The Earth Mother

By: PriorPossible834



‘Come child… your mother ails’

This is… a dream isn't it?

You hear the soothing voice of the immense woman, the trees, grass, and moss crossing her skin tell you what you already knew on some primordial instinct… this is the Earth herself, the very spirit of the planet you live on… and she's… sick?

'Don't fret dear, you wouldn't be here if you could not help- I would not put one of my children through the pain of witnessing my… current state without purpose'

That's…comforting you suppose? But why you?

'Time was of the essence… and you were the only one with the appropriate spiritual wavelength I could contact in time'

She begins to cough and you reach out your hand on some instinct.

'I am called Gaia, and I am the Spirit of Earth, but not just this Earth- every Earth, across every single corner of this vast Multiverse… and I want you to be my Champion'

Rules

The Earth Mother has chosen you as her Protector, you will begin a Jumpchain as normal but with a few stipulations. Naturally in addition to the following rules you'll be expected to act in the best interests of Earth and failing to do so may result in punishment or even having your status as Protector revoked, and with it your chain.

Number 1: Defender Of Earth

You are the Protector of the Earth, your purpose is to eliminate all threats to the Planet you call home and to do everything in your power to ensure its long term health and the growth of its native life. This does not necessarily mean that you must live in harmony with all living things, after all what gardner would refrain from removing a weed? Or what teacher would be unwilling to challenge their students? Your purpose is to protect the Earth as a Whole, what you do to individuals is your own prerogative.

Number 2: Dutiful Son

As the Earth's Protector it would be remiss of you to neglect your duty. You may not leave the Earth for longer than 1 year out of every 10, and naturally you may not Jump to any settings without the Earth.

Number 3: Nature's Wrath

You must destroy any alien force or presence that would do true damage to the Earth or its inhabitants- in fact damage caused to the Earth or its life by forces from beyond it will cause you true and incredible pain, if this continues too long it will even begin to wear on your humanity until you become a mindless monster seeking to purge them from the land so that it may heal, no longer considering collateral damage. If you wish to avoid this fate I would advise you to be proactive.

Number 4: Cyclical Growth

*As with all things in this world you will have times of plenty and times of famine. Every single Jump after your first one will begin with a budget of **100 CP Less** until you reach an initial starting budget of **0**. At this point the cycle will reverse itself, causing your budget to increase by **200 CP** until you reach **2000 CP**. This cycle will continue indefinitely, with your total maximum budget increasing by **1000** every time your budget reaches **0**.*

(TLDR:)
1st Jump: 1000
2nd Jump: 900
10th Jump: 0
11th Jump: 200
20th Jump: 2000
21st Jump: 1800
30th Jump: 0
31st Jump: 300
...

Companion



Sprigg

'One of my Loyal Nymphs, she will guide you'

Sprigg is a Nymph in Training, she's been assigned to her first real mission with you and it's a ***big*** *one, her job is to teach you all about what it means to be the 'Protector of the Earth' and otherwise how to do your job properly.*

Given she's still learning how to do hers you really should try to be patient, she'll do the same for you.

Sprigg will Automatically Import into any Jump you visit, she'll always have half of your current budget.