A Generic Sunflower Based Jumpchain

v1.03 Jump by u/Rarginto

May hint at **spoilers** for "**Sunflower: The LitRpg**" by D.M. Rhodes
Though, in the end, does knowing the destination ruin the journey?

The World

The start of a new adventure.

Welcome to yet another fantasy world! You have two choices:

- **A generic fantasy world** which contains sunflowers, with a civilization level of at least 17th century Europe, and a hard, mana-based, magic system. Of course, all the staples of a fantasy are also present, such as magical and/or unusual creatures. The mentality of the world would be roughly the same as the one where you originally came from: some good individuals, some bad individuals, but mostly neutral individuals that are apathetic to things that don't affect them. The danger of nature would be moderately increased compared to the one your original world had, due to naturally occurring magical phenomena.
- **A preexisting world** of your choice which meets the following criteria: the world must have some sort of flowers (sunflowers will be retroactively introduces in the world, if they don't already exist in the world), the magic system of the world must be hard (i.e. it is like a science, not based on concepts). If you choose this option, then don't forget to **claim your CP** from the "**???**" option of the world power level.

Regardless of the world you have picked, you have a **choice**.

The choice is for the general power level of the setting, if you have chosen to visit an already existing world, then it is considered that you picked "**???**". What these options increase, besides the "**???**" option, is actually the strength and ease of use of the magic system itself, which results in an increase in the magnitude and diversity of the magical phenomena present in the world, both created by beings,

and those that happen naturally. The equivalence examples in the options include all aspects (i.e. not only raw power, so versatility/the tools they use/specialized units/etc. are also included in the equivalence). In each option there will also be beings who have gifts at around the same level as the ones listed in the Gifts section, more powerful gifts being rarer.

- **Low-Fantasy**: around 0.5% of beings possess magic qualities, and/or the capacity to do magic. Let's say that a mage, at their peak, is equivalent to a modern military platoon.
- **Fantasy-Fantasy** (+400 CP): around 5% of beings possess magic qualities, and/or the capacity to do magic. Let's say that a mage, at their peak, is equivalent to a modern military company.
- **High-Fantasy** (+600 CP): around 25% of beings possess magic qualities, and/or the capacity to do magic. Let's say that a mage, at their peak, is equivalent to a modern military battalion.
- **Epic-Fantasy** (+800): around 75% of beings possess magic qualities, and/or the capacity to do magic. Let's say that a mage, at their peak, is equivalent to a modern military division.
- **???** (+/- ???): Perhaps my low-fantasy is too high-fantasy, and/or my high-fantasy is too low fantasy for you, that is fine, everybody has a preference after all, as such this option is for you to make the world your own. Perhaps you want a more mundane world, perhaps I've been too generous/stingy, or maybe you want to fight Primordials, to survive a death-world, or maybe something else? You may freely change the danger of the world, a danger level less than Low-Fantasy costs CP, and a danger level above Low-Fantasy nets CP, though no more than 800 CP. Just be reasonable, or don't, I am not a judgmental sunflower.

Who are you?

- **A Sunflower**:

  Another flower ready to receive the infinite love and care of the sun, if only those greedy trees would realize the infinity of the sun and stop trying to take it all for themselves... You have roots, a stem, a flower head, and all the other necessities for a refined literal sunflower such as yourself. Basking all day in the warmth of the sun, could anyone ask for more? Yes? It seems you are quite the greedy sunflower, it is fine, I don't mind. In addition, you also receive the following (very unnecessary for a happy life) **trait**: your sunflower physiology won't stop you from thinking/moving/living as long as/etc. like you do when you are in your normal form. In short, your flowery form will not prevent you from doing non-flowery things. Unfortunately, this will not help with your appearance, so do be mindful of that when you use your roots like tentacles.
- **Wanderer**:

Are you, too, seeking Paradise? You are a wanderer, perhaps a merchant, or a nomad, or simply someone who enjoys walking? No matter the case, I am sure that your journey will be filled with wonderful sights.

- **Oddity**:

  Perhaps you are a hermit living in a witch cottage, an intelligent cat, a very big fish in a lake, or maybe even a big rock? Whatever you may be, one thing is sure, anyone who sees you will agree that you are something rare, extraordinary, strange, an oddity even! I do wonder what it is like being a very big rock, or a log, or… no good, we would be all day if I was to list everything, so I shall give you the **same trait** that sunflowers get, and in exchange do tell me what it is like being you, please?

The details of your background, your appearance, age, race, species, starting locations, etc. are left at your discretion, within common reason for the chosen world and chosen origin (i.e.: as long as it is common it is fine). Also, let's not forget:

+1000 Chlorophyll Points

Gifts

All are under the radiance of the Sun, but few are more favored than the rest.

Origins get a 50% discount for their own gifts (Perks). A discounted gift that costs 100 CP becomes free! Increase by x% is can be interpreted as multiplicative [*(1+x%)], or additive [+x%], whatever you wish, I don't mind.

Gifts for everybody:

Magic (0/100 CP):
It would be a shame for you to be barred from a gift such as magic due to bad luck, so let's fix this. You are now able to do the magic of this world, have a mana pool, and are guaranteed to become a master mage in at most a decade. What a master mage means solely depends on the type of world you chose. If you, perhaps, aren't satisfied with just this, then you could strengthen this gift with 100 CP to make sure that in your future adventures you will be similarly blessed, and, since I don't want you to feel bad for missing out, this also works retroactively.

[You are guaranteed to have potential for this world's magic, the maximum level you can reach is set by the chosen world type. You are guaranteed to become a master in this world's magic system in at most a decade, even without training. For 100 CP: for each Jump, past/present, which has special abilities (e.g.: magic potential, mutations, quirks, superpowers, etc.) that only a select portion of the population has access to (at least 0.01% or more), then you also gain potential for these abilities (enough to not impede you from reaching the top, though not enough as to make it a guarantee); if these abilities aren't potential for a general magic system and instead personalized powers (e.g.: bloodlines, superpowers, etc.), then you shall get a random one that matches your personality/background/build/etc. (which aspect has the highest impact on what you get depends on the ability, e.g. a bloodline ability would be predominantly influenced by the body/background you gain in that Jump, etc.).]

Personal Journey (300 CP) (Capstone Booster):
Gaining new powers and abilities just by putting in minimal work, sounds nice, doesn't it? Though it does seem quite unfulfilling, getting everything served to you just because you gained some illusory "experience" and you "leveled up". I don't want to offer you such a thing, instead I shall give you something to draw out your own abilities. Firstly: you perfectly know your capabilities, current and hypothetical, simple but useful. Secondly: you may also gain "experience" and "level up", but the reward for a "level up" is enlightenment on one of your abilities' aspect, chosen at random, but influenced by what you do and what you want (in the form of a "class"); an enlightenment is simply something that you could've achieved yourself, given time and practice. Thirdly and finally: you may share any aspect of this ability with others, though greatly weakened.

[You gain the ability to perfectly know all your capabilities, in as much detail as you wish (e.g.: what they currently can do, what they could do when combined with something that you had encountered, possible future development paths, etc.); you may choose the way they are shown (e.g.: like a video game leveling system, in the form of an instinct, etc.) whenever you want. Everything you do nets you a bit of EXP, the harder something is to do for you, the more EXP it grants (e.g.: a fledgling druid chased who is faced with deadly situations every other day and is chased by a hobgoblin horde could get to level 10 in a couple of months, etc.). When you accumulate enough EXP you automatically Level-Up, gaining insight into an aspect of one of your abilities (e.g.: how to more efficiently use mana as fuel for fires, how to minimize the motion of your sleight of hand, etc.) as if you had dedicated 1 year studying and practicing with it. The ability's aspect in which you gain insight in is automatically chosen based on the general direction you want (in the form of a Class, which you can choose and change at will; the more EXP you've earned while in a Class, and the more recent, the more it will weigh in on what is chosen, this effect is reset on Level-Up), and based on what you did to gain the EXP (more recent EXP weighs in more heavily than old EXP). Each Level-Up requires an increasingly higher amount of EXP. Your Level resets at the start of every new Jump or every decade, whichever happens first, beyond resetting the amount of EXP needed to Level-Up, the reset doesn't influence anything else. You may grant any aspect of this ability to anyone, though you may not go beyond these restrictions: they cannot change their Class after choosing it, their Level doesn't reset, they only gain 6 months' worth of insight per Level-Up, and they can only see their current capabilities (i.e. they cannot see things such as "what could this ability do if I trained it for a year?", or "what if I managed to get this other ability, how would they combo?", or "how much damage would I take if I was hit by that", etc.).]

Sunflower's Gifts:

I am a Sunflower (100 CP):
It is only proper for a sunflower to live off the land and the sun. Being in contact with soil, drinking water, and basking in the sun is enough for all your nutritional needs. Though be aware that the quality of the soil, water, and sun may negatively influence the effectiveness (e.g.: saline water, salted soil, cloudy sky, etc.), and that if you miss one of the three components you will need to supplement your diet with something else.

[You are able to turn water, and contact with soil and sunlight into nutrients. For every 24h you need 1h of contact with soil and sunlight, and 1 liter (~1/4 gallon) of water. The conversion to nutrients is directly proportional, so you don't need exactly 1 liter and exactly 1h of soil/sunlight contact. You can stockpile these three components, for each you have a reservoir that can hold up to a week's worth of nutrients, assuming a resting activity level. Lower quality (relative to the needs of your current body) of water, soil, and sunlight can increase the amount needed to stockpile each by up to x5 (i.e.: you stay in the sunlight for 1h but only harvest 0.2h worth of nutrients). Each component takes care of 1/3 of your nutritional needs, it is up to you to decide what each component provides,

though this cannot be changed until all three reservoirs are empty or until the next Jump, whichever comes first.]

I am an Adventurous Sunflower (100 CP):
A sunflower follows the sun, it is quite simple, natural even, so you decided to follow where all the suns of days past have gone to, west. It would be a shame if you got lost, so this gift shall let you always instinctively know in which direction west is. If one day you become a not-sunflower, then I suppose that I will let you change what landmark your instinct points to.

[During this Jump: you always instinctively know where west is. After this Jump: you may change the direction this instinct points to any natural landmark that follows the conditions: it is not hidden, and it is stationary or moving in a periodic fashion (which you must know). In the case of landmarks that move, such as the sun/planets, you can either choose the instinct to point to where they are, or at a point in its travel path relative to its period (i.e. not the absolute position in space).]

I am a Philosophical Sunflower (200 CP):
Being conflicted with yourself, wondering if the things you do are right… this isn't something a sunflower has to deal with, a sunflower is just a sunflower, you are just a sunflower, so just don't worry about it, in the end it's just natural, no? Maybe, or maybe not, who is to tell? Well, you, of course! You are a most philosophically inclined sunflower, I'd say that even those who spend their lives studying philosophy would be awed by you! You have no problem finding your own philosophy and seeing through the philosophy of others, beyond the clear advantage of bragging rights this also greatly helps you in meditation, knowing yourself, and mental recovery.

[You instinctively know your own philosophy, and can, through observation, find out the philosophy of others. No matter how confusing they may be, you are able to get to the core of philosophies you encounter, and are able to integrate beneficial parts into your own. You can objectively view yourself, reviewing your actions without bias while being able to tell what compelled you to take them. The effectiveness and efficiency of meditation and mental recovery (fatigue, trauma, etc.) is increased by 50% (e.g.: meditating for 1.5h has the same effect as meditating for 2.25h while only taking as much focus/ki/mana/etc. as it is needed to meditate for 1h).]

I am a Persevering Sunflower (200 CP):
The journey to Paradise is not for those faint of heart, isn't it wonderful then, that your heart is as strong as they come? Starving, dehydrated, alone, on the verge of death, guilt ridden due to killing a child by mistake and having to resort to cannibalism, being persecuted and treated as subhuman, fighting the venom of a scorpion, all this while being hunted by a horde of thousands of hobgoblins, this is quite a lot, but still not enough to stop you from going forward. Indeed, your will is strong enough to keep going, even if you have to create an imaginary friend as a coping and healing mechanism.

[Your willpower is enough to power through most the world has to throw at it. In order to break your mind something on the same level as being attacked by a master of the mind

who has access to all your memories/thoughts in real time and has the ability to perfectly control all your senses is needed, what a master of the mind means changes with each world you visit, though it won't downgrade. If your mind gets broken or damaged, then it will create an imaginary friend who will take care of you until you recover, it will, at most, take a decade to heal your broken mind, or until the Jump is finished (either by you failing or completing it), whichever comes sooner. This imaginary friend is just you acting subconsciously and rationalizing your actions. Having your mind broken/damaged will not change your actions, as your imaginary friend will take over and do exactly what you would've done if your mind was unbroken/unharmed (though not when it comes to your survival because it is its highest priority), though not necessary how you would've done it and not at the same effectiveness as you would normally (effectiveness gets lower the more broken your mind is, but never under 50%).]

I am a Powerful Sunflower (400 CP):
The sun is benevolent and impartial, sharing the warmth and light equally with everybody, though perhaps I am mistaken? Because it seems that you are especially beloved by the sun, for as long as you bask in its radiance you are empowered and energized. After bathing in so much sunlight perhaps you might be able to take some with you?

[While in sunlight: increase all effectiveness and efficiency of internal energies (e.g.: ki/mana/stamina/etc.) usage by 50% (i.e.: an action costs 2/3 of its original energy cost, but acts as if it consumed 1.5 of its original energy cost), and your recovery rate for internal energies and health is doubled. You have an internal reservoir of sunlight which can be used to power this ability, the reservoir can hold enough sunlight for up to 24h of ability usage.]

I am a Moonflower (400 CP):
As much as I wish to endlessly bathe in the sun's radiance, it is an unfortunate truth that the sun must follow its own journey and leave us at the end of every day, only to be temporarily replaced by the moon. Though infinitesimally weaker than true sunlight, moonlight is reflected sunlight nevertheless, so why not use this for your benefit? Indeed, it seems that when you can benefit from something specific, you can also benefit from rough substitutes, the further the substitute is from the original, the smaller the benefit.

[You can replace specific needs (i.e.: a specific date, terrain, element, etc.) with rough substitutes, as long as they have some connection to the original need, the more disconnected the substitute is from the original, the less effective it is (e.g.: sunlight can be substituted with moonlight at 100% effectiveness during full moon, only reducing in apparent effectiveness because the moon is covered in the other phases: 50% during waning/waxing moon, 25% during crescent moon, and 0% during new moon; etc.).]

I am a Metaphorical Sunflower (600 CP):
Perhaps the stress has finally become too great to carry alone? When things get too overwhelming, or when you simply want a friend, you may make your very own friends to live inside your mind. They may only be part of your mind, but that doesn't mean that they aren't helpful! Indeed, as long as you let them, they will be able to help you by using

your abilities. Unfortunately, they are only a mirage, so creating them is taxing on the mind, and them using your abilities is merely you doing so subconsciously, so it will still result in exhaustion.

[You are able to automate the use of any of your abilities by creating imaginary beings that use them in your place (think of them as computer programs with a personality which you can choose), this is merely the abilities being automatically used, so they still consume your mana/ki/stamina/etc. What abilities each being can control is up to you, and you may, at any point, change their tasks/ability access. You are able to create beings by allocating your processing power at a 500% efficiency rate, when dispelling these beings you gain back the allocated processing power. When you allocate processing power, you lose access to it, you cannot allocate processing power you don't have, i.e.: you can't go into the negative when allocating processing power. You have a virtual reserve of processing power, equivalent to 500% of your processing power, which can only be used to create beings; dispelling beings created by this reserve return their processing power to the virtual reserve. Nothing can stop you from dispelling these beings, and they automatically get dispelled if a you with intact processing power would dispel them; only you can dispel the beings. These beings are merely a part of you, as such, their loyalty is guaranteed, things that depend on your processing power are unable to see a change in it, no matter how much you have allocated away, as your processing power did not technically change, and neither are these beings counted/treated/detected as separated entities by things that care about such things. The beings' effectiveness at doing their job is directly proportional with how effective you are at doing the job, the scope of the job, and how much processing power you allocate to them. When you experience a change in your mental aspects, the already created beings also experience it in a proportional manner.]

Capstone Boosted – I am a Popular Sunflower:
You indeed are very popular! Did you get enlightened on how to be a good friend? You are now able to more easily create friends and your teamwork is as flawless as the light of the sun! And it seems that your friends got better at helping you, not needing to use you as fuel anymore! Though it would be quite nice if people stopped calling you "crazy", "insane", "demented", "schizophrenic", "incomprehensible ", "a nutjob" and so on, what does the last one even mean? I also dislike nuts since they grow into greedy trees, but what job, beyond growing into a sunlight thief, does a nut have? Weird.

[Your virtual reserve of processing power has increased to 1000% of your processing power; for each internal energy pool you have, you also have a virtual energy pool of the same type with 400% more capacity (for a total of 500% of the original capacity, recovery rate, potency, etc. are identical to the real one) that can only be used by allocating its capacity, at 100% efficiency, when creating a being (the recovery rate, potency, etc. will be unchanged), dispelling these beings returns the allocated capacity to its respective virtual pool. Your efficiency at allocating processing power has increased to 1000%. The cooperation between yourself and your created beings is

intuitive, as if you continuously communicate via instant telepathy. You may allocate your internal energy pools when creating a being (only the capacity gets allocated, the recovery rate, potency, etc. will be the same, both for you and the created being) at an efficiency rate of 500%, making it so they can use their own energy instead of yours, dispelling these beings returns the capacity back to you. Beings allocated using energy are split into two categories, independent and dependent, which you may choose at the moment of their creation. Dependent beings do not regenerate energy on their own, and must be supplied with it, they can also transfer their own energy to you at 20% efficiency, or to other dependent beings, that have a compatible energy type, at 100% efficiency; when dispelled you can choose to reroute their energy back to you at 20% efficiency, or to another dependent being, at 100% efficiency; you may transfer them your own energy at 500% efficiency. Independent beings recover their own energy at the same recovery rate as the energy pool that allocated them, but they cannot directly transfer their energy to you or to other beings, and when they get dispelled, the energy held by them is voided. Due to the different personalities of the created beings, your mind is perfectly black-boxed, rendering you immune to any mental influence that isn't a direct untargeted attack, immune to any analysis (both of you, and of things originating from you), copying (both of you, and of things originating from you), and prediction (including from things such as fate reading, traveling back in time and expecting you to act the same way, etc.), as long as at least one being is active; for each of these immunities, you can choose who can bypass them. Things that depend on your energy capacities are unable to see a change in it, no matter how much you have allocated away, as your energy capacities did not technically change, and neither are those energy capacities counted/treated/detected as distinct pools by things that care about such things.]

I am a Symbiotic Sunflower (600 CP):
Do you enjoy watching the wonders of nature? Perhaps you saw one of the countless symbiotic relationships and got inspired? No matter, what it is certain is that you are a master of cooperation, furthermore it seems that every team you work with becomes like a whole, greater than the sum of its parts, as everyone contributes with their own abilities.

[When you are in a team, all mental aspects of each member get boosted to the highest level that can be found in the party (e.g.: a master swordsman would elevate everyone else to his level of swordsmanship, assuming he is the best swordsman in the party, etc.); this also applies beyond skill, including things such as accelerated though, mentality for magic, etc., knowledge/skill is shared in the form of intuition. You can choose which mental aspects, of yours and others, are shared, and at what intensity; you always know what each member contributes with, and what they can contribute with. This effect cannot affect more than 20 individuals at a time, excluding you, in a team bigger than 20 you'll have to choose which 20 individuals to use this ability with. When you leave a team (or simply wish to stop the ability), their mental aspects stop being boosted, though they might still retain some skills or knowledge, if they took the opportunity to learn. The cooperation between the members of the team is as if they each are continuously

communicating through instant telepathy. The requirement for being a teammate is having sentience and currently working on the same goal as you.]

Capstone Boosted – I am a Parasitic Sunflower:
Finding friends can be so troublesome sometimes, wouldn't it be great if you could just force them to cooperate? Well, your enlightenment has led you to turn your gaze to parasites and learn from them, and learn you did! By tricking someone into consuming a part of you, you can make them unknowingly help you, as if you were working in a team, except you're the only one getting the benefits! And after a long cooperation, I am sure that you could turn the temporary benefit into something more bountiful by simply consuming your "teammates"! You might have to keep track of a lot of friends to use this ability fully, isn't it quite lucky then that you can do it without a problem? Of course, you don't have to do this, after all, your teamwork also benefited from your enlightenment, but it is your choice, I won't judge.

[Maximum team size for which you can equalize mental aspects to their highest individual aspects is increased to 50 (on a bigger team you will have to choose 50 individuals with whom to use this ability with, excluding yourself). When someone consumes a part of you (e.g.: eats your flesh/saliva/hair/etc., absorbs your mana, breaths in the air you breathe out, etc.; they don't need to consent to it, nor know that they did it) without first purifying it (e.g.: cooking your flesh, cleaning your mana signature before absorption, etc.) they become part of your remote team; when something consumes a part of a remote member, they also become a remote member; remote team members don't need to conform to the requirements of being a teammate. You can hold as many members as you wish in your remote team, though you will first need to activate them if you wish to use this power on them. You can activate, at will, up to 20 members from the remote team, you may also deactivate them at will. In your active remote team, you may also equalize mental aspects to the highest individual aspects, in the same way you can in your normal team. After analyzing the mental aspects of an active remote team member (someone who is relatively equivalent to you in overall mental aspects would take around a year of active study through your connection to them), you may add them to your permanently active team, meaning that they are considered active without taking up a slot from the active remote team. When it comes to permanently active members, you may permanently retain the boosted mental aspects that they provide at the highest level they ever provided (i.e. even if they die, are left behind when you leave the world, become mentally incapacitated, they cancel their mind acceleration spell, etc.), even if they aren't strictly biological in nature (e.g.: if it is the result of something like a spell they constantly have active, or due to the boon of a deity, etc.). You always know the locations (relative to you) of the active members of your remote team. Permanently active members stop sharing their knowledge under the form of an intuition, instead you simply have access to their memories/thoughts/senses; similarly, skills become experience, making them fully your own. You have a perfect memory with infinite storage, instant recall, perfect indexing, perfect protection from harmful memories, and perfect immunity to cognito-hazards; you are able to

transform memories into knowledge, making it so that you recall the knowledge contained in the memory when needed, but remain unaffected by the memory itself (i.e. you can disassociate from a memory, preventing it from impacting your personality/emotions/etc., while still being able to access it for knowledge). Except yourself, nothing can sense/trace/dispel/etc. the link you have to your remote team. The requirements for someone to be a remote team member is them having some sort of metabolism (i.e. consume something to transform it into a beneficial resource) that they can use to consume you, and them having some sort of mind/nervous system/decision-making system capable of reacting to external stimuli/etc.]

Wanderer's Gifts

Joys of Sanitation (100 CP):
When you are always on the move, you might not have the time to properly take care of yourself, that is quite a shame, is it not? Fortunately, you don't seem to have this problem, being perpetually clean.

[Your body and equipped equipment automatically get cleaned. This ability does not affect things that are at least moderately and immediately harmful to your body/equipment. The things that get cleaned are those who you would choose to get rid of if you knew that they were on your body/equipment. The things that get cleaned simply slide off of you/your equipment, with the exception of body waste, which you can choose to simply void instead. Examples of cleaning: harmful bacteria from teeth, waste material from your body (ear wax, period blood/discharge, pus, excrements, urine, etc.), stains on clothes, etc.]

Freedom of Mobility (100 CP):
Moving around all day can be a tiring ordeal, though one from which you have escaped. For you, moving from one place to another is effortless and painless, after all it's just one foot in front of the other, really simple! As a consideration for your caterpillar-like nature, this shall work for any form you take.

[You no longer consume energy for mobility related movement (e.g.: walking/running would not consume stamina, but kicking would); this only work for the main mobility ability of your current form (i.e.: the walking equivalent for that form, e.g.: an android would not consume electricity for walking, but they would for activating a teleportation device; etc.).]

Sickness of Comfort (200 CP):
So you've found yourself a cozy grotto, full of fruits to eat, fresh spring water, and soft moss to lay in, and decided to settle there, give up the arduous journey in exchange for

safety and comfort. Or you don't, because you know that a hobgoblin horde is fast approaching that very grotto. Indeed, comfort and pleasure are things which trap you no longer, for you know exactly how long you can enjoy them before they become an overindulgence, and when the time is right, you will also have no problem giving them up.

[You know exactly how much/long you are able to enjoy something before it brings you harm (e.g.: how long you can procrastinate before you won't have time to finish before the deadline, how long you can relax before danger strikes, how much drugs you can take before overdosing, etc.). You automatically stop a pleasurable/addicting action if a version of yourself that hadn't partaken in that action would stop, being cleared of all addiction/lingering desire for that action.]

Wonders of Wanders (200 CP):
Wandering – walking without a destination in mind. Wandering can be its own reward, if you take the time to enjoy the view. It may not be true for everybody, but it is certainly true for you. As long as you wander and take your time to enjoy the view, you are certain to stumble onto interesting and beneficial things for you. Though be careful, there is a good reason why "may you live in interesting times" is a curse and not a blessing.

[As long as you wander, you are certain to come across things of interest, be they events, objects, beings, or something else, which are beneficial to you. It is not guaranteed that the things you spot are harmless, just that, if you survive, you will benefit from them. This also applies if you do have a destination in mind, but not a pre planned route you are going to take. The more mindless and longer the wandering, the higher the value of what you encounter, to the limit of the Setting's ability.]

Bounties of Nature (400 CP):
Nature is generous and provides to everybody, up to a point. Though that point seems to be more distant for you than it is for others. It indeed seems that it allows you to more freely extract resources.

[The yield of any non-artificially created resource (anything that is non-sapient is considered a resource) is increased by 900%, as long as you personally harvest it. You can choose when the additional resources are gained (e.g.: when you pick a berry, you can either have it so the extra berries appear in your hand, or in close proximity to where they were picked and where there is space, or you could take it home and multiply it before you start eating it), be aware that if you process a resource then you will not be able to multiply it, as it will be considered artificially created (e.g.: you can't butcher a deer and then multiply the result, you will have to butcher each deer individually). Non-sentient fiat backed items are considered non-artificial (e.g.: raw ore, items that offer things such as forests, mountains, rivers, etc.).]

Student of Adversity (400 CP):
Being a wanderer is no easy thing. No home, no safety, no certainty. Then, is it surprising that from such harshness only the adaptable survive? Since you are a wanderer, it must logically follow that you are one such person. It simply seems like your entire being goes into overdrive in the face of adversity, simply growing faster. Being a fast grower is nice

indeed, but your only choice being to sink or swim isn't. In moments of adversity you will find opportunities that not only allow you to develop yourself in a way you wish to, but to also alleviate your situation by doing so. So even in the face of something like a hobgoblin horde mercilessly hunting you down, you will be able to find things such as an abandoned magic tower with a book for beginners to learn magic, or a magical sunflower that will enter symbiosis with you.

[Your growth rate increases the more dangerous to your life the situation you face is. The maximum increase is of 2400%, and happens in life or death situations. In dangerous situations you often find, seemingly through blind luck, opportunities that allow you to grow in a desired direction while also alleviating the danger you face. The chance of finding an opportunity increases with the danger, with a life or death situation retroactively creating such opportunities, if none already existed.]

Blessed of Nature (600 CP):
Nature is supposed to be impartial to life, neither helping, nor impeding, all live being equal. It seems that something strange is happening as you are favored above most life, being able to more easily, efficiently, and effectively exert yourself upon non-sapient life.

[All your efforts in manipulating non-sapient life are 900% more efficient in energy expenditure, 100% more effective, and 900% more efficient when it comes to using your mental faculties (e.g.: if you could manipulate one tentacle before, now you can manipulate 10 tentacles as if each had your full attention, while consuming 1/10 of the expected energy, being twice as receptive to buffs you apply them and twice as effective when wielded against non-sapient life; you could tame an animal twice as fast with 1/10 of the effort, this is if you choose not to use your enhanced mental faculty to come up with more effective/efficient taming methods; etc.). Note: for something to be considered life it needs to, at minimum, have the capacity for growth, reproduction, evolution, and the capacity to react to external stimuli; things considered as being alive by the metaphysics of the current and past worlds you have been to will also be considered as being alive by this perk.]

> **Capstone Boosted – Avatar of Nature:**
> Ah… how could I mistake you for a simple blessed when you are a bona fide avatar? Did you get enlightened on life, or are you simply beloved by nature? No matter the case, what is certain is that your authority over simple life has been strengthened, to the point that its effectiveness even affects sapient life, after all, isn't sapient life simply made out of non-sapient life? Now not only does simple life simply bends to your whims, but your status as an avatar will be recognized by all.
>
> [Effectiveness of manipulating life is increased by another 100%, for a total of being 200% more effectiveness, and now also includes sapient life (e.g.: punching someone will result in three times more damage, negotiating with someone for an hour will be the same as if you negotiated for 3 hours, etc.). Manipulating life requires no energy (this doesn't work as "infinite energy for the purpose of manipulating life", i.e.: your throughput is still limited by the size of your energy reservoir and by how fast you can

extract from it). Each non-sapient life manipulates itself as if you were actively manipulating it (e.g.: branches of fruit trees within arm's reach lower themselves as if you grabbed them, an animal attacking you will get damaged when in your range as if you attacked it, etc.), without you actually having to use up your energy reserves/focus. When beneficial, you will be recognized as an avatar of nature by those that can recognize such things.]

Journey of Growth (600 CP):

For some, growth is a goal, a promise, an ideal. How fortunate are you then, given how, for you, growth is a guarantee? Not only a guarantee, but a fast one at that! You can grow in days as much as others grow in weeks, and that growth will stay with you, as time and luck have no say on your growth, so you won't lose your skills due to time, nor will your cells age and forget how to repair themselves, nor will you accidentally get into bad habits, and so on! Growing on accident by being unable to regress is good and all, but how about we also do something about your purposeful growth? You are able to instantly recognize any flaws you have, and are quickly able to find solutions on how to fix them. That is nice and all, but wouldn't it be a shame to have all this skill and fumble when it matters most? As such, any action you take will be to the limits of your circumstances!

[All growth you experience is increased by 900%. None of your growth (capabilities/abilities/skills/etc.) deteriorate with time or by chance; this explicitly includes ageless immortality, infinite patience, and perfect memory with unlimited storage, perfect indexing, and instant recall. Whenever you do an action, or inspect an aspect of yourself, you will instantly get information on it as if you spent a year analyzing it, and for each shortcoming you find, you will instantly get information on how to fix it as if you spent a year coming up with solutions. Your execution of any action you take will be flawless to the limits of your skill/circumstance/physicality/etc.]

Capstone Boosted – Pilgrimage of Mastery:

Ah… did you realize that growing alone has its limits? Indeed, even civilization is based on compounding knowledge from one generation to another, so would it not be foolish of you to try and learn everything from zero? As long as you have a teacher that actively teaches you, you can be taught anything, *anything*. Granted, the more impossible for you should something be, the longer it will take to learn it, but you *will* learn it, no doubt about that, it just requires time and effort. This doesn't do anything against the adverse effects of learning something, such as the drawbacks of a power, but, as a small mercy, it does allow you to weaken your powers in any way you desire, and to bring them back to full strength, and who knows, depending on what causes the adverse effect, you may be able to circumvent it entirely. Does a power have an active ability to manipulate water, and a passive ability that lets you breathe underwater but results in you drowning on land? Then just turn off the passive, silly! It would be a shame for your path to mastery to be soiled by mistakes, so, to minimize them, you can instantly plan out all your goals! And remember how your abilities were immune to the passing of time and luck? Well, now they are also immune to any kind

of suppressive influence, on the condition that those abilities are the result of hard work, and not just a hand out.

[You can be taught anything, regardless if it should be possible to learn or not, as long as your teacher can do what it wants to teach you. The time needed to learn something depends on the same things learning something normal does: you, your teacher, the thing you are being taught, and the compatibility between each of these elements, with the added caveat that the more impossible/implausible/improbable something is for you to learn, the more time it will take, though it is guaranteed that with enough time anything can be learned to the same level as your teacher (e.g.: someone who can create flames can learn to control fire faster than a mundane human, etc.). Learned abilities start off weak, then, depending on the ability, you will be able to develop them alone, or you will still need your teacher. Do be aware that, in most cases, you will also need to learn the necessary secondary powers. You can weaken any ability you have to any degree you wish (e.g.: turning off or decreasing the effectiveness/efficiency of its positive aspects, creating limitations, etc.) and restore it back up to normal at will; toggling an ability off will also result in its manifestation to disappear (e.g.: if you learned how to have a tail, you can simply turn it off and have the tail disappear until you next need it, etc.). For any decision you make, you will instantly get a plan on how to accomplish it, to the limits of your knowledge/reasoning/abilities/etc. which will automatically adjust itself when new variables come into play. Your abilities that had been developed due to training/learning are impossible to suppress/nullify/seal (i.e.: the cause cannot be stopped, only the effect; e.g.: you can't be stopped from moving your muscles with paralysis/drugs/etc., you need to be restrained by something like rope/handcuffs/etc.); you can be your own teacher and make any of your abilities into learned ones.]

Oddity's Gifts

Home (100 CP):
It has many meanings, for some it is a place where they belong, a place where they are at peace, a place where they are safe, a place… you get the idea. In any case, it is a place very sought after, a place whom many fail to find, or to recognize. This won't help you in the former case, but it will in the later, as you instantly recognize if a place can become "home" for you, whatever that means.

[You instantly recognize if a place could become "home" for you. The definition for "home" is automatically chosen to fit you, even if you don't know what "home" constitutes for you, or why a place has the potential to be "home". You are not limited to a single "home" (e.g.: a place might become a "home" where you can be at peace and relax, one where you are surrounded by people who make you feel good, one where you can spend the days away on your hobbies, etc.).]

Odd (100 CP):
Don't you hate it when you are minding your own business, and then, BAM! there is a mob with forks and torches outside your house? It is indeed troubling, being hunted down just for existing. Though you might not relate, since that is a problem of the past for you. People won't judge you for being different, they will simply judge you by your actions.

[You are no longer stigmatized due to your non-behavioral traits (e.g.: people won't treat you with fear, or try to kill you, due to your unusual abilities, unless you actually use them to cause harm, in which case they will start to treat all your abilities with caution; you won't be persecuted due to your race/gender/species/etc.; etc.).]

Pursuit (200 CP):
Did you learn from the hobgoblins? You are a great tracker, they may run, but they won't be able to hide. Where there is a clue, you will find another, and another, and another… until finally, you shall find your target. Of course, having clues does not guarantee that you will be able to follow through!

[As long as you have a clue to the whereabouts of something, and as long as you follow through with that clue, it is guaranteed for another clue to be present. This guarantee does create clues where there were none, but the more impossible/improbable it is for another clue to exist, the harder the created clue will be to follow through. If the thing you are tracking doesn't exist, then the clues will lead you to find that truth out, though it will be up to you to find out if it is just a red herring created by this ability or not.]

Muse (200 CP):
Majestic! Friend, whatever you may be, one thing is certain, you are simply inspiring! Just looking at you makes even the most still of minds begin to wander again, drawing inspiration after inspiration. A few careless words from you may make the thoughts of a scientist unwind, resulting in an epiphany, a glance could revitalize a still artist, and the way you hold your fork may lead to a warrior creating a new technique! It'd be a shame for others to see you while you stay blind, so you too may obtain epiphanies from others!

[Your being and your creations bring epiphanies upon those who observe them. Depending on the problem faced by the observer, the epiphany will either give them a direction where there was none, or give them a week's worth of experience with solving a problem they face, in the form of inspiration. You may similarly gain epiphanies by observing the world around you. An epiphany isn't guaranteed, the epiphany rate may change with the observer's skill in observation, difficulty of the problems faced, the relevance of the observation with the problems, the amount of epiphanies already claimed, etc.; for each observer, the epiphany rate will begin to stabilize until roughly reaching a frequency of 1 per 24h of observation. You may create a whitelist/blacklist for who can get epiphanies.]

Ambiguity (400 CP):

Are you a chameleon, given how you always change appearance? No, you don't exactly do it as freely and often as a chameleon, so, are you a snake, shading your skin? No, your changes are deeper than just being aesthetic, then maybe a caterpillar? Perhaps you are just you and nothing else? Maybe that is indeed the answer, but one which not many could reach due to your ambiguous nature. You can declare yourself to be whatever you want, and nothing lacking sapience would be able to tell you otherwise, you may even be multiple things at once, I suppose.

[You are able to choose what you are perceived as by non-sapient decision making systems (e.g.: bypass item restrictions for who their wielder can be, take place in prophecies that aren't about you, etc.). You may individually choose what each system perceives you as, you can also make it so that all systems automatically perceive you as a specific thing until you individually change what it perceives you as. You may not choose to be perceived as something you don't know about (e.g.: you can't choose for something to recognize you as "someone authorized" if you don't know the criteria for being authorized, etc.), or something that doesn't exist. You intuitively know all the changes to perceptions you have made, and may alter them at will. Be aware that sufficiently advanced systems may be able to counter this ability (e.g.: if a system has memory, then it may have protocols for detecting unusual behavior, etc.).]

Fortune (400 CP):
Is it not a shame for you to simply mind your own business, migrating with your tribe, then to have your tribe slaughtered simply for walking in the same direction as a monster? Well, no more! Some might think that you are lucky, and while that isn't exactly wrong, it isn't exactly right either, you merely have more insight into luck that others. So you won't have to worry about having your head split by a monster, simply because you stumbled upon her hiding spot!

[When thinking of an event which you are able to witness within at most a minute, you instantly know the approximate probabilities of all its outcomes (e.g.: the probability of being attacked/misnavigating when you teleport, knowing what would happen if you opened a certain door, etc.); this is done by simulating you trying to witness that event a thousand times, for each successful attempt, another thousand simulations are done of you witnessing the event, the probabilities of all witnessed outcomes are then known by you; you can choose to only inquire about certain outcomes, or to group outcomes into rough categories (e.g.: the chance of someone dodging left, regardless of the speed, angle, etc. of the dodge; etc.). You are intuitively aware of everything about your luck, what it is being influenced by, what are its components, and a detailed history of everything that has ever influenced it.]

Witch (600 CP):
Whenever someone says that magic is hard, complex, inflexible, and so on, they must mention you in the footnote as the exception! The way you are able to handle magic is well… magical! Getting rid of all the unnecessary parts, removing the need for chants, movements, rituals, material costs, devouring objectively complex subjects with the same ease you would a meal, and much more! I might've said that you are thinking outside the

box, but you probably wouldn't understand me, since you can't even see where this box is supposed to be. Sure, some magic may be harder to conquer than others, but you will conquer them nevertheless!

[Your skills in using anything supernatural are being constantly developed as if there were 10 of you actively putting everything they have into training them; you may choose what each "you" focuses on. For any magic system you come/came across, you know exactly what/how you need to train/research in order to accomplish something. All your internal energy pools are combined into one universal pool, its capacity and regeneration rate being the sum total of the individual energy pools'; you may convert, partially or entirely, the energy from this pool into any other internal energy you had access to at 100% efficiency. Your internal energies are always 100% pure; your energy pathways/circuits/etc. are always 100% pure and able to withstand any abuse that comes their way. When designing things related to the supernatural (e.g.: spells, enchantments, runes, etc.), your thinking is unrestrained by bias, and lack of inspiration/motivation. When you do magic, your body acts like a universal foci/reagent, bypassing the need for foci and replacing the need for reagents with a slightly increased energy cost. You have perfect retroactive memory for anything that relates to the supernatural in any way, with infinite storage, perfect indexing, instant recall, and perfect immunity to cognito-hazards.]

Capstone Boosted – Akashic:
"Your eyes can lie to you; your ears can deceive you; your experience can mislead you; your imagination can restrain you. But math won't." – Grand Arcanist Lucian Evans. You truly embody this idea. Before, your magic path was paved by sheer probability manipulation and throwing your selves at a problem, but now you understand, *truly understand*, and not just magic, mind you. You understand *what is*, and through multiple *what is* that became *what was*, you can understand *what will*. You may have heard about something like "soft" or "hard" magic systems, but that is utter nonsense, everything is a science! And I am sure that you will agree with me, after all now you too can see beneath the façade of everything. Math, pure math. Remember, if it seems fuzzy, that is merely because you didn't take into account all variables, perhaps forgotten, or perhaps unknown. Though I do not expect someone of your caliber to forget something, a small chance of now knowing? Sure. But forgetting? Never! And I suppose that having a glimpse to the Akashic Records also gave some other small improvements, I might've forgotten to mention that tidbit.

[Your "selves" have become separate entities, numbering 10, that are purely mental and behave as a perfect hive mind, they will work on any purely mental/will based task you assign to them; you can choose to also get connected into the hive mind, you automatically get disconnect when you want to, or when a disconnected version of you would, though being inside the hive mind is perfectly safe and won't result in any sort of personality/identity/etc. distortion, acting more like a democracy in which the vote of the original you has absolute power. You can perfectly measure the fundamental units (length, mass, time, electrical current, temperature, amount of substance, and light intensity) of anything that enters your senses, to whatever

precision you wish, this will not distract you in any way, nor does it require your conscious attention; if you come/came across something that cannot be measured by these units/their derivative units, then this ability will update to include the new fundamental unit. You can instantly do any calculations for which you have the formula and variables. You have a mental plane in which you are able to simulate anything, limited by your imagination/knowledge, without the need to have the processing power required to do so; the simulation-speed:real-time-speed ratio starts off at 1:1, but may increase with training/time to 10:1; you may invite others in this mental plane, tough they aren't forced to accept, besides this, nothing can detect/interfere/etc. with this plane without your permission. You have a perfect memory, with infinite storage, perfect indexing, instant recall, the ability to replace memories with notes, the ability to recover replaced memories and memories forgotten before taking this perk, and perfect immunity to cognito-hazards. With study and experimentation, you can understand anything in terms of pure math, the time taken depends on you and on the complexity/impossibility/etc. of the thing you wish to understand. Learning/inventing/discovering/etc. something that has already been achieved/known/etc. by a sentient being (not necessary one that is still alive), either from your current Jump or from a previous Jump/Gauntlet, and only from the planes/multiverses/cosmologies/dimensions/etc. you have interacted with, is 900% faster for you.]

Lunker (600 CP):
What an intriguing specimen you are! The most radiant of sunflowers, the hardiest of rocks, and the tallest of the trees! No matter what species you may be, you will always stand out as being the best of the best, physically at least, and nothing shall change that. Even if something tried to change it, it would only benefit you! Indeed, with such a vigorous body I imagine that you won’t ever need to worry about things such as overexertion either!

[No matter what species you are, you will always be at the very peak of what is possible for your species in all corporeal aspects (e.g.: your brain would get improved so you think and learn faster, but your intelligence per se would stay the same; etc.), even if incompatible (e.g.: having the strength of a strongman with the agility of a dancer, etc.). Any non-beneficial modification to your physicality instantly gets undone, unless you wish otherwise; loss/diminishing of function due to damage is not considered a modification by this Perk (e.g.: radiation can still kill your cells by damaging them, but the damage will never result in a harmful mutation; etc.), except when the modification was done with the purpose of improving your physicality (e.g.: an enchantment ritual that would kill you on failure will instead simply fizzle out, etc.). Your body suffers no harm due to you using it (e.g.: techniques that put strain on your body do not do so, suddenly (de)accelerating yourself does not result in whip-lash, using your full strength will not break/tear your bones/muscles, etc.).]

Capstone Boosted – Leviathan:

Did you develop a taste for blood? It might be worrisome for others, but to you it might just be the only thing needed for a long and happy life. Kill, eat, and repeat! That is all a fearsome creature like yourself needs to do to thrive! You don't even need to worry about upsetting your stomach! Each devoured prey is an improvement to yourself, the mightier the prey, the mightier the improvement. Kill, eat, get stronger, repeat! But I suppose that if plundering such weak beings is beneath you, then you could always take matters into your own hands and mold yourself to your taste, or maybe just bask in the sunlight and let the sun impart its brilliance to you?

[When eating a physical part of a being, your equivalent part's inferior aspects are improved to match the eaten part's (e.g.: eating the eyes of a being that can see more colors than you will improve your eyes to see those colors as well, etc.), regardless if it should be incompatible with another aspect of your part (e.g.: eardrum that is sensitive to the smallest noise, while also being highly resistant to loud noise); you must eat at least 90% of the being's part to fully improve your part (e.g.: eat 90% of a being's skin to harden your own to its level, etc.); you can gain parts you didn't originally have this way; any gained/improved part can be enabled/disabled/weakened at will, no matter the Alt-Form. You never suffer any kind of harm from eating something. Any beneficial modification to your body will succeed, no matter how small the chance may be (e.g.: enhancement rituals are guaranteed to work, an enemy's attack might cut off a poison source from your body, radiation will keep beneficially mutating your cells, etc.).]

Trinkets

Tools, the favorite way of humanity to hold dominion over nature.

Everyone gets one discount for every price tier (100, 200, 400, 600), a discount results in the price being half off, or free in the case of trinkets that cost 100 CP. You may apply a higher tier discount to a lower tiered trinket, and discounts can be chained (e.g.: applying a 200 and a 100 tier discount to a trinket priced 200 CP will result in a free trinket). Destroyed/lost trinkets will make their way back to your Warehouse within a week!

Ring of Communication (100 CP):
Language is quite the useful little thing, you see? One of the most powerful tools under the radiance of the sun even! But even if two beings have language, it is not guaranteed that it is of the same variety, which is quite sad… Well, not for you! This unassuming

wooden ring is quite the trinket, able to undo the flaw of division, letting you talk to whomever!

[A simple wooden band ring, able to change size to fit any form. When worn, this ring lets the user interpret and transmit any instance of a mundane language under the form of meanings/intents/emotions/etc.]

Weightless Shoes (100 CP):
Well not quite, but close enough! These pointy leather shoes not only are comfy and make you feel lighter, they *make* you lighter! A great boon for any who travels through the harshness of nature.

[This pair of leather shoes makes it so the user is treated as if having half their original mass. The shoes are very comfortable and change to be fit for any who wears them. The effect of the shoes can be toggled at will.]

Grotto (200 CP):
You've got quite the cozy home! A nice little cave to call your own. It can provide you with food and materials aplenty, and it even has a pond that bathes in the sunlight that comes through the open ceiling of the cave! And, of course, it is very hidden and safe, as all cozy places should be.

[This is a forested hill, with a radius of 60m, encasing a dome shaped cave with a radius of 50m and with an open ceiling. The cave has a pond in the middle with clean potable water, and with edible aquatic life. The sides of the cave are lined with vines producing edible berries. The walls/ceiling/floor of the cave is rich in minerals. The forest and the cave have a rich fauna/flora, and fertile soil. The cave is very well hidden, both the entrance and open ceiling are hard to detect. All the forest/cave resources replenish in at most a week. When a resource replenishes, it has a chance of being replaced by a magical/special variant from the worlds you have visited (e.g.: a mundane ore vein becoming mythril/adamantine, a bird becoming a phoenix, etc.), the chance of a certain resource appearing is dependent on its rarity in its origin world. All resources/fauna/flora/etc. of the cave/forest will, at least, be neutral to you and not pose a danger, as long as you aren't actively harmful to them. Once per Jump, you may place this down in any place you have access to, and it will seamlessly integrate with the chosen area, otherwise it will be an Add-on to your Warehouse.]

Grimoire (200 CP):
An apprentice's dream! Make sure to properly take care of this book, it is quite the treasure, it shall take you step by step from being a fledgling to being a master! You must only dedicate your hard work, and success will basically be a guarantee. The grimoire is so easy to understand that you might even have doubts if you actually wrote it and forgot, curious isn't it? The grimoire may also initiate others into walking the path of magic.

[This book contains all the magical information that has ever been recorded across every world you have visited. The book only completes information you already have and which

is at your level (e.g.: discovering that you can combine water and fire mana to create steam will result in beginner level steam spells being added in the grimoire; studying a werewolf bone will add a bestiary entry, the more thorough your analysis, the ore in-depth the entry; etc.). The book has the capacity for limitless entries, without growing in volume/weight, thinking of an entry/category will let you open up the book at exactly that entry/category. The entries are written as if you wrote them for yourself. The book can awaken the potential for special abilities (e.g.: magic potential, mutations, quirks, superpowers, etc.) if at least 1% of the population has those special abilities.]

Witchy Cottage (400 CP):
What a cozy looking cottage, maybe… I think? It is looking a bit fuzzy, would you mind looking at it for a bit? Much better! What an ugly chimney… You see, this cottage is a bit special, it is made by you after all! Well, a *you*, from the past, or was it the future, or another place entirely? This is getting a bit complicated for a sunflower. Point is that this cottage(?) has everything you would expect it to have, maybe? Or does it have everything a *you* expects?

[A space with the footprint of 1 hectare, and a height of 100m. At the start of every Jump, in this place will appear a house which needs to fit inside the given space, including any underground areas. The house is as if built by a "you" (who doesn't have this Item) who has reached the end of your current Jump, and built a house under the restrictions: they had a 1-year time limit for building, the building's dimensions were limited to the ones already stated, they intended the building to be a home for them to take on future Jumps, without having any information that it is actually for a "past" them. When applicable: you will be recognized as the owner of the house, you will instinctively be aware if you are in danger of activating a security measure that will target you. Once per Jump, you may place this down in any place you have access to, and it will seamlessly integrate with the chosen area, otherwise it will be an Add-on to your Warehouse. In each Jump you may choose if the house is as if built from zero by "you", or you could overlap the space with a location you own and let "you" build the house using what is inside the space as a base.]

Piece of Paradise (400 CP):
Did you finally find what you seek? A home to call your own? A mountain creek, a plain by the seaside, a forest in a valley… whatever form it takes depends on you! But as long as you seek peace, it will be a safe haven where you can thrive.

[This is a zone with an area of 25 square km. The zone will slowly change to whatever landscape type you wish for, as long as you encounter it and its footprint can fit inside the zone's area. Changing the landscape does not generate special resources. Any resource you place inside the zone will not get into conflicts with you and each other (e.g.: putting uranium near a flower patch will not damage the flowers, etc.), and will behave as if their environmental needs are met (e.g.: unstable elements becomes stable, plants can grow regardless of the season, etc.). The zone is immune to harm without intent, and to bad luck. The zone cannot be found without your assistance. People are hesitant to engage in

conflict while inside the zone, and even if an enemy followed you, they would be hesitant to bring harm to the zone; this protection is not absolute, if you try to abuse it (e.g.: staying in the zone and shooting an enemy outside, repeatedly causing trouble and then retreating to the zone thinking that trouble won't follow, etc.), it will fail. Once per Jump, you may place this down in any place you have access to, and it will seamlessly integrate with the chosen area, otherwise it will be an Add-on to your Warehouse.]

Sunflower Seedling (600 CP):
The seedling you now hold is full of potential, you just need to choose how to reach this potential! Planting the seed in a body will result in a wonderful showcase of ~~parasitism~~ symbiosis, the sunflower ~~taking over~~ cooperating with its ~~host~~ partner to reach greater heights than they could on their own! Planting the seed in the environment will result in the seedling growing and making the environment its own! Either way, this seedling will surely always be a great boon to you.

[A sunflower seed. If planted inside a body, it will integrate itself into the body's biology taking over it, including the knowledge/skills/abilities/potential/etc. that the body possessed at its prime; the resulting fusion is guaranteed to be stronger than the body was at its prime, though planting multiple seeds in the same body will result in diminishing returns. You may plant the seed inside yourself with no ill effect, the resulting fusion being entirely under your control, or you may choose to, at will, delegate some control to the sunflower's instinctual intelligence. If planted in the environment (i.e.: usually in the ground, but if you have ways to plant it in more esoteric parts like the clouds, air, lava, etc. then that will work too), the seed will grow influenced by the environment and assimilate it, creating a territory which it can mold to its will, and in which the resulting sunflower is greatly empowered, roughly twice as powerful as if was outside. Once planted in the environment, the resulting sunflower is greatly restricted in mobility, being unable to move without taking all its roots with it resulting in destroying the environment; once relocated it will take some time for the sunflower to reestablish its territory. When you are inside the sunflower's territory, all your abilities that are related to establishing/manipulating a domain/zone/etc. are boosted proportionally to the sunflower's own boost. No matter how you choose to plant the seed, the resulting growth will be perfectly loyal to you. The sunflower gains copies of all your abilities/capabilities/perks/skills/etc. that aid in nature magic. You gain a seed at the start of every Jump or every 10 years, whichever comes sooner; destroyed seeds/sunflowers come back as seeds, as stated at the beginning of the "Trinkets" section.]

Shard of Truth (600 CP):
~~[Finally, I don't need to unsuccessfully imitate a persona anymore. Did ya finally look in the mirror and realized that is all just your fantasy? Guess fucking not if that level of backlash is any indicator. Carry on.]~~

This little yellow crystal that is akin to a shard of a broken mirror, and is capable of revealing the truth! What truth, you ask? Any truth, more or less! Of course, what good is the truth if you refuse to face it?

[A yellow crystal in the form of a broken mirror shard. The crystal has two modes of operation, one passive in which it is fused into the body of the wielder, and one active in which it is outside in the environment. When passive, the crystal lets the wielder “see” (metaphorically) through any kind of lie, within the bounds of the Chain, when active, the crystal lets the wielder unwind any lie that they are aware of (e.g.: cause a shapeshifter to revert to its original form, make someone know that they are being deceived, make those who the wielder talks to know when the wielder is telling the truth, etc.) within a radius of 100m centered on the crystal. The wielder may also amplify how much they are affected by any lie (e.g.: hide the truth that they are afraid to increase their courage, hide their knowledge of a truth, make it so a visual illusion can actually hurt them, etc.).]

Traveling Friends

For when the road gets too lonely.

New Friends (50 CP each):
Have you made a new friend? How wonderful! Though it may be quite sad, to part ways in the end… So why not take them with you?

[You may take anyone you met in this Jump along with you on your Chain as a Companion, as long as they agree. Each Companion gained this way costs 50 CP. You may make the decision to bring someone with you at the end of the Jump, in which case you may refund any Items/Perks you bought in this Jump and reuse the CP, you can use the leftover CP for other purchases in this Jump.]

Old Friends (100 CP/300 CP):
New friends are indeed nice, but new things can be quite exhausting, so instead why not stay with what you are familiar with and bring some old friends to tag along?

[You may import one Companion for 100 CP, or up to eight for 300 CP. Each imported Companion gains an origin and a stipend of 900 CP to use to buy Items/Perks from this Jump.]

Hurdles

Through adversity, meaning.

All Hurdles last for a decade, unless otherwise stated. After a decade, all ill effects of the Hurdle will simply disappear.

Alone (+200 CP):
You are, were, and always will be.

[You cannot bring any Companion/Follower into this Jump. You can still import them, they just won't be able to participate.]

When it Rains, it Pours (+200 CP):
Some like watching the water flow as it rains, but I suppose you don't relate since you much more prefer deluges? Well, you're in luck! Now extreme environments/weather are much more common!

[Weather phenomena and natural environments are replaced by those from a higher tiered world (e.g.: a high-fantasy world will have weather phenomena and environments comparable to an epic-fantasy world, etc.).]

Hard Times Create Strong Men (+200 CP):
Abundance leads to complacency, how lucky that none of this world shall fall into this trap then! Not because they know better, but because they can't afford to. Prey animals are scarce, as are fruits, berries, herbs and other such easy calories, even the waters are not easy pickings, be it because their ecosystem render them potable to scarce few beings, or because the universally potable water is preciously guarded by the apex predators, be they plant, animal, or something else. This should be no problem for humans and the like, their tools allowing them to thrive regardless, but even they shall suffer as inorganic resources are scarce too, each ore deposit worth warring over. The result of all this is a world with beings much more "refined" let's say, where evolution stopped selecting for those "good enough" and started to aim for only the best. Animals, humanoids, and even plants may be fewer, but the ones remaining are the best of the best, the most efficient, the most effective.

[Food and water sources become very scarce, including prey animals. Useful inorganic resources also become very scarce. All beings, besides sapients, become comparable to those of a higher tier world (e.g.: a high-fantasy world will have a biosphere, sans sapients, comparable to an epic-fantasy world, etc.), and with an increased populace of predators. Sapients remain unchanged, but each one will be much more hardened, skilled, and on edge to compensate for the changes to the biosphere.]

Birthed Anew (+300 CP):
If every newly birthed being had the memories of a deceased being, then I can only imagine that the world would be in chaos, which, generally, is regarded as being a bad thing. So how could you be allowed to set such a precedent? Indeed, you are now fully of this world.

[You are locked out of all your out-of-Jump powers/abilities/etc., Warehouse excluded, only having available to you your purchases here and your Body-mod.]

An Inheritance Lost (+300 CP):
Build upon those before you to leave for those after you. A perpetual snowball in theory, but in practice some may lead the snowball astray resulting in its destruction, or someone

else might want to interfere to steal the snowball, resulting in the cycle beginning again. It seems that your “snowball” also got lost somewhere, but I am sure that you’ll manage.

[You are locked out of your Warehouse, being unable to access it and its contents by any means. An hour before the decade is over you will regain access to your Warehouse. If you own the Item “Witchy Cottage” then, for this Jump only, it will be as if built by a “you” who is also affected by this Drawback.]

Victim of Circumstance (+400 CP):
Some may call you a monster, but if they knew, they’d understand. Killing a child by mistake when all you wanted to do is talk, getting repeatedly and brutally attacked by hobgoblins to the point of thinking that they are actively hunting you when you were just unfortunate enough to walk in the same direction and decided to attack them by mistake, and much more! If there is a silver-lining then that would be that by the time a decade is over, you will be an expert at dealing with misfortune.

[You are plagued by misfortune, every event, if not navigated carefully, having a high probability in either bringing harm to yourself, or into provoking those around you. This misfortune excels at setting you up for more misfortune.]

Outcast (+400 CP):
The world is harsh, to survive cooperation is a must. It is quite unfortunate then, that cooperation isn’t exactly an option for you. Sure you might be able to engage it in extraordinary circumstances, but besides that? Highly doubtable.

[Sentient beings are much more on edge against you, even skittish prey/scavenger animals attacking you if you get too close. This also applies to those of the same species as you, although slightly weakened (e.g.: as a human you are not likely to get attacked on sight by others, but expect even the smallest transgression to be scrutinized and punished, and the only who want to interact with you to be those who want to scam you, etc.).]

The Wild Hunt (+600 CP):
The hobgoblins, like most animals, are mostly a pragmatic kind, not wasting energy on attacking unnecessarily, trying to fight to the death, endlessly pursuing others, and other such things. Or that is how they are normally, but not when it comes to you. It doesn’t help either that they are undeterred by settlements, and always seem to know where you are. The hobgoblins’ threat is mostly similar to that of humans, being humanoids capable of using tools and even magic, the only respite is that hobgoblins are not very bright, thus their tools and magic are quite primitive, as are their tactics, this will not be for long.

[Every 4 months a horde of several hundreds of hobgoblins will be created to hunt you down, stopping at nothing to murder you. The horde always knows your location. Each horde will be more advanced than the last, reaching the level of the most advanced civilization in the world by year 8, and continuing beyond after that. The horde only stops chasing you when resting. The horde will never be more than 100 km away from you, no matter how fast you relocate. Hobgoblins outside the horde will also be aggressive

towards you and try to hunt you down when you meet them, but, besides their murderous drive toward you, they are normal hobgoblins.]

Outlaw (+600 CP):
What did you do, to make the humans hate you so much? They seem to go out of their ways whenever they can, just to make you suffer. Just passing by their settlements seems to aggravate them, do not even try to enter one or they might just call for a hunt.

[All humans know when you are within 10 km of them. Humans will do their best to inconvenience you as much as they possibly can, including murdering you if they are able to, if more than one human is present, then they will cooperate to make it happen. The more you linger in their detection zone, the more they will go out of their way to bother you, the reverse is also true, leaving their detection zone gradually making them lose interest.]

> **Unlikely Cooperation (+300 CP, mandatory if "Outlaw" is taken with "The Wild Hunt"):**
> [When it concerns you, the hobgoblins and humans will cooperate. The Hobgoblin horde's level of advancement starts off equal to that of the humans'. The horde's numbers have increased to the thousands.]
>
> **Hunted (+200 CP, mandatory if "Outlaw" is taken with "Outcast"):**
> [When you come within the detection range of a human collective, it will put all its focus on hunting you down, the focus slowly shifting after you leave the detection range of its members. The detection range of a human that is inside the collective that hunts you is increased to 100 km.]

Sunflower Friend (+1000 CP):
A new friend, how lovely! What you just gained is a lifelong loyal friend, the best one could ever ask for! You are going to do everything together. Though you might sometimes have disagreements, do remember that it wants what is best for you, even if you don't realize it, so don't be mad if it acts out sometimes, ok?

[You have progressive schizophrenia. This will manifest as you gaining an animal/plant/bug/etc. traveling companion sometime within the first month of starting this Jump, a perpetual hallucination. As the disease progresses, the companion will gain more power over you, forcing you to act in a way that it thinks it's best, usually best means in a way that aligns with its species. The companion will not bring you fatal harm, it is you after all, but it has no regards for you wants (e.g.: a plant could use its roots to hijack your optic nerves "tricking" you into believing that a corpse it's a cactus so you will have no problem eating it, etc.), slowly twisting your perception to match its species. The time it takes the companion to take completely over your life depends on your willpower and how much you resist it, but it will take at most 9 years (e.g.: if you catch on that your companion is manipulating you to do something, you might resist more for a while, but you will inevitably come to some conclusion that it is still better keeping it around rather than abandoning it, etc.). No matter what, you will not remember picking this Drawback,

nor will you even as much as suspect that your friend isn't real (e.g.: brushing aside the concerns of those near you, etc.).]

Notes

Story here:

https://www.royalroad.com/fiction/52626/sunflower-a-sunflower-based-litrpg

When I began, the whole story was there, meanwhile the author published on Amazon and removed all but the first chapter from Royal Road, but I'll still keep the link if anyone wants to check it out.

Rough summary by yours truly:

The story of the journey of one druidically inclined girl, Burch, seeking her very own paradise. Her mind, unable to deal with the stress she has to endure in search of a place where she won't be persecuted, creates a simple friend, a Sunflower with a system.

This Sunflower protects Burch using the powers granted by the system (Burch using her druidic abilities subconsciously), and helps her to continue the journey towards west, towards the sun, towards paradise: using its roots to move her feet when she is tired, manipulating her senses to protect her mind, rationalizing killing humans as being the same as killing animals, sharing the system with her, helping her combat the hobgoblin horde that is seemingly hunting her down, etc.

After a gruesome journey, Burch finally finds her paradise on a meadow near a mountain, where she settles realizing that the horde is not after her, they are merely too searching for paradise. She also accepts the truth that she suspected long ago, that she was alone the entire journey, thus the Sunflower withers and dies, not being needed anymore.

Cactus scene which I liked:

"Something comes into our vision in the distance.

A cactus.

- Or, well, a 'cactus'.

She and I wander towards it and we find ourselves staring at the man, who simply stands there, his arms outstretched and held up towards the sky, as if in prayer.

He is one of the five of her ilk, who we had seen upon first entering the desert.

He stands there, burnt by the sun, dried out by the heat, his breath stolen by the fine, scorching sands of the wasteland.

Like the other four of his troop, his body has been overtaken by death.

His remains, which ought to have fallen to the sands many hours ago, instead stay standing upright, perfectly motionless.

He almost looks like a cactus.

- Haha.

Burch looks down at the lump of red, wet flesh in her hands, as she chews, and then lifts her gaze back up towards the man, who she does not see is a man.

My roots, pressed in through the base of her neck, entering into her skull, into her eyes and senses, do not let her perceive it as such.

For Burch, my dearest friend, he just looks like a cactus.

She lifts the knife, getting ready to get us some more 'water'.

I am a supportive sunflower."

Very little has been shown of the World, the story being character driven and focusing on the journey itself. Some of what has been shown:

- **General Magic**:
    - A novice has been able to learn from a book how to create mana pulses (shockwaves) strong enough to knock the teeth out of someone's mouth, though she cast the spell directly inside the mouth, and her druidic affinity might've helped with her learning speed.
    - A witch living alone with her cat (presumably her familiar), has been able to create a place (or illusion, who knows) where the only way of leaving, at least the only known way, was by taking a specific path (in this case, a boat).
- **Druidic Magic**, keep in mind that all these are accomplished by someone with druidic affinity who has been passively learning for weeks, maybe months while being chased in the wilderness and barely clinging to life:
    - Able to communicate with fungi and roots to gather intel
    - Able to feed using photosynthesis and by extracting minerals from the ground/water/blood (though it wasn't enough on its own, needing to be supplemented by eating normally)

        - Able to control underground roots to slowly break a cliff's edge, and to shoot water out of roots to disorient enemies
        - Storing solar energy and unleashing it against un-rooted beings in a radius of around ~10 m.
        - Healing wounds during the night, and doing damage during the day
        - Camouflaging when pressed against nature (rocks, trees, earth, etc.).
        - Calling within a radius of kilometers to you
        - Etc.
- **Civilization**:
        - Human settlements with tall walls, glass windows, and streets illuminated by glowing crystals (my guess is the equivalent development of 17th century Europe). Discrimination is still present, as is slavery. Humans can do magic, though not all of them.
        - Nomadic hobgoblins traveling by the thousands and raiding towns. Hobgoblins are violent creatures. They have been shown to possess shamans, so while they might not be as intelligent as a human, they aren't too dumb either.

Some Perk/Item examples are more than half the whole description, I don't think that further clarification is needed, hopefully… If it is needed then just dm me, I'll answer and add even more examples inside the descriptions… At this point I think I can just replace the description with the examples and let people deduce the powers from there, no?

First time Jump insights:

-don't bother imitating a character in your "speech" you will get bored and lose consistency, talk normally and naturally

-don't bother writing two separate descriptions for the same thing, instead of a loose informal one and a rigid formal one, just write one that combines both

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If you want to play around and edit/share this I don't really care, a dm is nice sure, but its public its public, I won't complain about spilled milk.

V1 | 11.12.2023: Created

V1.01 | 11.12.2023: Grammar changes, and docx formatting fixed

V1.02 | 11.12.2023: Clarified “I am a Popular Sunflower” energy usage. Fixed a bunch of % increases that were off by a unit (e.g.: equivalent to 400% changed to equivalent to 500%, etc.) Changed the Witchy Cottage so you may change what it is based on at your discretion. Added a mention to the Witchy Cottage item in the item lock-out drawback.

V1.03 | 12.12.2023: beings created by “I am a Popular Sunflower” are now categorized as dependent and independent. Change made to prevent someone from directly obtaining infinite energy by creating and destroying an infinite amount of beings. Granted, it is still possible if you find a way/spell to transfer energy with an efficiency higher than 20%, which realistically won’t be very difficult, but beats instant infinite energy in my books.