

Spirit Of The North

The Northern Lights have fractured, become corrupted. Their once radiant light has been dyed a permanent red, and has become a choking poison to any life near it. What remains of human civilization in this area is little more than broken ruins and long dead skeletons. All that still lives here are the plants and flowers, as well as a few odd small animals. It is to this setting that a singular ordinary fox makes his way through the landscape. He will encounter the Guardian of the Northern Lights, a female fox spirit, who will bestow some of her power to him and allow him to journey across the land in order to fix the broken Northern Lights. You will be starting this jump around when the fox is walking through the frozen glacier, shortly before he met the spirit fox.

Origin

Fox
You will be entering this jump in the same form as its protagonist: That of a fox. The colouration and species of fox you take is up to you, but fox you will be. You will find the world suddenly feels much bigger, when you are so much smaller. For those staying the full decade, you will not have to worry about the normal lifespan of a fox. If something were to kill you in this decade, it won't be a mere decade of age.

Human
By all rights, all the humans in this area should have long left or died. Yet here you stand, a fully grown human, amidst the remains of what was once a flourishing human civilisation. What you do now is up to you.

Spirit [100]
Instead of a normal mortal being, you will instead by entering into this world as a form of Spirit. Your mortal body, if you ever had one, is gone. Now you wander the world on legs made of light. As a spirit you are in little danger from falls and sharp rocks, but conversely you will now be more vulnerable to hazards of a more spiritual nature.

Location

Glacier - You will be starting off your journey on top of a freezing glacier. This has its ups and down: you will have to deal with freezing colds, yet you are quite far away from the corrupting red light that fills the land.

Tundra - You can choose to instead start on the rocky tundra lower down from the mountains. Here rock is interspersed with sparse grass and moss. There are a few natural springs and geysers that you could visit, should the fancy strike you.

Ruins - You will be appearing within the ruins of some human settlement. Nothing has lived here for years, so the walls are crumbling and the doors have rotted. This is a lonely place, filled only with death and rubble. It is also rather close to the source of corruption and so will frequently weather the red plague.

Mountain Top - You find yourself atop one of the many mountains that line the valleys of this area. You are ever so close to the source of the corruption. Perhaps you can try to fix it? If not, it would be best to leave as soon as possible.

Perks

Fox

Canine Agility [100]
Foxes have a few natural advantages over that of humanity. Namely that of agility. You are an exemplary example of a fox in this regard. As you navigate the rocky and mountainous domain of this landscape, you will be leaping over gorges, balancing on precarious rocks, and skating down icy slides.

Puzzle Solver [200]
While much of civilization has long collapsed and turned to ruin, not all of humanity's creations have vanished. You will find, while travelling from place to place, that a rather substantial number of their ancient mechanisms still work, and are in fact required in order to traverse certain terrain. Strangely these mechanisms often take the form of some kind of puzzle. But, being the smart fox that you are, you are very good at that kind of lateral thinking and puzzle solving. Completing the puzzle may well take you longer than solving it in the first place.

Spirit Realm [400]
Just as mortals live upon the mortal world, spirits have their own spiritual world just slightly out of phase with the mortal world. Normally the only way for a mortal to pass from one to the other would be to pass away. Not you though. You are able to bridge that gap and enter into the spirit world at will. While in there, you will be able to interact with the spirits of the recently deceased, and other spirits that would normally hide away from the mundane world. Be warned though, that your mortal body will still be left behind in the mortal world.

Scar The Land [600]
With the Northern Lights fractured, a great calamity has befallen the land. The red particles that now choke the air do more than just kill life; they also leave behind tainted growths that themselves radiate their own corrupting energies. Yet this taint still came from the very same source as the energy that purifies it. Much like those dark tumours, you can leave behind growths that radiate the same energy that grew them. Corrupting and corrosive energies might leave behind black tumour like creations, while pure energies might take the form of simple yet radiant flowers. Others who come after might be able to borrow some of this energy for themselves.

Human

Nature's Touch [100]
For some reason or another, you could best be described as 'friend shaped'. Animals would seem as if they are not afraid to come right up close to you, even when normally they might flee at the first sign of a human. A fox could walk up right to your lap and, assuming you make no threatening movements, leave again as cool as a cucumber. Animals may not innately view you as their friend, but they won't consider you hostile unless you act it.

Survivor [200]
As blood fills the sky and blackens the blood of those down below, those around you will start to either flee for their lives or collapse to the ground. Even you too will eventually succumb to this taint if you refuse to move on. But you will be one of the last to do so. You have a tough physique, able to withstand more abuse than most others. In the extra time that you have, I would suggest either leaving for greener pastures, or doing something to fix the current problem.

Shaman [400]
As a Shaman, it is your role to deal with the more spiritual side of nature. A shaman is a healer of the soul rather than the body. Where in other worlds this might be considered superstitious mumbo-jumbo, in this world it is a very real part of society. Your own training in these arts allow you to commune with the spirits of the world, and using this you have been taught how to mend wounds of a spiritual nature. A spirit does not get cut or bleed in the same way as a mortal body, but you are still more than familiar with the rituals and methods required to soothe those pains and cleanse the soul of wounds.

Blue Architecture [600]
As has been mentioned prior, this world is filled with strange and interesting bits of ruins and odd mechanisms. Rather than conventional means, this primitive technology instead makes use of the power of spiritual energy. Basic sigils can lift or lower entire stone bridges. Ancient murals would light up in fantastic colour upon the insertion of this energy. You have been taught in this subject too. While these are only very primitive mechanisms currently, it opens the door for you to create great works fueled entirely by the power of spirit.

Spirit

Marks Of Power [100]
These supernatural powers that you possess each leave their own little mark. In this case, it has taken the form of a series of tribal tattoos that cover a large portion of your body. Ordinarily these tattoos are invisible to the naked eye. Once you start to channel your power, however, they will appear upon your skin, or fur, glowing with a quiet blue-white light. The exact style of these markings are somewhat up to you.

Astral Projection [200]
Spirit you may be, but that does not mean that you have necessarily shuffled off of the mortal coil yet. Your physical body is still very much alive and well. At will, you can change between your mortal and spiritual bodies. Or perhaps a better description would be that your spiritual body can separate from your physical one for an indeterminate amount of time. While separated your physical body would appear to enter into a kind of suspended stasis, but happily you are able to reappear by it instantaneously whenever you wish.

Guardian Spirit [400]
There are different kinds of spirits and souls in the world. You happen to be one of the more special ones. You are a spirit that is in tune with, and perhaps the guardian of, one of the natural wonders of the world. Something akin to the Aurora Borealis or maybe a volcano. Ability wise, this grants gifts in line with that of the Guardian of the Northern Lights. They are basic things; such as crossing short distances in an instant or unleashing a powerful blast of spiritual energy. Whatever you happen to be the spirit of also grants your gifts a certain 'aesthetic', almost like a miniature version of the phenomena.

Share The Burden [600]
As a spirit, with control over your spiritual energies, it should be little wonder then that you have the ability to gift your abilities to others. At the expense of leaving yourself tired and weak for a period of time, you can give a copy of your abilities to another. This gift is itself permanent, but the weakness that follows for you is far less so. It might take weeks to recover by yourself, days with a bit of outside help. But recover you will, and when you do, you'll have someone to stand by your side as an equal.

Items

Fox Den [100]
This may be the home of a fox, but it doesn't seem like it was made by one. You have gained a large cavernous fox den. Inside are multiple interconnected caves. Within those caves are various freshwater pools, leafy beddings, and stone statues of foxes. All things told, a rather fancy home for a fox.

Stone Hut [100]
While human civilization appears to have vanished in the wake of the corruption, their buildings and structures still remain. Many large stone houses and great fortresses still litter the land, though many are now overgrown with plague tumours. You have gained ownership of your very own stone hut, that you might call a home. Nothing very special, but it is well maintained and will provide protection from the elements.

Spirit Blooms [200]
Animals are not the only creatures that have spiritual energy. The Spirit Bloom is an interesting blue flower that is filled with a surprising amount of this energy. Barking or otherwise 'awakening' the plant will cause one the flowers to bloom with resplendent blue light, which can then be absorbed by the person, should they have the ability. You have received a few dozen seeds that you can plant which will quickly grow into patches of spirit blooms.

Staff [400]
The Shamans of the humans are not quite as in touch with their spiritual energies as the spirits, as you might expect. So these Shamans use these staffs instead and you have gained one of them too. The stick comes to a hook at the top, with a single blue crystal sitting in the center of that crook. This staff would allow you to channel your spiritual energy with greater ease, to help with rituals and the like.

Northern Lights [600]
At the peak of a seemingly innocuous mountain sits a large statue of two foxes. From this statue emerges the Northern Lights, spiralling their way up into the sky and across the land. In future jumps this statue, and resulting Aurora, can be placed in a location of your choice. Should you wish, you would be able to select two spirit animal guardians for these lights, who will ensure that it remains safe.

Companions

Import [50]
For 50CP each, you may choose to import one of your companions into this jump. They gain 600CP to spend how they like, and an origin of their choice. This could be a lonely stay, if you don't bring company.

Fox [100]
Within hours of entering into this world, you will encounter a small fox. The exact species of this fox is unknown, but they appear remarkably unphased by you. In fact, they seem downright friendly, constantly coming up and barking, wagging their tail, and so on. They also seem to have been infused with a bit of spiritual energy, because not only are they remarkably intelligent, but they suffer the passing of time very well, more than lasting the full decade you may be spending here.

Guardian [300]
You have garnered the interest of a spirit. A guardian of the world, though the duty of their care has long since eroded over the centuries. Now they are something of a free spirit, and have chosen to follow you. Maybe they instinctively can sense your slightly special nature. The form this spirit takes is up to you, whether it be a human or miscellaneous animal.

Drawbacks

Short Trip [+000]
Suffice to say, the story of this world is a short one. It would normally only take a few days at most for the entire tale to conclude, possibly even only a few hours, which leaves a lot of time with little to do. As such, you can choose to leave this world early if you wish, staying a mere year instead of a full decade.

Clumsy [+100]
It is an unfortunate fact that you are rather clumsy. It's like you are never quite sure of your footing, often misjudging leaps or knocking into walls. Luckily this rarely does you any notable harm, but it does make crossing large distances something of a trial at times.

Corrupted [+200]
The Red Corruption has gotten to you. Whether mortal or spirit, it matters little to this plague. Infected by this red light, you have become weak and slow. Your body and soul is sickly, with sneezes and coughing being a constant companion. It will remain this way until the Northern Lights are restored to their former glory.

Bodiless [+300]
The effects of the corruption have hit you hard. They have reduced you to a mere fragment of a spirit. You are little more than a small ball of light, good for acting as a guide but little else. Any further exposure to the red corruption will have severe effects, given how weak you already are.