Farethere City Jump



By
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Welcome to your new life in Farethere City! A smallish city. It's a pleasant place, you probably work for a business owner there or you are a business owner! Regardless, here you will stay for 10 years. You can go to other worlds via the mushrooms and even gather and sell shells in Deepsea City for some pocket change! It can be astonishingly easy to make 5000 yen in one day just doing that. The people here are cheerful and pleasant, as long as you treat them well.

...Hm? You don't have many memories before arriving to this town. Oh well.

Or maybe you're not in Farethere City? Maybe you live in another world? Regardless, you have a door leading to the city you may enter and exit at any time.

The mushrooms to the east of the town lead to other worlds--there's a blue, green, red, and grey mushroom! (You need an ID card to go past the ghosts guarding them but it should be easy to get one from the town hall.) However, the grey mushroom is off-limits unless you have a reason to go there. And only Michibiki, the town's manager/mayor (Hopopo is the acting mayor, not the true mayor. Michibiki isn't hiding it, he just never seems to mention it.), is allowed past it. Without the proper pass, you can't enter. But there's nothing relevant to you there.

Just be careful of the blue mushroom. It puts you in a weird place sometimes instead of its intended destination to the Tribal Village, but you can always just immediately march back through the gate out of the weird place.

Just remember one thing.

You musn't become aware.

You'll be here for the next ten years. You will start when Pigula comes to the city.

Have **+1000 CP!**

Location

You may choose between the following locations to start in for 50 CP or roll 1d6. Every place mentioned has a way to Farethere City via the mushroads, and vice versa if you start out in Farethere City.

1. **Farethere City**

Farethere City! A slice of heaven (literally), a small town. There's a hospital, bakery, clothing shop, bar, bookstore...almost everything is here if you want something. If you have questions, ask Sana, who works at the community center.

2. **Omen Capital**

How did you get here? Hopefully you're an Omen. If not, the door back to Farethere City is to the south. Here is the Omen Capital, the heart of the afterlife. Omens live and work here, exchanging knowledge and other goods. This is comprised of purple buildings on a big white expanse. Do be careful not to talk to the bloody Omen in the back, else they may take you somewhere.

3. **Grove Village**

Grove Village, a small tribal village of Grove People. They live out a small life, collecting water from the center spring (Of within resides a goddess), eating talking sheep, and doing other things. However, up in the northwest, there is a door that leads to the illustrious "club", although what's in it is only known to the members of the "club". The Chairwom'n (Yes, that's how her name is spelled) decides who's part of the club and who isn't.

4. **Deepsea City**

A small town in a deep ocean, home to a scientist and mermaid! Avoid the weird house to the northeast of town. It's not particularly scary, but it is kind of unpleasant? Anyway, there's a mechanical mermaid who would love to purchase any seashells you happen to dredge up from the bottom of the ocean. Somehow the water is breathable even if you have to swim in it, and you will always be dry when you leave the water. Don't question it too hard.

5. **Scraperton**

Scraperton is a high rise city consisting of sentient clock people constantly working over and over to the bone. It's a miserable existence, constantly working over and over. The people at Magic & Magic have a strange business in fusing different objects together. Although if you have no intention of talking business with them, they'll kick you out of the store. (You may return if you have business with them)

6. **Free Choice**

Lucky you! You get to choose for free!

Origins

Newbie

You arrived to the city very recently! You don't have any memories from arriving here. That's really it--you do have a place here and will be welcomed by all friendly people here! You have been given a cartoony form that fits right in with everyone. It should be easy to get a job here in town, but you could always make a living picking up seashells from the bottom of Deepsea City. There's a mermaid who would pay decently for some. You also have a house of your very own, furnished to your desire.

Resident
You died long ago, and your soul drifted to Farethere City. You have a small business here that gives you a livable wage. Up until now, you haven't felt the need to prod or pry into your past or seek the secrets of the world. You have a cartoony form. You have a door somewhere in your business that leads to a living space suited to your needs. You may even have a friend or two here already!

Omen (100 CP)
You're not new here at all. Well...you're not new to the afterlife, but you ARE relatively new to being an Omen. So new that you're still studying and learning HOW to run and create a Garden! You were a wayward soul walking on the Path of Rebirth for decades. But you were scouted out by a Yokai and became an "Omen" after you took up the Yokai's offer. A bureaucrat of the dead, most known for managing and creating the "Gardens" that make up the afterlife. You aren't an owner of your own Garden yet--you're still going to school for it. But maybe someday. You are a ghostly being who wears a white papery mask. You also work for Mitori and Satori, who are twin gods compared to you. They are benign entities who care deeply for everyone.

You are assigned to work under Michibiki and learn how to create 'heaven' from him. Hence you will be working at Farethere City.

...Or you could, instead, choose start on Izanai's side in spreading misery and creating 'hell' as a fugitive. That is also an option.

Perks

Every origin's 100 CP perks are free to them

Food Illusions (Free/200 CP)
Everything you eat here has a notable (not huge, but definitely noticeable) chance of causing "illusions." Pay them no mind, although they may teleport you back to your bed if you experience an intense illusion. (Could be useful as a shortcut!) These "illusions" are actually the past memories of the people who made (If cooked or prepared)/grew the food (If raw) even if they don't remember their past lives--although any information you can glean is hidden behind symbolism and allegory. Still you may find a few books or stray pieces of paper giving you some hints throughout the memory itself.

If you choose to purchase this you may keep this ability, and you may toggle it off or on. Can get dreadfully inconvenient if you had an illusion every time you ate.

Just Kidding! You're Aware. (Free. Not Taking This Gives You +100.)
Let's tell it to you straight. You're **dead** and this is the afterlife. When someone comes here they don't remember a thing about their past life until they become "aware" of their true nature as a dead spirit and return to their true form from their cartoon form. How is a very personalized journey involving dreams and finding things they owned that they don't remember being there. People usually become aware fairly early in their time in the afterlife.

When the jump starts, a sudden revelation will make you aware of your true nature and who you are, as well as any previous knowledge of this world if you had any.

Newbies And World Residents can choose to keep the cutesy cartoon form they had prior to becoming aware as an altform, which can range from a peanut with arms and limbs and one big eye to an old looking purple kangaroo creature to a really big snake to a weird vegetable thing as examples of the forms you can have. Michibiki won't place you on the Path of Rebirth (He doesn't particularly think it's effective--less than 1% of the people who walk the path end up succeeding and being reincarnated. He only places people on the Path of Rebirth he feels are unhappy in the heaven he's created) as is protocol--instead he'll give you ten years to decide after informing you of the success rate and his thoughts on the matter. It's the same choice he gives everyone who becomes aware.

Omens do not get a new form. They discarded it long ago when they chose to become an Omen. Omens are technically Aware, however depending on how far they were on the Path of Rebirth they may have forgotten who they were as a person.

No one in Omen's Capital minds you becoming aware as long as you don't prove yourself to be a threat or go rogue. Or heaven forbid, working with *Izanai* of all people. Surely, though, you wouldn't do that?

Refusing this perk nets you +100. You can still become aware during your time here--just that without this boon, you won't become aware when your jump starts. You'll at least become aware eventually during your ten years here. The timeframe depends on how much you're willing to investigate those strange dreams and weird items you keep finding.

Newbie

Music Box Building Boy (100 CP)
Isn't it weird for a 7 year old boy aspire to run a general store and to like building music boxes? Not really. Most people don't find your goals bizarre or unachievable. If they do find it peculiar, you won't be discouraged by their words or find their lack of support to be a roadblock. After all, times have changed. Now boys can build music boxes without being judged for it. Age isn't an issue now when it comes to to the judgement of others, either--no one will think lower of you if you happen to be very young but running a store.

I Became Aware (100 CP)
Becoming Aware isn't a pleasant experience for some. Learning you really died can be upsetting. But for you, it's an okay experience. Kind of sad, but it won't cause a mental breakdown in you. You take nasty revelations and sudden bad news well. It will be very hard for you to have a sudden, angry mental breakdown because you learned or were told something awful. They won't make you unhappy--they'll strengthen your resolve to keep living and make the best from what you learned. You may have died young, but if you didn't you wouldn't have met your friends here in Farethere City. You wouldn't have brought them cheer. And isn't that important?

Without Your Manager's Permission… (200 CP)
You went somewhere you weren't supposed to? That's fine. As long as you didn't intend to cause harm, you could get away with being somewhere you're not supposed to. People may think it's odd that a Citizen like you ended up in an inn on the Path of Rebirth or even in Omen's Capital of all places but they won't really mind. They'll let you freely walk around the place to observe it and maybe gather information from the locals. As long as you don't intend to use that information you gathered to work against the people in charge of said places or hurt people there, of course.

Making Everyone Happy (200 CP)
Pigula wanted to run a general store because it had everything people wanted. That way, he could make everyone happy. And in the end he made people happy through his existence. You yourself will never be without usefulness to others. You'll be able to reach out and make positive impacts on people more often. No matter how much you screw up, at least your existence will make someone out there happy, and give them the strength to keep existing.

How's The Biz? (400 CP)
Such a cheerful, lovable child you are! Not even child-eating yokai want to devour you, you're just too nice! All you have to do is just show someone a little care (Maybe asking how they're doing or feeding a hungry monster some meat) and even yokai won't want to harm you! You've got an innate quality to you that makes people, even enemies of your kind want to help you or at least not hurt you.

Such as giving you truthful advice, even if the person is a huge liar. You're just that likable. This help doesn't extend to them risking their life to save yours or acting against orders, but they might give you a secret password or give you a hint or two that will help you down the road. Or just not harm you if they're acting on their own free will. Of course, if you had angered them or acted against them or did anything to make this goodwill go away, this won't protect you from them. As long as you don't register as a threat, they won't harm you.

To Rest (400 CP)
While there is no such thing as a ghost in the afterlife (as much as the citizens think a specific place is haunted), the people here still have pain from their lives. Illusions left by regret linger in place. Not everyone had a peaceful death from old age. Or even had a happy life. But you're just the kind of person that can help them with trauma! Settling inner problems and unfinished business comes natural to you. Perhaps it'll be enough to keep them from the grip of Izanai's otherworld or any similar emotionally predatory being so that they may remain here with you.

I Want A Door Opened (600 CP)
Nothing could keep out a curious child like you. You have astonishing luck when it comes to travelling the local cosmology, multiverse, or even getting to certain places without needing to use fancy magic or permission from the people running the place (Doesn't stop them from being hostile once they find you). And you won't have any problems escaping out of hostile areas. You just find paths to places in different nooks and crannies. Maybe you find a door that wasn't there before, maybe you befriend a bus driver that offers to take you to a secret marketplace run by demons, or you acquire the ID needed to go to the Omen Capital. Best part is that people just kinda ignore these new strange doors unless they're outright chasing you through them.

Nothing can keep you out if you poke around long enough, exploring poaces.

Something To Live For (600 CP)
Even in death, your burning desire to live has not left you. Souls who have found something to live for are very powerful in the world of the dead. You are one of them. You have found something to live for. This something will blaze in your mind. Nothing can make you forget this reason to keep your living.

Your soul also cannot be twisted or harmed no matter how strong your foe is or how eerie your surroundings are. It is incorruptible. Your soul cannot be taken from you no matter what, and you may also grant this protection to souls as well, as long as they have a reason to live.

Resident

That's Weird (100 CP)
That weird, broken house? With the spooky thing in it that says "My body won't listen to me. Why not why not. It's my own body why not. I can't even close my mouth." and then aimlessly runs around while giggling? Yeah that's kind of weird but not necessarily scary to you. Disturbing things, while you recognize them as "not normal", don't unsettle you. Even if you're not "aware", at a certain point you just accept creepy stuff as part of your life here and in other places you go.

We'll Drink Sweet Together!!! (100 CP)
Never you go without love or support from friends and family. If you have none, love will slowly trickle in. Your old friends, family, and allies may abandon you for any reason, but you'll soon find more that will love and support you. Even if you were a comatose child killed by your parents as they "couldn't love a vegetable", in the afterlife you'll find a new, loving set of parents. Who would never be so cruel to their child, and who love you like a parent should.

Guiding Hand (200 CP)
People get lost sometimes. They just don't know what to do next. But that's why you're their friend! If someone needs help, you can provide it. If you're genuinely trying to help someone out with their problems, they'll listen to what you have to say on the topic. It is likely that your advice will be correct as well, but them being able to carry it out will be another topic entirely.

To Partake In Memories (200 CP)
The illusions from eating the food are the memories of the people who made or grew the food. This isn't a voluntary phenomenon for the person making it--they don't get to selectively choose what the eater sees or not. But you can. You may, when growing or making food, choose whatever memories or information you possess you want the eater to see or experience a little after eating. These memories are filled with allegory and symbolism, with some papers with certain quotes scattered around the landscape. But the symbolism should be clear to anyone who thinks about it for a few minutes at longest.

You Don't Meet The Qualifications (400 CP)
With a single glance, you are able to tell if someone meets specific details you're searching for. How strong they are, how mentally healthy they are, and other specific qualities you're searching for. However, it is possible for someone to fool you using supernatural or extraordinary means into thinking they meet or don't meet certain qualifications. Like if they're shapeshifting to resemble members of your club, or using other means to hide what you're searching for.

Skilled Businessperson (400 CP)
It would be pretty bad if you didn't have a service to provide others here in Farethere City. You start out with complete, top tier knowledge of a single trade, like running a cafe, being a doctor, running a sweets shop, a librarian, repairing things, and other interesting trades like being a scientist. The places you run will always be the top of the line. And people will always want whatever services you provide. Perhaps as

a scientist or chemist you made a very good skin lotion involving seaweed, maybe you're the only repair person around, perhaps your bread is just that good, either way people want your services and will gladly seek them out.

Magic & Magic (600 CP)
They met as was meant to be.
They met as was meant to be.
Take hand in hand. By my hand.

Let us make it a miracle.

They did not stagnate, but obtained an unending miracle.

You can create miracles like those at M&M. Your "miracles" result from merging two different things to form a combination. There is no limit for what you can merge. Merging cute washi tape together with business notebooks will give you adorable pink notebooks, or merging aroma scents and woods sticks will make incense, and other fun combinations. There is no magic cost involved in this process as well. You may merge multiples of one thing with multiples of another, but you cannot merge the same thing with itself over and over. You must be able to hold the thing you wish to merge or own it in some way, either through magic or otherwise. Sapient beings not connected to objects cannot be merged this way. If the sapient being can transform into an object or is in an object, you may still merge the object that way. You may also selectively choose which features you wish to merge, such as gaining cute notebooks or tape you can write on.

Demonic Business Owner (600 CP)
Are you a demon? Or maybe you just learned how to trade strange, esoteric things from place to place from one. Such as trading vowels to speak with or yokai for people to eat. Not only are you a shrewd businessman when it comes to selling things, you can accept strange payment in return. Like someone's eyes, their ability to taste, regular money, their memories and other forms of esoteric payment. Strange things you have no use for but could be useful to others will also fall into your hands for you to sell to others if you desire to make money this way.

Demons and other supernatural creatures also are instinctually nicer to you. They will do minor favors for you like purifying salt without asking for anything in return, or give you small gifts like sugar. They will also let you get away with breaking rules you didn't know about and will correct you on it, but they won't let you break it again once you know what the rule is. They are also less likely to screw you over when you make a contract with them or at least set terms that are less harsh on you when you forge contracts with them.

Omen

Not So Boring Bookwork (100 CP)
Creating a Garden takes a lot of studying! To study for anything requires discipline, which is a skill and not an inborn talent. Luckily, you have tons of discipline already. Studying isn't a boring task for you. And you have many decades worth of skill from studying to create gardens. You are a star student when it comes to book learning or studying anything, although learning about supernatural topics is your specialty. Topics stick in your mind far longer and more accurately, and you intuitively understand anything you study when you read it once.

Blood Red Tape Cutter (100 CP)
Being an Omen isn't all ruling the gardens. There's a lot of paperwork you'll have to complete and fill out. For a long time. But you've accumulated a ton of skill with dealing with it quickly and efficiently. After all, you've been working through it a long time. Plus you've got an unusual luck when it comes to paperwork--your load seems to be lighter than normal for someone in your position. Giving you more free time than most people of your station when it comes to work.

Mitori And Satori Do Not Admonish Him, So I Don't Really Care (200 CP)
You've landed in some trouble, haven't you? Perhaps your methods are unpopular or you disgust someone with your ideals. As long as people of higher ranking than you do not see you in a negative light, it will be difficult to make enemies from your reputation or actions alone. Your personal enemies (of equal or lower status) will find it also difficult to turn others against you (Or act against you) as long as you're in the good graces of people higher than you and them in actual or social rank.

But if they're a fugitive, you better be careful. You won't be protected against them. And this won't apply to people higher in rank than you.

Become Aware! (200 CP)
People here are usually encouraged not to become Aware. After all, there's much peace in not knowing frightening truths one cannot fix. However, Izanai abhors this pleasantness. Perhaps you do too, hence why you've gained this ability. You have a skill at fixing amnesia in people, and getting them to remember things they've once forgotten. Like past lives, or even knowing the nature of who they truly are. But be careful, such a revelation may be unpleasant.

The Farethere City Model (400 CP)
Michibiki's Garden, Farethere City, is the namesake of the "Farethere City Model" in terms of keeping wayward souls happy when they become aware. An idyllic city where the residents are all family with each other seems like an unachievable dream in the context of the afterlife, but Michibiki made it possible. it'll become easy for anyone to be happy in the place you rule or manage. Your citizens naturally heal from trauma and become more stable. It doesn't stop your loving citizens from turning against you, but if they turn against you it won't be out of dissatisfaction.

Tranquility Is Kind (400 CP)
Tranquility is kind. Not knowing the truth gives peace of mind. You are able to outright censor any information about a certain topic you don't want people finding out about. Reality itself conspires to hide knowledge on the topic from people, such as certain books on the topic being difficult to acquire, the internet messing up on people who research it, and words outright being scratched out. And when they do see the knowledge, it becomes hard for it to stick into their minds. It'll be difficult but not impossible for someone to figure it out on their own, however. You may only restrict knowledge on one singular topic.

Infectious Otherworld (600 CP)
Izanai's otherworld infected all Gardens it came across, eating them and adding them to its' size. It is the biggest "garden" for this reason. It was able to pull people in its' grasp and twist them. Any realm you own or control has a similar power. You may pull people into your world and trap them within its' confines, however strong willed individuals cannot be taken by you and if they end up in your world they can

escape it somehow. It may be difficult for them, but there are ways for them to escape. You can also twist people into whatever you please, however they cannot be stronger than they were before. Wayward souls with weak wills can be twisted the easiest. Those with physical bodies and strong wills can resist it to a degree as well.

Your world, should you allow it to do so, can also seep into other realms and attempt to take it over, changing and shifting the world to resemble it before absorbing it into your world. A happy and strong willed populace will allow the realm to strongly resist your otherworld, as well anything meant to specifically prevent another realm from taking it over.

Farethere City Is Heaven (600 CP)
If the Otherworld is 'hell', Farethere City is 'heaven.' Farethere City, despite how Izanai has tried her absolute hardest to take it over, remains standing. Even when many gardens have fallen to her Otherworld. This is due to how happy the souls resting in the city are, for many have found a reason to live and keep going.

Anyplace you rule has a similar resilience. The happier people are in any realm, city, or place you rule, the stronger they and the land itself will resist invasion and corruption from any source that seeks to bring them harm. A corrupting force's gnarled claws will find difficulty to seep into your world, and even when it has broken into your land, it'll be easy to force out any invaders.

Afterlife Gardener (800 CP)
Every Omen will eventually create a garden of their own. A place for wayward, afterlife souls to rest and live out the remainder of their eternal afterlife.

Or until they become Aware and are put on The Path Of Rebirth. A grueling, hundreds of years long journey where the soul endeavors to walk across a featureless expanse until they completely forget who they are and then become reborn. Or become devoured by yokai, or stay at the few inns on the other side of each Garden for too long and become twisted enough to no longer be able to walk on the Path Of Rebirth. Less than 1% of the souls on the path become reborn for this reason.

Putting Aware souls on the Path Of Rebirth is completely your decision, however. You may allow them to stay if they desire to stay after becoming Aware. Mitori and Satori do not mind either way. As for what your Garden will look and function like, that is completely up to you. You may accept all souls into your Garden, accept only souls that fulfill a certain requirement, or shunt the souls somewhere else.

You may create portals to other similar afterlives if they exist. You may also shift the landscape and change it to your whims at any time. An adorable land of sweets, a place where clock people work endlessly at a meaningless office job, a village set in a forest clearing, and an underwater town are the examples of such afterlives you can create. If you desire for it to begin snowing, it will begin snowing in your garden. You may also dictate what sort of soul enters your new afterlife, and determine the form they take while unaware. You may create more Gardens as well if you desire different forms of afterlives suited to different souls. A garden carries no limitation in terms of space or the souls inside it, although you may create more Afterlifes. If you are busy, you may turn aware souls into Omens (With the permission of the aware souls) to manage your Gardens.

With time and studying, they may also be able to create Gardens as well. But to create a Garden takes much studying and effort.

You may also create Temaneki to block off places you do not wish for souls to enter, and it will make any denizens of your garden unable to depart through any entrance they block. Temaneki are emotionless ghosts that can block off any path from wayward souls, although you may set rules for who are allowed to pass and who are not allowed to pass. Such as someone needing a specific pass to be able to walk through or they need to do “business.” They lack emotion and feelings, and carry no combat potential. They can also act as Shikigami if you so wish.

Companions

Companion Import (50 CP Per Import, 300 CP for 8 Companions)
You may bring your friends along with you. If they start out aware or not will be determined if you started out aware or not. If you chose not to start aware, they shall not be aware (And they will get the +100 CP that comes with the choice), and will regain their memories. You may not choose to be Aware and for your companions to start unaware for extra points. They gain 600 CP and one Origin for free (Meaning they can be an omen for free).

Or you can make a friend of whole cloth, someone who wasn’t involved in the events that will unfold, for the same price of import. They get an origin for free and 600 CP.

Canon Companion Purchase (50 CP Per)
Did Michibiki intrigue you? Want to adopt and mentor Pigula? Perhaps Gilbert stole your heart? You may pay 50 CP to take someone with you on your journey. Unaware Souls may gain their old form when they become aware on the journey if they haven’t become aware by the time the jump ended, and they make keep the form they had before becoming aware as an altform.

Items

Every origin’s 100 CP item is free to it.

Disease Seed (50 CP)
A small seed that has no taste but can be swallowed or crunched. Can infect someone with a nasty disease. Or take it to make yourself sick. It will always make someone sick, no matter who takes it. Won’t bloom into anything, but is good for needing an excuse to avoid doing things. The disease from this seed won’t actually kill anyone, however. You get a small bag of six seeds that replenish the next day.

Music Box Kit (50 CP)
A music box set that comes with instructions on making your own music box. You get a new one every week, just in case you want to put one together. The music boxes you make with this set will never break or jam. It’s also remarkably easy to make a music box from this kit, and just working on one can soothe the mind.

Umi-Basho Seeds (50 CP)
An unusual flower that, when prepared a certain way (The seeds comes with a slip of paper that tell you how it is prepared), can act as a sleeping aid. It looks like a white orchid with a blue spot in the middle of

the flower, and it only blooms at the deepest part of the ocean during rainy days. These seeds, however, don't need such an environment or specific circumstances to grow. Notably, the unfortunate souls who pick it experience terrifying hallucinations of the flowers slowly following the person (Not exactly harming them, though), speaking vague threats. Such as "be cursed", "writhe in pain", and other such frightening statements. There's nothing backing up these threats, but it sure is eerie. The oil on the flower causes the hallucinations, and you can extract it to make a pill that causes these hallucinations.

Unless you yourself is picking it, for some reason.

Newbie

Thynon Bath (100 CP)
A personal bath somewhere in the warehouse that will always accommodate whatever form you take. By use of a special formula absolutely no one can peek in it using any magic or other means of peeking on you while you're in it. This bath is fairly large and can accommodate up to eight others. It is nice and toasty. Also if you relax in it you'll get hints about different things you can do in the world that may help you, via Bathtime Topics, which happens to be a disembodied voice that appears to know everything. The nature of the tips are interesting things you can do in the world, but they don't answer questions, only telling you interesting things or tips.

Transformation Serum (200 CP)
This small vial contains a colorless and tasteless serum that can be taken orally. One dosage of the serum will make the user transform into a single form the user pictures. This form can be literally anything. You will not gain any new powers from this new form, however it fools any form of detection, supernatural or otherwise, to see if this new form is fake. You can also shift into the new form at any time, however you need to take more doses to get more new forms. You get a new dosage of serum every week.

Mushroads (400 CP)
The Mushroads made by the mayor of Farethere City leads to other gardens. These mushroads are huge mushrooms with doors in them you may walk through to arrive in many worlds. The place they are located in is through a door in your warehouse. These mushroads will lead you to places in the cosmology of the setting, such as other planets or dimensions. There are approximately four roads here that will lead to four different places at the start of the jump, and you cannot change them. But they cannot go places that the owner of those places don't want people to break into.

But they can also lead to certain important places, like a neighboring city, in worlds without a multiverse or cosmology.

Resident

Business (100 CP)
This business will follow you from jump to jump. This business can range from anything, such a repair place, a bakery, a cafe, general stores, and a bucher. The business is always staffed by some talking paintings to do business for you while you're away. They are sapient and will care about you (Such as asking people to look for you if you disappear without notice), and in worlds with no fantastic elements or a masquerade that must be maintained they will take on ordinary human forms. They will not betray you

or engage in illicit behaviors behind your back, and they will not take any actions you do not approve of. They are also perfect in whatever business you have them do.

A House Of Your Own (200 CP)
This is a door to a house that can only be seen by you (And you can only open) that you can enter. The door is always located indoors, and it cannot be felt by anyone you wish to keep out. No one may enter or invade this house. The house inside isn't that large, but it's comfortably sized. It's furnished with every necessity and want and customized to fit you and your aesthetic. As well as reflecting your journeys before dying and joining the afterlife here by default, but it can look like something else. You may keep living things and anything that can fit within this comfortable house.

The Demon Market (400 CP)
This is a black market that follows you. It can only be accessed at night, however there will always be a door to it in your warehouse that will appear at night for you to walk through. It comes by many names, however it is almost always populated by the supernatural community of the world. In places that lack a supernatural community, it instead will be replaced by the demons you meet here. Such is the otherworldly nature of the demon market. So many things are traded here, like illicit information on the supernatural workings of the current world you're in, and they accept strange currencies (Such as your eyes, the right to say certain letters, and so forth). The demons here deal in many different goods, notably among them includes food that can give you the memories of different people in the current world you're in if you eat them. However, you cannot select who's memories you see when you eat the food.

Purchasing the Business item will let it come with an optional stall for you to hawk your wares to any demons, but you could just set one up by yourself here too.

Omen
99 Numbered Phone (100 CP)
Before a soul is destroyed, it is usually allowed to call literally anyone. Alive or dead, the call will reach a person and carry a message. You have a copy of the phone provided to someone. You may use this phone to call literally anyone at any time. Although keep in mind you'll have to find their phone numbers, which happen to be two numbers each like 56 or 44 on this specific phone. (Don't question why there's only 99 numbers yet it can call literally anyone.). Which should be easy to find--upon purchase, you'll run into various numbers on your travels, but you may have to test out those numbers to see who has which number. Or you could just test out the numbers individually, but that could get tiresome. In worlds without phones, it works as a form of telepathy, but this may potentially freak someone out if you don't explain it to them. Still, it's convenient.

Temaneki (200 CP)
Omens sometimes need to block off certain places in the Garden from those wandering souls. Sometimes areas are too secret or unfinished to be tread upon. Hence why Omens made use of Temaneki. These ghostly beings will block off the path on any property or realm you own. Absolutely nothing can pass through them, but they cannot actually block off the entrance to any property you own. They can block off locations and rooms in them, and prevent people from walking through them. Just in case you don't want them to be found.

Afterlife Inn (400 CP)

Souls on the Path of Rebirth often stay at inns, which happen to be on the other side of the Gardens. These Inns are beautiful and come in a japanese style by default, however you may specify how it looks. Here is where spirits on the Path of Rebirth stay momentarily during their time here. It is ill-advised for them to live there for long, however.

Your inn is similar to that, however your patrons may live in it as long as you wish. Not only that, this inn doesn't only attract ghosts, but supernatural creatures of all types. Anyone who knows the password can get into the inn. Usually the password is in the form of a word the entrant must fill into an incomplete phrase, a phrase chosen by you.

Drawbacks

No Drawback Limit

How *nconven*ent (+100 CP, may be taken multiple times to gain +300 CP)
You were so strapped for po*nts that you had to sell your ab*l*ty to say certain letters in the demon market, huh? But your speech seems to be leg*ble anyway even *f *t takes people a few seconds to understand what you're say*ng. Th*s'll go away when you leave. For now, speak*ng w*ll just be a l*ttle d*ff*cult.

Creepy Magnet (+100 CP)
You just keep running into eerie and unsettling events. Nothing dangerous, but very unpleasant to experience. You experience exceptionally traumatic memories when you eat people's food, spooky abandoned houses pop up more, and you feel drawn to out of way places with things that should not be there or here. Fun will be cut short a lot.

Rebirth Stamp Rally! (+100 CP)
The stamp rally! A fun little goal that gives the souls on the Path of Rebirth something to look forward to (A much needed rarity given how grueling it is.) When you start, you have a little stamp book in your hand. You must press at least four stamps from different Afterlife Inns on the other side of the gardens. Seems easy enough, except the Afterlife Inns are closed off by a riddle that you must complete by finding the missing words in them. The task is not too difficult, you should be fine if you start by poking around in the Demon Market for info.

We're Friends, Right? (+200 CP)
There's someone here you have to protect. They may seem happy or otherwise normal, but sadness lurks within them. They are very ripe for Izanai's predatory Otherworld. If they actually get taken or if they become unhappy once they become Aware, your chain is ending for good You have a friend here and they can't be captured by the Otherworld or else you'll lose. Can be a companion or someone else here, and you can take them as a companion if you successfully protect them

Traumatized Soul (+200 CP)
You didn't have a happy life. Death was not kind to you. Events in your past, through your memories gained from your past life here or in other worlds, will creep up on you. But not on a physical way. More like they've left scars in your mind, scars freshly cut open and bleeding. You really gotta take it easy.

Bad Business (+200 CP)
Unfortunate that no one has need for your wares. There isn't that much demand for your stuff. You'll struggle to make ends meet in this afterlife. You can't exactly die of starvation here but you'll be incredibly miserable here. If you're an Omen, you'll get crushed with constant paperwork, and it'll be a very boring experience for you to fill out your paper.

Targeted By The Otherworld (+300 CP)
Ohh. Oh no. What have you done? Izanai abhors you and your very existence entirely! And she'll pump up the assaults on Farethere City just to yank your prone soul into the otherworld and twist it into something unknowable! Getting your soul twisted beyond recognition by her will be a lose condition. And if you have any protections that outright prevent you from being taken or to protect your soul? That won't stop her.

And if you're working for her? You better not get captured by the other Omens and purified. Then your soul will disappear for good and you'll go home.

Demonic Debt (+300 CP)
You've got a debt, and a massive one. The demon you owe the debt to doesn't want just money, however. They want you to collect strange objects across the afterlife. They also want lots of money, but your primary form of relieving this debt will be going across the Gardens, getting strange things they ask of you. These objects will be difficult to find, as you may need to do favors or do a long trading quest for them. But it's not impossible! After all, they can't collect the debt if it was impossible for you to do.

The Encroaching Otherworld (+300)
How terrifying. Farethere City no longer stands resolute against the Otherworld. And you thought your Warehouse and realms were safe? No. It'll now try to infect those places too. If you don't do anything about it, Farethere City and your warehouse and realms will be taken over soon, and if that happens, consider yourself losing the chain.

If you wanted to work with Izanai, consider the Otherworld slowly weakening. You'll need to take over Farethere City by sowing discord and unhappiness among the citizens of Farethere City so that the Otherworld can consume Farethere City as well.

Scenario

The Garden (Mutually Exclusive With The Otherworld)
Mitori and Satori would like to see if a soul is capable of managing Gardens, or place a Garden under your care if you're an Omen. You have one goal: You must run an afterlife that's orderly and peaceful for a short ten years. It doesn't have to be a happy afterlife, but it has to be stable. You can't have souls running berserk and you can't have your new afterlife getting chomped and munched on by the Otherworld. The best way to do this is to create a happy garden, free from troubles so that the citizens will not be taken from the Otherworld. If more than 30% of your citizens are taken by the Otherworld during your time here, you will lose. Also you must keep the citizens happy when they become Aware so that they may not get put on the Path of Rebirth, because that had a low success rate.

Your control over this Garden and being able to create Temaneki only in your Garden is the same as outlined in the Afterlife Gardener perk. You may choose which souls enter your realm and determine what they do. Such as going to school eternally or working eternally or simply living in a town together. You are also considered the ruler or mayor of the Garden, but you may designate someone else as acting mayor or ruler. Their failures will be on you, however, so choose carefully.

Complete this scenario, and you will be rewarded with being able to take your Garden with you from place to place, acting as a second afterlife.

Or

The Otherworld (Mutually exclusive with The Garden)
Do you hate all this order? Do you dislike how it is protocol to wipe someone's mind when they enter a Garden? Good. Izanai agrees with you. Which is why she won't twist your soul beyond recognition when she takes you with her. Instead, she will offer you a chance to work by her side. Her otherworld is not kind. It twists its inhabitants into something different, something unpleasant. But it's better than the soft lies they tell you.

You will have to try to speak with people, helping them become Aware. You will then pull them into the Otherworld, slowly depopulating every Garden and then having the Otherworld devour it whole. You must do this for every Garden. Farethere City will be the hardest to take over--its citizens are the happiest. But complete this task within ten years, and Izanai will gift unto you an Otherworld of your own. An infectious hellscape you can craft and warp souls to your liking in.

Return
You longed for your previous life after becoming Aware, and you return to your world.
Stay
You find that living here is much better than in the other worlds. You stay here, living out in happiness.
Continue
The Cycle of Rebirth continues. You are reborn in the next world, with all your things

Notes

You Don't Meet The Qualifications
"Supernatural or extraordinary means" can include science-based shapeshifting, given how you fool the person the perk is based on using a transformation serum that's science-based. Using magic to make someone appear to have another alignment will fool this perk as well.

0.5 - Posted to the thread
0.6 - Fixed wording of Infectious Otherworld to be more clear, fixed Magic & Magic to be more clear on merging sapient beings with things, fixed a spelling error in How *nconven*ent, changed Targeted By the Otherworld to make the lose condition her only twisting your soul beyond recognition instead of getting trapped in the Otherworld, added scenario.

0.7 - Fixed grammatical error in Not So Boring Bookwork.

Thanks the IRC/Discord/Thread for input