



The Jumper opens his eyes, and sees a whole new world before him...

He sees a world come undone, turned to ash in an instant. All that's left are chunks of rock and dirt, floating in the sky. Those islands that're left are all crawling with critters and monsters of every kind.

He sees the fragments of the Old World, all that's left after the Calamity. He sees forests clinging to flying rocks, marketplaces torn free of their cities, tunnels in the earth exposed to the open air.

He sees...

The Bastion.

Maybe there are other survivors, out there in the rocks. Maybe there's a place for him to call home. Maybe there's a way to fix it all, bring all the fragments of the Old World back together into something new.

Maybe there's nothing out there for him but death. Mother only knows.

The Jumper braces himself, 'cause he's got a long ten years ahead of him. Luckily, he's got a little something to help guide him on his way.

+1000 CP

Backgrounds

The Calamity wasn't picky about the kinda people it picked off; there aren't a whole lot of survivors, but those who did make it come from all walks of life. For his part, the Jumper was...

Drop-In (Free)

- + No memories of lost loved ones or destroyed homes
- No idea about how anything works, or any of the secrets of the Old World

...nobody, really. He woke up on a rock in the sky, after the Calamity had already hit. Lucky for him. He don't have to worry about those he lost, the things that were undone in the Calamity. Trouble is, he doesn't have much in the way of skills or knowledge on how to get around in this broken world he's found himself in. He just finds himself out in the middle of the Wilds, with no place to call his own.

Caelondian (100 CP)

- + An experienced fighter with knowledge of advanced technology.
- Your home is destroyed, and the Ura will not be pleased to see you, should you encounter them.

...a citizen of Caelondia, a grand old city that stood for a hundred years before the Calamity laid it low. A major center for trade and learning, Caelondia stood on the cutting edge of technology thanks to its monopoly on Burstone Quarry, the only place known to man where Cores can be found. Caelondia's guilds made their members tough, and nearly everyone was a member of one or another. He had a purpose, he had a place... and now, he's got nothing but a weapon, his wits, and a bunch'a sad memories.

Ura (100 CP)

- + Your people survived the Calamity better than the Caels did, providing you with resources and allies.
- + Strong spirituality gives you a better connection to the gods and the land.
- Your home has been torn apart and frozen over, leaving you with no shelter or place to hide.

...an Ura, from the Tazal Terminals. These underground tunnels were ripped right open when the calamity hit, and thrown up to the coldest part of the sky, but some of the Ura survived it, the Jumper among 'em. He ain't alone, but he ain't got the Bastion to go to, either. He'd better hope his gods are in a good mood, 'cause he's gonna need all the help he can get.

Wild (100 CP)

- + You're familiar with the wilderness; you know all its secrets, and are familiar with the animals.
- The forests are dying, the animals are going mad, and you have no safe haven to retreat to.

...a lost soul, marking out his existence in the Wilds. Maybe he was a Caelondian who took a tumble off the train, or an Ura who wandered out of his tunnels. Either way, he's been fending for himself out in the Wilds since he was a little 'un, and it's made him hard and strong. He

knows those old forests better'n anyone, but with the world falling apart around him and all his animal friends losing their minds, it might be better for him to find somewhere a little less overgrown to keep his head down.

Perks

Dulcet Tones (100 CP, Free Drop-In)

A deep, soothing voice nobody else can hear starts narrating your actions, like you're some kinda story character. Mostly it just provides commentary, but every once in a while it might give some helpful advice or useful background info that'll come in handy. The narrator knows just about everything about everything, especially the history of whatever location you happen to be in, and while he'll never talk to you directly and never notice if you talk to him, he's happy to share information about things you study. You can toggle this on or off at will, but really, why would you want to?

Just Foolin' (200 CP, Discount Drop-In)

The shattered remains of the old world are a dangerous place; one false step and you can find yourself plummeting down thousands of miles to the Boundless Sea below. 'Course, some of you Jumpers might survive it, but for those of you who aren't so lucky, there's this perk. You are never in danger from falling, not ever again. Maybe a gust of wind'll sweep you up and deposit you where you started, maybe you'll grab an outcropping and pull yourself back up, maybe a Pecker'll come outta nowhere and save your sorry hide. Whatever happens, you can be sure you ain't gonna have to worry about peelin' yourself off the pavement.

Who Knows Where (400 CP, Discount Drop-In)

While sleeping, you can project yourself into the collective unconsciousness, and make contact with the dream-selves of those you know well. While in their dreamscapes, you can gain information about their background, their thoughts, and their feelings by clearing away their emotional baggage and inner demons in the form of monsters. You can use the full scope of your physical abilities in your dream-form, but be warned - the landscape is part of their mind, so destroying it can cause mental damage. This acts both as a way to gather information and as a way to help conquer emotional strife and overcome hardship. In order to enter somebody's dreamscape, you must have one of their valued possessions, and must consider them (or be considered by them) an ally.

The Stone Remembers (600 CP, Discount Drop-In)

You don't need the Lost and Found or the Bastion; you can bring back what was lost just fine on your own. By collecting Fragments - tiny pieces of the Old World - you can fuse 'em together to create all sorts of objects, bringing back anything from the Old World you might need - spirits, materials, weapons, buildings, anything. You could even create Cores, if you have enough Fragments - that'd take a whole lotta Fragments, though. After leaving this Jump, you'll find Fragments still turning up just about any time something's smashed apart or destroyed. It takes

time to learn how to build stuff that ain't from the Old World, though, and the bigger or more complicated the thing you wanna make, well, the more Fragments you'll have to pony up.

Build That Wall (100 CP, Free Caelondian)

You know the basics of Caelondian technology. You understand how to harness the semi-mystical power of Cores and turn it into usable Mantic energy, to power basic machinery, short-range flying machines, computers, and a variety of other uses. More interestingly, you can use Core power to reinforce existing structures, running a Matic current through it to enhance whatever physical properties it possesses - usually durability, though other uses are possible. This is what allowed structures like the Rippling Wall and the Bastion to survive the Calamity as well as they did. You also gain basic skill for mundane construction.

Skyways (200 CP, Discount Caelondian)

You know the secret of the Caelondian Skyways, corridors of wind that can whisk one away to far-off locations. A central Skyway pillar is required to form the Skyways, but once the pillar is erected, it is a simple matter to construct a Skyway platform that can launch a passenger up into the air, and into the Skyway's currents. It takes a great deal of calculation and calibration to target the end of a Skyway passage at a certain point, and even then it is rarely perfectly accurate. It is, however, very simple to create a Skyway platform that quickly returns one to the central pillar. Use with caution; it takes practice to ride the Skyways without falling on your face.

Spirited (400 CP, Discount Caelondian)

Alcohol consumption is severely regulated in Caelondia, with only those beverages that confer a direct benefit being permitted. You now know the secrets to brewing these powerful spirits, strong drinks that can confer incredible benefits if drunk on a daily basis, like enhanced strength, rapid healing, increased vigor, and a wide variety of other effects. All you need is a basic still and a few easily-obtained ingredients. Drinking more than two or three spirits on a regular basis would knock a normal person on their ass, but you're made of sterner stuff; you can handle up to five, and can increase your tolerance with time and practice.

Calamitytech (600 CP, Discount Caelondian)

You know the secrets to gathering up vast amounts of Mantic energy from Cores at once, and releasing it in massive bursts for dramatic effect. This is an extremely dangerous process, but if carefully controlled can lead to some downright impossible feats. At its most basic, this can be used for destructive purposes, similar to the weapon which caused the Calamity itself, though a great many Cores would be required for a blast of that magnitude. This can also be used to receive a massive version of the normal benefits of Mantic energy for a few brief moments. It may even be possible to alter reality in small ways with sufficient power, by imprinting the memories contained within the core on reality, but you would need an impossibly detailed model of exactly what you wanted, or the effects could be... catastrophic.

Dig My Hole (100 CP, Free Ura)

You are comfortable underground. You see well in dim lighting, and are never claustrophobic. You can dig with your hands as well as a normal man with a shovel, and with a shovel you can do the work of five men digging at once. You also have a natural feel for the stone around you; you can instinctively avoid unstable ground, gas pockets, and other dangers, while steering towards valuable minerals and other prizes.

No Children's Toy (200 CP, Discount Ura)

The gods of the Ura are unforgiving and capricious, and not to be trifled with. They are known to send danger to their followers, to test their worthiness, before granting them their blessing. Most people receive little warning before the gods choose to make their lives difficult, but you are different. Perhaps it is because of your nature as a Jumper, or maybe the Gods just like you, but you have an inherent sense of how dangerous a situation will be for you before entering into it. You will also know whether the gods have tampered with the encounter, which they will do periodically if you take this perk. If you choose to follow through an encounter that has been tampered with and are victorious, you will receive a reward proportionate to how much the god increased the encounters difficulty. These rewards are usually Fragments while in this Jump, and money elsewhere, but they will sometimes grant small items or temporary buffs instead. You always have the option to request a god's intervention in an encounter, but be warned - the gods tend to overdo things when called upon intentionally.

Before Too Long... (400 CP, Discount Ura)

You are a master of ambush tactics. You know how to set up traps and ambushes, how to surprise your opponents, and how to enter and leave combat with a maximum of speed and efficiency to strike at opponents and vanish. You understand poisons and other such tactics for disabling opponents, such as attacking vital points or blocking their senses. Most importantly, you have mastered an old trick of the Ura hunters - with a peculiar motion of the foot, you can make a single step launch yourself forward, moving so quickly that you seem to teleport. At first you will only be able to move a few feet in a straight line in this way, but with practice your range will expand, and you will learn to use your free foot to control your trajectory, curving and twisting your path mid-leap. The greatest masters of this technique can travel miles in seconds, though this is of limited use on the shattered remains of the Old World, as there simply isn't enough room. Be warned - this technique requires focus, and so you cannot do anything else while leaping, and require a second or so both before and after to gather your focus and then recover. it also confers no enhanced durability, so hitting a solid object this way will be incredibly painful.

Rattletail Shepard (600 CP, Discount Ura)

You gain the ability to summon a small pack of rattletails, a common pet of the Ura and frequent hunting companion. Rattletails are talented burrowers and fast runners, typically fleeing from enemies and burrowing into little hidey-holes to protect themselves. However, these white flightless birds have a bizarre, powerful ability that makes them prized companions - once safely hidden, rattletails can summon small meteorites to fall on the heads of whoever threatens them, dealing significant damage. While apparently cowardly, these rattletails are actually shrewd

hunters, and have excellent tracking abilities. Individually weak, a pack of these little monsters can take down even the most durable enemy - and you have a pack.

You can summon up to ten large rattletails, twenty medium-sized ones, or forty tiny ones, causing them to appear from midair and replacing any who die. They are perfectly loyal and understand simple commands. Large rattletails can summon meteorites around the size of a human head, at a pace of roughly one per second. Medium-sized ones summon meteorites about the size of a closed fist, at a rate of two or three per second. The smallest rattletails only summon pebble-sized meteorites, but can summon as many as ten a second and with enough velocity to still be quite painful on impact. Their targeting is fairly precise, but there is a slight delay before the meteorite hits, so a moving target may be able to dodge.

A Pleasant Host (100, Free Wild)

Maybe your hardships have pleased him, or maybe he just finds you interesting, but Roathus has decided to grant you his blessing. Ura god of Thirst and Plenty, Roathus will ensure you always have the basic essentials for life - air, food, water, and shelter. Like all of the Ura Pantheon, Roathus is contrary and pleased by hardship - the more harsh your environment, the more Roathus will provide. In a bustling forest filled with life, he will provide maybe a small trickle of water and a few fruit, and leave it to you to find more. In a desolate wasteland, you may find a buried shelter with a cellar full of preserved food and bottled water. In the harshest environment of all - space - Roathus' intervention may become more blatant, becoming a bubble of air and pressure surrounding you and keeping you alive. Whatever the case, you will never again suffer from environmental hardships - though note, Roathus only gives survival, and will expend as little power as he can. His idea of shelter from a lava flow may be to provide a cave to hide in. If you ignore the cave, expecting him to save you, you will burn. Roathus has no time for fools.

Nordy the Bird Boy (200 CP, Discount Wild)

You've got a way with animals. They speak to you, and you can speak back. You can decipher what all their various barks and squeaks mean, and when you talk to them, they can understand the gist of what you mean. Of course, animals aren't very smart, so they can only understand basic orders and relay simple information, unless they are uncommonly intelligent. However, they are very loyal, for they can smell the Wilds on you and know that you are one of them.

Too Raw (400 CP, Discount Wild)

You are naturally tough; you can come back from just about anything. You are immune to poisons and diseases, and your will to live is staggering. No matter how much pain you're in and how much punishment you take, you will cling tenaciously to life right up until your body simply cannot support it any more. This will not protect you from damage, and the destruction of vital organs will still kill you, but you will at the very least survive anything less. Even if the world were to be consumed in apocalyptic fire, you'd be keeping the cockroaches company - broken and bloody, but alive. Of course, you'll die of thirst eventually, but even that will take a while.

Bane of the Jawsons (600 CP, Discount Wild)

You braved the dangers of Jawson's Bog, and made it out with your sanity intact. What's more, you found yourself with a special gift - the ability to emit the same foul-smelling fumes given off by the Lungblossoms of the Bog. You can produce enough of this green smog from your mouth to fill a small room, though it dissipates pretty fast and is affected by wind normally. Anyone other than you who breathes this stuff in is sent into a coma, while their consciousness is banished to a twisted mindscape created from their memories, fears, and guilt. Those with immensely strong wills may be able to fight their way out and back to the real world, but most will die of heart attack or be trapped in their own minds forever.

You can also emit a pink smoke from your mouth that immediately revives anyone affected Lungblossom fumes, or any other mental prison or illusion. However, Lungblossom-induced hallucinations are deeply traumatizing; even if you bring them out of it, if you wait too long their minds may be lost forever, eaten away by the Curse of Jawson's Bog.

Items

Phonograph (Free to all)

An old-fashioned hand-cranked phonograph. Very sturdy, gives much higher-quality sound than you'd expect. Has a single record with the full OST for the Bastion game, as well as several additional Caelondian and Ura folk songs.

Sack 'o Fragments (50 CP, Free Drop-In)

You have a small bag of 1,000 Fragments, the closest thing to currency left in the world. These tiny pieces stone contain fragmented memories of the Old World, like miniature Cores. They have nowhere near enough power on their own to do anything, but at the Lost and Found in the Bastion, they can be converted into basic items, and a few pre-programmed objects such as spirits or materials for crafting weapons.

Caelondian City Crest (50 CP, Free Caelondian)

This small, gear-shaped crest is designed to be worn on the back, and was meant to indicate official membership in one of the Caelondian guilds. This crest, in addition to being a badge of authority, carries a tiny portion of the power of the Bastion, Caelondia's safe haven. This power can restore broken things, assuming it has a recording of it's original shape. In the broken remains of the Old World, it can draw on the Bastion's memories of the Old World to reconstruct small pieces of it, forging paths and rebuilding small islands. While rebuilding more than a tiny portion of a city is beyond this gear's power, it does make travel among the tiny floating islands much easier.

Without the Bastion, this gear is useless unless you can find a way to connect it to another data storage system, in which case it can restore small objects and locations to stored specifications. It can ONLY restore destroyed objects, not create new ones out of raw materials.

Burstone (50 CP, Free Ura)

A small crate of burstone, from Burstone Quarry. This crate refills once weekly. Burstone is an excellent capacitor, capable of storing a great deal of energy and discharging it slowly when provided with an outlet. Burstone acts like a rechargeable battery with no maximum limit, capable of storing immense energy without difficulty. The discharge is normally steady and controlled, but destroying it will release all its energy at once. Caelondian technology has ways to coax more energy from burstone at once without destroying it.

Vineapple Seeds (50 CP, Free Wild)

A small packet of seeds for the Vineapple plant that grows in abundance in the Wilds. They grow quickly and with minimal care, and quickly bear a spiky fruit. The green fruit given by this plant are safe to eat, delicious, nutritious, and give a minor increase to physical abilities for several minutes. The yellow fruit are very sensitive, and a small nudge can cause them to violently explode and spread their seeds. The color of fruit grown can be predicted by the color of the seeds, but both varieties give equal amount of seeds for both.

Gel Cannister (100 CP, Discount Drop-In)

Now where the hell did this come from? Almost seems not of this world... did Jump-chan drop this here? It reminds you of a world of SCIENCE!... and there may have been cake? Well, wherever it's from, you gain a small cannister, filled with an odd blue gel. Shattering this cannister causes a small, white robotic sentry turret to form from the resulting puddle. This cute little fellow speaks in a gentle, soft voice, and will fill anything that moves within it's field of vision with hundreds of bullets in seconds. However, it cannot turn on it's own, rendering it vulnerable to attacks from behind. If destroyed or deactivated, it dissolves into particles, and a new cannister appears in your Warehouse. It will never fire on you.

Bullhead Shield (100 CP, Discount Caelondian)

A large, nearly indestructible shield, the Bullhead shield was commonly carried by the Caelondian guild of Menders, both healers and builders. It was also a symbol of justice, commonly used in the Bullhead Trials, where a man could throw his judgement to the gods and attempt to earn his freedom by defeating a horde of monsters armed only with this. Heavy and difficult to hold up for any significant amount of time, the Shield is nonetheless almost impossible to break, does not conduct heat or cold, dampens most impacts, and is otherwise an amazing defensive instrument. What's more, if swung just perfect and with just the right timing, it can counter most attacks, stunning melee attackers and reflecting projectiles. This takes practice, though.

Sniper's Crossbow (100 CP, Discount Ura)

A heavy repeating crossbow, this common hunting weapon of the Ura can launch up to three bolts at a time, and is much easier to reload then you would expect from a weapon of this size. The bolts are tipped with a potent poison, which drains vitality and severely disorients the victim. Comes with a quiver of bolts which will constantly replenish itself, so that you never run out of arrows.

Pecker Egg (100 CP, Discount Wild)

A large red egg, which will soon hatch into a black-and-red bird commonly known as a Pecker. These birds are normally territorial, vicious, and bloody-minded; however, like many animals, it will imprint on the first being it sees after hatching as it's parent. It is only an animal, but is roughly as smart as a dog, has a very sharp beak and talons, will defend you to the death, and is easy to train and feed. Once it grows up a bit, it will be able to launch needles at foes. It does not take a companion slot, but can follow you through your jumps.

Sneaky Decoy (200 CP, Discount Drop-In)

This small, wooden dummy may only bear a passing resemblance to you, but when planted in the ground, nobody will be able to tell the difference between it and you. What's more, it renders you briefly invisible, for roughly ten seconds or until you attempt to attack someone or something. Once the invisibility ends, the decoy dissolves, and a new one appears in your warehouse. A new one also appears if the original is destroyed or broken. Folds up neatly for easy transportation.

Weeping Nellie (200 CP, Discount Caelondian)

A small but sturdy ferry boat, this classy old lady is famous for ferrying folks up and down the Langston river for longer than any of her brothers and sisters. She's got a powerful engine, and a pair of flame-throwing turrets for fending off peckers and other undesirables. Tough as nails and twice as tenacious, Weeping Nellie's power source will never wear out, and she's nearly impossible to permanently damage. Oddly, she seems perfectly capable of sailing through the sky while in this jump, but once this jump ends she can only sail the waters, like any other boat.

Battering Ram (200 CP, Discount Ura)

An extremely heavy log shaped with a head shaped to look like the Ura god Pyth, the Wakeful Bull, this chunk of wood and metal was used by the Ura during their war with Caelondia to assault the Rippling Wall. Nearly unbreakable and capable of releasing small shockwaves on impact, this heavy weapon can easily smash through nearly any obstruction. It can be wielded by one person of uncommon strength, though it was originally intended to be used by two at a time. Though meant for destroying walls, swinging it about or slamming it against the ground can clear out groups of enemies at once.

Squirt Lure (200 CP, Discount Wild)

This device will lure out a cute little teardrop-shaped fellow called a Squirt. The juvenile form of the race known as Windbags, this little guy isn't terribly durable, though he can attack by ramming his head into enemies. However, given a few years to mature, he'll grow into a strong and powerful Gasfella, a natural miner with a mean swinging arm. Given a pickaxe, a Gasfella is a dangerous foe in its own right. By the end of your jump, your little buddy will have matured into its oldest form, the swollen bag of goo known as a Scumbag, which can fight by launching acidic goo at its foes or charging them violently. After a few years at this stage, it will eventually explode; though you may mourn your friend, it will leave behind a hundred or so Squirt eggs. Only about half of these will hatch, and only about half of *those* will survive long enough to grow

to full sized Squirts and beyond. Regardless, after several of these life cycles you will find yourself with a small army of Windbags in a variety of life cycles.

Given a bed of burstone, Scumbags nearing the end of their life will attempt to lay their eggs there, as it is their ideal maturing ground. This will slightly improve the number of Squirts that hatch and mature. Given enough time, the absorbed life energy from the squirts who did not survive will change the burstone to Cores, though this can take centuries.

Calamity Cannon (400 CP, Discount Drop-In)

This large, bazooka-shaped weapon channels the same raw force of nature that powered the Calamity Device - in fact, this cannon is, essentially, a tiny prototype of that self-same weapon. Of course, it has nowhere near that level of destructive power, but, given a second or so to charge, it will fire a fast-moving ball of energy that can obliterate most anything you point it out. It's a bit too unwieldy to aim, but with the proper upgrades you can add splash damage or tracking shots.

Shard (400 CP, Discount Caelondian)

Also known as a "Poor Man's Core", this sliver of burstone has been soaking in the life energy of squirts who did not survive to maturity, causing it to glow with reddish-pink energy. In addition to being a source of steady power, a Shard is a stabilizing force, holding together structures and locations which should have long-ago fallen apart. Placing it in close proximity to any inorganic object or location for 24 hours is long enough for it to 'memorize' it, allowing it to ward off the effects of age, decay, and entropy for as long as its charge holds. Left alone, a Shard will persist for a century or so; alternatively, it can be used as a power source strong enough to fuel an entire city block for roughly a decade.

Conductors (400 CP, Discount Ura)

The Ura's environmentally-friendly answer to the Caelondian usage of Cores, these statues are usually placed in groups of four to provide stability and increase productivity in a small area. They require no power of their own, instead channeling the natural energy of the world to strengthen the natural order of things in the vicinity, improving crop yields, making stone more durable, purifying water, etc. Post-Calamity, these devices are easily repurposed to keep the shattered remains of the Tazal Terminals together. You gain four sets of four of these statues.

Lunkhead (400 CP, Discount Wild)

A bizarre fusion of a frog and a rhinoceros, these creatures are the size of a large dog and as stubborn as stone. Their head is covered in a nigh-impenetrable stony exterior, and they are capable of leaping over twelve feet in the air. They're strong enough to carry a passenger when fully grown, though it will be a year or so before yours is that big. They're difficult to train, but they aren't very dangerous unless provoked, and are actually herbivores. If frightened or angered - or properly trained - they can crush enemies with their ponderous weight, but they are naturally gentle creatures.

Anti-Calamity Shield Bubble (600 CP, Discount Drop-In)

The product of some paranoid Mancer, this heavy statue is carved in the likeness of Javel, god of Health and Atrophy. When a concealed switch at the base is flipped, this statue generate a bubble of bluish energy, roughly thirty feet in diameter. Within this bubble, entropy holds no sway. Nothing can be destroyed, nothing will decay or be damaged, even age will be suspended. However, change is also impossible; while any living thing is still inside and aware, they cannot grow or change, and will likely fall into repeating patterns of behavior. Most notably, this bubble blocks almost all forms of energy known to man, including the power of the Calamity. This shield will last three hundred years or until switched off, though it also has a built-in timer to switch it off automatically after a given period of time. With a bit of tinkering from a skilled Mancer, it won't be too hard to modify this device to project the bubble away from itself, to serve as a prison, but it can only generate a single bubble at a time.

Core (600 CP, Discount Caelondian)

A chunk of burstone that's spent centuries absorbing life energy from the windbags that nest in it, a Core can be distinguished from a Shard both by its larger size and its clear blue glow. The basis of most of Caeloandia's technology and the source of the greater portion of its riches, Cores give off an incredible amount of power at a steady rate. If they ever run dry or burn out, nobody's ever lived long enough to see it happen; in all of Caelondia's history, no Core has ever run out of power. Even more incredible, however, is its ability to "remember" - it soaks up data about the world around it like a sponge, and if given exactly the right stimulus, it can be made to repair what was broken, and bring it back to the way the Core 'remembers' it being. Of course, doing this is extremely complex, and at the absolute cutting edge of Caelondian science - the primary usage of Cores is as a combination power source and data storage device, with nearly unlimited capacity for both.

Shrine (600 CP, Discount Ura)

Though the Caelondians technically worship the same gods as the Ura, the method of their worship could not be more different. The Caels decorate their homes and buildings with the gods, make toys out of them, and erect ornate and fanciful buildings in their names. To the Ura, worship of the gods is a solemn matter, and their shrines are a simple affair of twelve altars, one for each god, arranged in a circle. You gain a set of these altars; when arranged in a circle with each altar an equal distance from each other, the area surrounded by the altars are protected by divine providence. Any being who attempts to do harm - physical or otherwise - to anyone else within the circle will have an equal amount of harm visited on them, seemingly by chance, for daring to sully the sacred area. There is no hard limit on how large the circle can be, but it must be possible for an average human to stand by one statue and see the statues to either side, and each statute must be an equal distance from its neighbors.

Anklegator Egg (600 CP, Discount Wild)

Long thought to be extinct, the eggs of an anklegator take decades to hatch. Luckily for you, this one is just about ready, and will hatch roughly a week or so into your jump. The blue-and-yellow lizard that hatches from it is most comfortable underground, and can swim through earth and

stone as if it were water. While submerged, only its horn will be visible, unless it surfaces to feed or attack. Even as a baby, it's large enough to take a man's arm or leg off, and by the end of your jump it will be able to swallow a man whole - and that's not even its full size. It's easily trained while young, but fiercely territorial, and a voracious carnivore - you'd best have a lot of meat on hand.

The Calamity Device (800 CP)

Holy Mother on high, where did you find this? It's pretty beat-up, but this is definitely the same weapon that caused the Calamity, shattering the continent and sending the remains high up into the sky. This device was intended to destroy the Ura people once and for all, and likely would have done if it hadn't been sabotaged - if you want to end a nation, this here device is a great way to start. That said, you'll have to fix it up, and undo the sabotage done to it, not to mention find a new power supply - it took more than a dozen cores just to initialize the thing, and even then it had to draw on Caelondia's power grid to actually fire. It's also enormous - you can't carry it around with you, you need to find somewhere safe to set it up. That said, if you can do all that, you'll have a WMD leagues more powerful than anything else this world has ever seen before, and will likely ever see again.

The Bastion (800 CP)

The safe haven of Caelondia. Originally built at the highest point of the city, the Bastion was always designed to be capable of flight if necessary to escape whatever disaster befell the city. This floating island is pretty busted up, with most of its functions off-line, but its centerpiece - the Monument - is the most important part, and it's still intact. This Monument is connected to a massive computer made up from Cores, containing a vast amount of data about the Bastion, Caelondia, and the entire world. By plugging Cores into the central Monument, the Bastion will drain its energy, diverting some of it to repairing itself, and storing the rest in a vast reservoir made of the largest chunk of burstone ever harvested. Once fully repaired, the Bastion has everything required for comfortable living - in addition to shelter and vast stores of food and water, it has a distillery for making Caelondian spirits, a forge for building and upgrade weapons, an armory for storing them, a Lost and Found for recreating vital materials from Fragments, and a Shrine for the worship of the pantheon. It can fly at slow speeds, is virtually indestructable from the outside - though it is vulnerable from the inside - and all damage can be repaired by drawing on its power stores.

Theoretically, the Bastion has one more function - its main function, in fact, but an untested one. By drawing on its vast store of power and using the data stored in the Monument's computer, the Bastion could, supposedly, recreate the entire world, resetting it to a saved point in time - in other words, travel back in time. Of course it's impossible to test, requires an immense amount of power, and needs a full recording of everything that existed - to the molecular level - at the time of the reset. It took centuries to collect this data, and it is only useful within this single jump. It will be wiped clean at the end of this Jump; theoretically, you could take Cores from the Bastion and use them to record whatever new world you wind up on, but in practice you are unlikely to get enough data or power to reset more than a small area.

Drawbacks (Max 2 drawbacks, +800 CP)

Skyway Scrub (+100 CP)

You are particularly untalented in riding the Skyways that crisscross what used to be the Old World. With the world shattered as it is, the Skyways are one of the few reliable methods of travel left, but you are just terrible at maintaining your balance and direction while hurtling through the air. You typically come slamming down a short distance from your target, and quite forcefully. You are never so unfortunate as to miss a landmass entirely, but the landing is typically painful.

Fragmented (+100 CP)

The Calamity was particularly thorough - the Old World was pulverized quite finely, leaving behind little trace. You will no longer find Fragments simply lying about the world or in the possession of monsters. You may be able to scavenge them up by breaking apart remains of the Old World yourself, but this is a laborious and inefficient process. Hope you didn't plan to use the Lost and Found much.

Just the Kid (+100 CP)

Nobody knows your name, and you are incapable of telling it to them. You will instead acquire a descriptive but impersonal moniker, which everyone will call you by - even companions who already know your name. As a side effect, you will grow quiet, rarely speaking unless necessary. This may not so bad, but you'll quickly find that when there are only a handful of people still alive, and none of them know your name, the isolation will become uncomfortable, even stifling.

He Didn't Make It (+200 CP)

You are tormented by nightmares of those who died in the Calamity. This may be fellow citizens of Caelondia, your Ura brothers and sisters in the Tazal Terminals, or your innocent animal friends of the Wilds. If you are a Drop-In, you instead have nightmares of your companions and friends from other worlds dying a terrible death, even if you clearly remember they did not.

Poor Workmanship (+200 CP)

Your weapons are always of poor quality, and cannot be upgraded. They're usually effective for a little while, before breaking down and requiring extensive repairs, or even replacement. No matter what you do, any weapon you wield will have these problems, whether you build it yourself or take one made by someone else. The more complex and high-tech the weapon, the faster it will break down; knives can last for weeks, guns for days, and futuristic technology for a few scant hours.

Lightweight (+200 CP)

You have no stomach for alcohol. In most societies, this would merely get you mocked, but for Caelondians this is practically a disability, preventing you from benefiting from the drinks

commonly known as spirits. Every spirit has its own benefit, and are very potent and useful. Even the Ura have their own spirit recipes. You, however, can barely chug a single bottle down before vomiting it back up.

The Wild Unknown (+400 CP)

The Wilds are always dangerous, especially after the Calamity, but they seem to bear you a special hatred. From the moment you step foot into these dense jungles, every animal and plant is alerted to your presence, and they want you *gone*. Expect to be swarmed by huge flocks of Peckers, assaulted by hordes of Lunkheads, and set upon by a stunning array of mobile and vicious plantlife.

No Head For Heights (+400 CP)

You are terrified of heights - particularly crippling, in this new world of shattered, floating islands. Straying near the edges of an island makes your heart beat faster, and causes you to feel dizzy and nauseous - and god forbid you try to travel the skyways. Here's hoping you got yourself a City Crest, or else you won't be traveling around much.

Core Meltdown (+400 CP)

You have poor luck with Cores and Shards. For some reason, they never last as long as they should whenever you're around. Your presence causes them to leak power like a sieve, causing Shards to burn out in days, and Cores in weeks. The Ura will be convinced you are cursed, animals will avoid you instinctively, and Rucks is unlikely to let you anywhere near his precious Bastion.

Run For Shelter (+600 CP)

The Bastion was destroyed in the Calamity. There is no safe haven, there is no way to undo the Calamity, there is no Rucks or the Kid to help put things to rights. There is no place anywhere, from Caelondia to the Tazal Terminals, that will be safe from collapsing or falling prey to monsters. You'd best find somewhere safe to keep your head down for ten years; hope you like camping.

Calamitous (+600 CP)

You are a walking, talking font of the Calamity. Your mere presence causes those islands that survived to slowly fall apart. For larger sections, this can take up to a few days, or longer if they have a Shard or Core to hold them together. No matter what, though, they will eventually crumble and fall into the Boundless Sea unless you leave. The Bastion is the only exception to this rule - its vast stores of energy can counteract its effects, assuming Rucks lets you in once he sees what effect you have on the world around you.

Important Notes:

In order for a Shard or Core to hold something together or restore it from backup, they need time to 'memorize' it. How long this takes is directly proportional to how complex the data you're trying to record is. The recording speed, as well as the size of the area recorded, also varies

depending on the size of the Shard or Core. Smaller Shards can only record tiny areas, a few dozen feet in diameter, and may take days to do so. On the other end of the spectrum, the largest Cores could record several city blocks in roughly twelve hours, assuming nothing particularly complex was in the area to slow down the process.

Things that are highly unstable, have highly unusual properties, supernatural effects, or highly complex machinery all slow down the data-gathering process. How much they slow it down depends on the magnitude; a computer, or a minor magical effect, might double the length. An antimatter reactor or top-level magical artifact might take months or even years to analyse on its own.

Furthermore, living things are innately complex. There are thousands of variables that make up a living being, and while simple ones - like grass and flowers - will only slow down a Core's recording process a tiny bit, humans and animals will have a massive impact. The more of a single type of organism the Core records, the faster it can record others of the same type - thus, single-celled organisms have essentially no effect, and humans will cease to slow it down after recording a few thousand. However, until that occurs, expect densely populated areas to take much longer to record than deserted ones.