrack added to this item when you enter or let them be unlocked as appropriate.

Souvenir Examples: This option is a stand in for specific, origin-based items until I can think of one for each one, which will be included in a future update. Examples below are actual examples of what I intend to use for origin items in the future.

- *Runestones (Kaltwildnis):* A small belt pouch containing several blue grey stones, always cold to the touch, that can seemingly fuse into an object once a rune or enchantment is laid on it, imparting the effects of that rune or enchantment into the object. Combining two stones with different runes or enchantments can cause them to fuse and, if they're compatible, form a new, stronger effect, incompatible runes or enchantments will simply cause the resulting stone to crumble to dust. These stones can potentially be fused into a living creature, however, the method to do so is not included in with this item.
- *Conduit (Mata Hini):* Appearing as little more than an ordinary, if large, pearl in a scintillating display of colors on its otherwise white surface, this token is able to concentrate the power of a magic or bond channeled through it. A coconut spirit, normally only providing the defense of a coconut's shell, would instead grant toughness on par with stone while a simple stunning spark would turn into a powerful bolt of electricity. However, this is dependent on energy stored in the pearl, which you or another can feed into it when you so choose. The pearl can store large amounts of energy, enough to draw the attention of a greater spirit, but it is also used quickly. Other uses for this pearl may exist, though what they are, you'd have to discover for yourself.
- *In The Blood (Ragnocalypse):* A common creation of blodwork users is the blood weapon, a construct made of the energy held within the user's blood. Able to change form to match nearly any man portable weapon, this construct is made from a rust colored metal that can liquify and enter the wielder's bloodstream where it becomes saturated in the internal energies of the wielder, making it a near perfect channel for any such energy. If formed into a ranged weapon, it will naturally condense ambient energy into ammunition. Other uses of this construct are possible, but would take significant practice to accomplish.

Mystery Box

Tzentrilh Station

Tzentrilh Station: Opening the box you picked reveals a keychain in the form of a classic flying saucer complete with an alien riding inside. It opens to a space station that acts as a hub for several alien civilizations, the power of science prevails here over magic, and you will share in the glories of wonderful SCIENCE!

Perks

SCIENCE! (400cp, Free Tzentrilh Station): There may be magic in Tzentrilh Station, but that is not what this keychain is focused on, instead, it focuses on the sciences and technologies of the world. This provides you the ability to reverse engineering technologies and the scientific principles they're based on. These reverse engineered scientific principles and technologies are included into a meta-science ability that allows these technologies to continue working even in worlds where the laws of physics for that would normally be incompatible.

Efficient Processing (100cp, Discount Tzentrilh Station): Your mind is more efficient and faster than others would think, allowing you to solve complex mathematical equations at an incredible pace, as well as extrapolate from known information. While this does include processing information faster, it is not as effective for increasing your reflexes as it is for internal thought processes.

Maintenance (100cp, Discount Tzentrilh Station): Technology you build seems to suffer far less from wear and tear, able to last decades even when similarly built machines would have ceased to function. Stuff you build just seems to require less maintenance overall than that built by others, and if you maintain something you didn't build, that maintenance lasts longer than it should. Only concentrated effort can break what you've built. You'll also get a feel for when something needs maintenance.

Learned (200cp, Discount Tzentrilh Station): You have a grasp of a wide array of scientific studies and technological advances in your head, as if you had been taught and gained experience equivalent to ten years of active study and mastery. Baseline, this would give a solid foundation in most modern scientific studies, however, you can choose to focus this on a narrower array of principles to improve your understanding of this narrowed focus. If you'd prefer more knowledge of chemistry, genetics, and biology, you could sacrifice some of your knowledge in other fields to improve your understanding in those chosen fields. This also gives an understanding of the scientific method and how to apply it.

Genius (200cp, Discount Tzentrilh Station): You have an aptitude for all things science and technology, an innate understanding that, combined with proper training and understanding, would carry you to the bleeding edge of advancement. This talent is immense and allows you to advance quickly, but relying on it alone will still lead to you hitting dead ends if you aren't careful. Proper education on technologies and sciences will allow you to navigate these pitfalls easily. This talent gives you a boost roughly equal to what the keychain gives you, and the two compound on each other to offer greater gains.

Schizo-Tech (300cp, Discount Tzentrilh Station): You possess the ability to combine the various technologies you've studied and reverse engineered, even when they have a vastly different base to them, you can get them to play nice and adapt them to work as well with each other as they do with their normal tech base. You can even mix scientific fields, making biological technologies work alongside and synergize with mechanical or digital technologies without them interfering with each other, and in fact combining favorably.

Black Boxing (300cp, Discount Tzentrilh Station): With this perk, you can condense down parts of technology into a more simplistic one, carrying the effects of the necessary components without needing to include them directly into the creation. Others trying to reverse engineer technology made with these simplified components will find these components impossible to replicate. Depending on how much you simplify the technology, you can make it so it can be reverse engineered, but make it significantly harder to do so, or push it to the point it's impossible to do so. This can even allow you to create incredibly simple constructs with equally incredible effects, the most notable example being a replica Green Lantern Ring and its Power Lantern. You still need to know how to achieve the effect with your technology, and be able to build it, before you can simplify it.

Arcane Sciences (400cp, Discount Tzentrilh Station): The study of magic is often viewed more as mysticism than science, and yet, magic has repeatable effects, one can study the underlying principles and learn from them. And now, so can you. You can create technology that interacts with magic and allows you to study its principles so you can reverse engineer spells, phenomena, and other forms of magic that you can then utilize for yourself as if they were technology and science, because to you, it is.

Additionally, any perks dealing with scientific or technological can now be applied to magical ones just as easily, if they couldn't already, and vice versa.

Beyond the Bleeding Edge (400cp, Discount Tzentrilh Station): This station isn't simply technology, it's science, and more than that, it's SCIENCE! The kind of science you find in comic books and sci-fi shows. You have the ability to use the wiggle room gained from your world-hopping nature and the multidimensional rules applied from going to various worlds to bend the rules enough to apply the scientific principles you know without the need for technological aid. Maybe you can use your studies of biofeedback and bioelectricity to generate a charge enough to act as a taser or maybe you can use your mathematical knowledge to calculate how to climb a wall like a spider. This is entirely based on your knowledge of scientific fields and should you ever lose that knowledge for any reason, you will lose any ability based on that knowledge.