

Akashic Records Jump

v1.0

By AxstromVinoven

Welcome to the realm of the Akashic Records. This Jump is not based on any particular work of fiction, but on the mystical concept of an etheric field or cosmic archive that contains all information about the thoughts, actions, emotions, and experiences of every being across time. The Akashic Records are an otherworldly chronicle of the experiences of every sapient mind in the world. Those who can perceive and interact with the Records are known as Akashists, and now, you are about to join their ranks.

Since you're going to be here for the next ten years, have +**1000 Choice Points** to empower yourself with.

Starting Out

Modes

Modes are not mutually exclusive, but use common sense when blending them. Each version of the world created by these modes is intentionally light on canon and heavy on author interpretation. As always: fanwank responsibly.

Standard Mode
The world you enter closely resembles our own. The year is 2025. Twenty-five years ago, an obscure millenarian cult made a discovery that changed the world: with the right combination of mental practices and intense meditation, an individual can access an infinite archive containing the past and present states of reality. Mastering this connection takes years of disciplined study and practice, akin to priesthood or becoming a medical doctor, so access remains limited to those who are truly dedicated, or at least somewhat dedicated plus well-funded.

Supplement Mode / Crossover Mode

You may apply this jumpdoc on top of another setting. In this hybrid world, the Akashic Records were discovered at some point in history, subtly or dramatically altering the setting's development. Track CP budgets for each jumpdoc separately.

Out-of-Context Mode
This world is indistinguishable from our own, except for you. You and anyone else brought in by your choices in this jumpdoc are the only ones with access to the Akashic Records. Use this mode for a more isolated, subtle experience of power and discovery.

Homebrew Mode
The world you enter is entirely up to you as the author. Perhaps the Akashic Records have always been part of human civilization, or perhaps they are discovered on the eve of the Jumper's arrival. Please share whatever you come up with.

Age and Gender and such

You may choose an age above 25 in this world - anyone younger will not have had the time and maturity to learn to access the Akashic Records, let alone wield the mastery you will have. You are free to choose your own gender as you enter this world.

Location

Roll 1d8 or choose any location on Earth for **100 CP**. If you're entering a world other than Earth, use a similar list of populous areas spread throughout the setting by geography and population.

1. **São Paulo, Brazil -** The São Paulo metro area is Brazil's financial and industrial heart, with a sprawling urban core that drives roughly one-third of the country's GDP through manufacturing, services, and cultural industries.
2. **Moscow, Russia -** As Russia's political, cultural, and scientific epicenter, Greater Moscow dominates national GDP and is noted for its mix of historic grand avenues and rapid post-Soviet commercial growth.
3. **Lagos, Nigeria -** Nigeria's megacity is its busiest port and financial heart, characterized by dynamic entertainment and creative industries but also by rapid informal growth.

4. **Dar es Salaam, Tanzania -** Tanzania's largest city and port on the Indian Ocean, Dar es Salaam drives national trade and is a gateway to East African inland markets.
5. **Tehran, Iran -** Iran's capital and largest city, Tehran anchors the country's administrative, cultural, and high-tech industries in a mountainous northern basin.
6. **Lahore, Pakistan -** Pakistan's cultural capital near the Indian border, Lahore drives textiles, tourism, and higher education in Punjab province.
7. **Colombo, Sri Lanka -** Sri Lanka's executive and financial capital on the western coast, Colombo anchors the island's trade, tourism, and services sectors.
8. **Manila, Philippines -** Metro Manila is the Philippine archipelago's chief economic and population center, with a wide variety of markets, entertainment options, and the historic Intramuros district.

Origins

Choose one of the following Origins. There is no Drop-In Origin, but there is an equivalent Drawback if that's what you want.

Seeker

Seekers are those who delve into the Akashic Records hoping to solve mysteries or recover lost knowledge. All of the first Akashists were Seekers, but nowadays, many non-mystics pursue this path for reasons of scholarship. Seekers' signature technique involves surrendering control and trusting the Records to guide them to find what they're looking for.

Querent

Querents view the Akashic Records as a vast dataset, ripe for analysis. Their methods tend toward the analytical and methodical, transforming chaos into clarity and hoping to reveal hidden patterns. Many Querents are sponsored and employed by government agencies and corporations, though some are dedicated hobbyists.

Querents' trademark approach is to pose a numerical question about the records in their vicinity..

Pilgrim

Pilgrims aim to bring the full depth of the Records to life through full sensory immersion. The first Pilgrims came from privilege and leisure, seeking to explore the Records the way their peers might go on Safari or summit Everest. Recently, Pilgrim techniques have been used for forensic and even commercial entertainment purposes. Pilgrims are able to turn the information from the records into a rich sensory experience, and explore from there.

Perks

General Perks

Akashic Record Access - Free for Jumper and any imported Companions
You can access the Akashic Records through meditation. How you perceive the Records depends on your mindset, culture, or personal framework. A Japanese Seeker might experience them as a vast library, each soul represented by a shelf of books, each book a narrative from a different perspective. An American Querent might see an endless archive of ledgers and technical manuals in a fluorescent-lit basement. A Greek Pilgrim might find themselves soaring above a miniature living landscape, watching it shift through time as though viewing a divine model train set. No matter the form, your access is strictly observational. You cannot change or alter the Records.

At first, you can only enter the Records at your current geographic location and time. To explore other places or eras, you must travel within Record-space. Initially, this is slow: geographically, you move at your own running speed; temporally, you can move roughly 100 seconds forward or backward for each second of focused meditation. With practice, these speeds will improve. If you possess a physical *artifact* from a specific place and time, you may use it as an anchor to enter Record-space directly at that moment and location.

You can study people, places, or events by observing their echoes in Record-space, similar to reading a book or watching a memory play out. However, this process is slow and mentally demanding without other perks to streamline it.

The Records are shaped by thoughts and emotions. Events involving many observers or powerful feelings, such as weddings, funerals, or concerts, tend to leave dense, vivid impressions. Isolated or emotionally flat times and places, like a deserted island or a routine commute, leave only faint traces if any. The Records contain virtually no data from before the emergence of symbolic human language (~135,000 years ago), and the farther you reach from your own time and culture, the more alien and harder to interpret the information becomes.

Future jumps will have their own Akashic records for you to access, but the records across different worlds and universes are not connected, and you can only access the records of the world you're currently in.

Akashic Disciple (400 CP)
You are a savant when it comes to mastering the skills of an Akashist. Time spent leisurely interacting with the Records is as productive for you as focused training would be for others. You enter the meditative state required to access the Records in half the usual time, and once within, you traverse them at twice the normal speed.
Additionally, you possess a rare gift for teaching about the Records. Under your guidance, a dedicated student can learn to access the Records in five months, a process that would otherwise take five years using conventional methods.
This perk is a **Signature Booster**, granting additional benefits to each Origin's Signature Perk.

Seeker Perks

Attune (Signature, Free for Seeker, 400 CP for others)
By aligning your consciousness with the subtle currents of the Akashic Records, you bypass the need for pinpoint accuracy in time and location. Rather than trying to reach a specific moment and place, you simply pose a question and let your senses drift as the Records guide you to the relevant thread of knowledge. Questions such as "What was the secret of Greek fire?", "Was there a real person behind the legend

of Quetzalcoatl?", or "What is the origin of the Voynich Manuscript?" can be answered through Attunement.
When you attune, a quiet resonance in your mind acts like a metaphysical compass, narrowing the infinite archive to its most promising leads. This ability dramatically reduces the travel time and mental effort needed to reach distant or uncertain areas of the Records. With practice, your attunement grows stronger, unveiling hidden connections and lost wisdom that might otherwise remain forever obscured.

> **Signature Boosted:**
> Your Attunement can divide like the branches of a great tree, allowing you to follow multiple possibilities at once. Some questions have more than one answer, and rather than following just one path now, you can follow multiple. A mythical hero might be a pastiche of the deeds of many mortals, or a document may be the work of multiple authors iterating or collaborating. This allows you to explore alternative interpretations, comparing them as you go, and even find hidden facets that other Seekers would miss. After some practice, you can even learn to divide your attention between the physical world and the Akashic, performing simple tasks such as walking or tidying up while meditating on the Records.

Intuitive Synthesis (Free for Seekers, 100 CP for Other)
Years of disciplined inquiry allow you to extract vital clues from even the vaguest impressions in the Records. When you receive a fragment such as an incomplete image, a scattered data point, or a fleeting sensory cue, you can quickly piece together a coherent understanding of its essence. This knack for reading between the lines allows you to bridge informational gaps and uncover leads that others might miss. It's like assembling a puzzle from a few scattered pieces, and knowing what the whole might look like.

Didactic Mastery (200 CP, Discounted for Seeker)
You have refined the art of teaching the arcane and abstract, making even the most convoluted metaphysical concepts accessible. Whether you're guiding a novice through the Records or presenting your findings to a skeptical audience, your explanations resonate with clarity and insight. Your pedagogy not only crystalizes your own understanding but also enhances the mental focus of those around you, making collaborative research and collective discovery more effective.

Esoteric Cartographer (400 CP, Discounted for Seeker)
Your intimate communion with the Records has bestowed you with a mental map of its vast terrain. You can visualize the interconnecting threads of history and uncover less-traveled pathways leading to forgotten knowledge. This mental cartography grants you a refined sense of direction, allowing you to identify the most promising routes even in the murkiest, most uncertain epochs. This functions outside of the Akashic Records as well, giving you a sense of secret passages in real space as well as thinning of dimensional veils in a fantasy setting, what's beyond a wormhole in a sci-fi setting, and similar phenomena.

Amber Path (600 CP, Discounted for Seeker, Requires Attune)
You can turn your attunement to glimpse potential futures. In this state, you select an inflection point: a moment where actions taken by yourself or others could meaningfully alter what lies ahead. The Records reveal a spectrum of possible outcomes. You don't receive a fixed prophecy; instead, you gain intuitive insight into the factors that may render a particular future more or less likely. This forward-looking vision allows you to estimate the consequences of various actions, identify key turning points, and even suggest subtle interventions. The information is inherently probabilistic, and interpreting it requires careful thought, but it can guide your decisions and inform strategic planning in both personal and broader contexts.

Querent Perks

Aggregate (Signature, Free for Querent, 400 CP for others)
You can interface with the Akashic Records in the form of structured data, enabling you to query local information with remarkable speed. You might mentally visualize a console, spreadsheet, flowchart, or a concierge desk, but the function is the same: you can ask the Records questions like "What percentage of people in this town believe in ghosts?" or "What was the median lifespan of those who died here in the last decade?"
This process is fast and efficient within the local region (roughly city-scale) and current era. As you range further in time or geography, or ask for more detailed or specific information, the process becomes increasingly slow and difficult. A broad query might return in seconds, while a specific multi-filter search (like "First and last names of all redheaded women in France who believe in reincarnation and lost

their fathers before age ten") might take hours or even days of focused concentration.
Information must exist in the Records to be retrieved. Regions or eras with minimal human mental activity will yield sparse or absent data. You cannot use this to retrieve exact transcripts or relive events, but your strength lies in seeing the forest, not the trees.

Signature Boosted:

By intuitively weighing countless unseen variables, you have learned to query the Records for short-term probability forecasts. You may query the Records about the likelihood of specific, mundane actions occurring in the near future. Initially this is limited to ten minutes and a radius of ten meters around you, but after years of dedicated practice, you may stretch this up to twelve hours and 500 meters at most.

The forecasts are answered as simple percentile probabilities, useful for short-term planning, social navigation, or avoiding mistakes. You might ask "How likely are those guards to rotate positions within the next ten minutes?" or "For each of my team members, what is the chance that they will laugh at this joke?". You won't receive visions or guarantees, but you'll gain a statistical edge.

Query Pro (Free for Querent, 100 CP for Others)
You gain a professional understanding of any query language you encounter, including Akashic Querying and systems like SQL. You can estimate how long it will take for a query to return results, and if you take a minute to proofread a query, you will be aware of any potential issues or misinterpretations of the request.

Master of Presentation (200 CP, Discounted for Querent)
You know how to represent data accurately and in a meaningful way to your target audience. You can make intuitive and aesthetically pleasing visualizations with minimal effort. Your slide decks are top notch and your skill at sharing them is too.

Outlier Instinct (400 CP, Discounted for Querent)
You have an uncanny sense for spotting the data point that shouldn't be there. Whether it's a subtle statistical anomaly, a buried contradiction in a narrative thread, or a number that feels "off," your mind reflexively flags these outliers for

deeper inspection. With effort, you can trace them to their cause, whether deception, anomaly, or eldritch interference.

Metaquery (600 CP, Discounted for Querents, Requires Aggregate)
You can ask questions about the questions. You're able to interrogate the Akashic Records regarding the shape, structure, and metadata of queries themselves, yours or others'. This lets you determine who asked what, when, how, and even why, assuming those things are encoded. With effort, you can trace query trails, uncover motivations behind searches, and infer entire frameworks of hidden research.
Outside of the Akashic Records, you seem to have a sixth sense for knowing what kind of questions a person might be thinking at any given moment.

Pilgrim Perks

Manifest (Signature, Free for Pilgrim, 400 CP for others)
You may draw forth Akashic echoes: ephemeral recreations of people or places as recorded at a specific point in time. These are not illusions or constructs, but something like a full-sensory Virtual Reality re-creation, perceived only by you. No one else can see, hear, or interact with the manifestation.
Echoes behave as they did in the recorded moment: a wise scholar summoned in their youth may not remember the knowledge of their later years; someone manifesting from a moment of anger or fear may respond with hostility. Mental impairments or personality changes present at the recorded time persist in the echo. They cannot be forced or coerced to cooperate, and treating the echo with hostility or irreverence will destabilize and end the manifestation.
Most Pilgrims use this gift for personal exploration, remembrance, or even recreation, but in recent years, it has been put to work for forensic or investigative purposes.

> **Signature Boosted:**
> You can now bring others with you into a manifestation. While the echo is still anchored in your consciousness, you may choose to project it into the perceptions of up to eight willing participants meditating with you, allowing them to see, hear, and even feel the Manifestation as vividly as you do.
> This shared experience is fully synchronized, offering group insight into the subject matter and opening new doors for collaborative investigation or teaching.

Expert Pilgrims have begun offering this service as an exotic vacation alternative.

Social Chameleon (Free for Pilgrim, 100 CP for others)
You slip into unfamiliar contexts with ease. Whether it's a courtroom in 1850s Boston, a rural village in pre-Columbian Mesoamerica, or a high-society party on a Martian orbital, you instinctively mirror local behavior, tone, and customs. You don't automatically gain knowledge of specific rules or languages, but your demeanor, posture, and general conduct never feel out of place. You're unremarkable in exactly the right way.

Sense of Place (200 CP, Discounted for Pilgrim)
You have an intuitive grasp of context and atmosphere within any Akashic setting. When stepping into an echo, you immediately understand the emotional and social tone of the space: tension, reverence, despair, celebration, etc. This extends to the metaphysical "mood" of the Records themselves, allowing you to avoid emotionally disruptive memories and identify unusually vivid or significant points at a glance.

Sensorial Memory (400 CP, Discounted for Pilgrim)
Your five senses have become extremely fine-tuned. It's not superhuman enhancement, but precise perception, contextual recall, and emotional richness. You remember the taste of wine you drank years ago, or the texture of a specific fabric from a single glance. You can identify spices in a meal, detect subtle mood shifts by smell or ambient tone, and recreate a voice or atmosphere with eerie accuracy. You are a highly competent representational artist in sculpture, paint, and digital art. This serves you well in Records immersion, but it also enhances storytelling, disguise, gourmet cooking, and romance in equal measure.

Living Record (600 CP, Discounted for Pilgrim, Requires Manifest)
You have begun to blur the line between observer and memory. By fully immersing yourself in an Akashic echo, you can temporarily "inhabit" the moment as though you were truly present. You feel what was felt, know what was known, and can act, subtly and ephemerally, within the boundaries of the scene. You cannot alter the past, but the experience becomes deeply real, and in rare cases, echoes may respond to your presence in meaningful ways. The Records know you as a visitor.

Items

Very similar items can be imported to merge functionality for free. At the start of each jump, you can decide if a property is attached to your warehouse, free-standing, or attached to another property you own.

General Items

Meditation Clock (Free)
A simple, precise timekeeping tool that supports deep focus. Provides alarms, timers, and countdowns that will notify you without impeding your concentration.

Meditation Aids (50 CP)
A nice cushion, a box of incense that suits you, an eye mask, earplugs, baoding balls, and a collection of recordings soothing to you. None of these are magic, but each can help in its own way.

Seeker's Robe (50 CP)
A loose, ultramarine blue robe once favored by the cult that first discovered how to access the Akashic Records. In the 25 years since, it has become a recognized symbol of the Akashic tradition, often worn when acting in an official capacity. Yours is always clean and pressed.

Mental Artifact Pills (100 CP)
Take one of these pills while accessing the Records to form a strong mental connection to the current place and time you're observing. This connection works as an *artifact*, allowing you to easily return to that same place and time in the records as you begin a meditation session. You start with ten pills and receive one additional pill each month.

Home Gym (100 CP)
Professional meditation is a sedentary career, and most Akashists need more exercise. Somewhere between a large home gym and a small hotel gym, this room has a good variety of equipment, including strength training, cardio, flexibility, and

recovery tools. The equipment isn't suitable for superhumans by default but will retain any enhancements (like supermaterial alloys or weight enchantments) if you're capable of making them.

Meditation Chamber (100 CP / 200 CP)
A comfortable room perfectly tailored to your comfort and needs during meditation. The furnishings and style update to reflect your tastes. Costs **100 CP** for a personal chamber. For **200 CP** total, the space is large enough to also accommodate eight others.

Encyclopedia Set and Pocket Reference (200 CP)
A shelf of books that helps you understand and locate subjects of interest within the Akashic Records. Functions as a traditional encyclopedia set but includes place and time information suitable for helping Akashists locate subjects. Includes a pocket guide that summarizes major entries and functions as an index to the full set. If you choose, the books may update at the start of each jump to reflect the local history of that world, as much as could be compiled by a dedicated group of ten dedicated scholars in a year.

Amnestics, Semi-Amnestics, and Promnestics (200 CP)
A versatile memory toolkit. Amnestics prevent memory formation entirely, ensuring your actions leave no echo in the records (unless observed by others).
Semi-Amnestics make memories hazy but not entirely absent, and are popular with people seeking some degree of privacy. Promnestics reinforce memory encoding and deepen your presence in the Records, and have become commonplace at study sessions. All are non-addictive, temporary, and reversible. Enough pills for one heavy user, refilling weekly.

The Black Room (400 CP)
A fully-equipped modern conference space of approximately 500 square feet, comfortably accommodating up to 25 participants. When the door is closed, the room becomes a true blind spot: no event within is recorded in the Akashic Records. It is completely impervious to scrying, telepathy, clairvoyance, or any other supernatural or technological surveillance. No sound, electromagnetic signals, or information of any kind can pass through its boundaries. Once the door opens or anyone exits, however, memories may be read, compelled, or traced; the human element remains vulnerable.

The Akashic Multiverse (600 CP)
A hand-sized cube of translucent amber, within which infinite smaller cubes seem to reflect endlessly—like twin mirrors facing each other. Normally, Akashists may only access the Records of the world they currently inhabit. This object changes that.
By using the cube as the focal point of your meditation, you may instead choose to access the Akashic Records of any world you have previously visited. Each time you leave a world, the cube stores a perfect snapshot of that world's Records as they existed at the moment of your departure. If you later return, the cube will seamlessly update to reflect all changes since your last visit.

Seeker Items

Meditant's Veil (Free for Seeker, 100 CP for others)
A soft hood, mask, or headband that helps filter out distractions and stabilize brainwaves. Reduces fatigue and strain during long meditation sessions, and is suitable for other tasks that require sustained concentration as well. Durable, machine-washable, and comfortable (not guaranteed to be stylish).

Lost Records (Free for Seeker, 100 CP for others)
Despite other Seekers searching for decades, you are the only one who has found this (so far). The millenarian cult were not the first to find the Akashic Records, and you uncovered records of the original users. These are your notes on who they were, where they lived, and when they practiced. These notes could upend modern Akashic scholarship, making you famous, or infamous. In future jumps, this notebook updates to include scattered references to other forgotten practitioners (if any), preserving its value across worlds.

Hermitage (200 CP, Discounted for Seeker)
A humble, off-grid retreat tucked into a secluded location of your choosing, such as an urban rooftop, forest glade, or mountain slope. No electricity, no noise, no uninvited guests. Always stocked with firewood, clean water, and dried staples like rice and beans. Can accommodate nine people comfortably. This property is self-cleaning and nearly impossible for others to locate through mundane or supernatural means, even Akashists skilled at sensing places through the Records.

Artifact Club Subscription (400 CP, Discounted for Seeker)
Once per month, you receive a mundane but symbolically resonant *artifact* related to something you're currently investigating, or something a greater intelligence thinks you ought to look into. Artifacts may be historical (a century-old diary), artistic (a prehistoric sculpture), or deeply personal (a lost wedding ring). Most do not have any other special properties, but are potent for sympathetic or sacrificial magic if you can do any. Once per jump (or ten years), you will receive an artifact with a minor magical property such as a pocket mirror that reflects things which would otherwise be invisible. All artifacts are also quite valuable to artists, scholars, or other Akashists, and somehow always resonate well when given as a gift.

Querent Items

Demographic Database (Free for Querent, 100 CP for others)
This is a mundane database with basic demographic information covering approximately one billion people in the region where you began this jump. It has information on age, employment, ethnicity, languages, wealth, religious affiliation, and political leanings for blocks of approximately 5000 people / the size of one US zip code. Updates to contain similar information in future jumps, even when there is no census or similar authority.

Akashic Agent (200 CP, Discounted for Querent)
A handheld device (or smartphone app if you choose to import) for making simple queries into the Akashic Records while you are not meditating, but only with novice-level speed and proficiency, that cannot be upgraded or enhanced. It can perform Attune, Aggregate, or Manifest tasks if you have those perks. Requires a minimum of one hour to rest after a task, up to 24 hours for complex tasks.

Metaphysical Data Partition (400 CP, Discounted for Querent)
This external storage device somehow bridges the physical and Akashic realms. It offers limitless storage capacity and interfaces with any computer you own. It logs all activity from your Akashic Agent (if you have one), your movements through the Akashic Records, and any mental notes made while meditating.
If you have the Aggregate perk, you can permanently store the results of your queries and use them as supplemental data in future inquiries. If you have Attune, you can record full paths of your travel through Akashic time and space, and cross-reference them with other sources (like the Encyclopedia Set). If you have

Manifest, you can store full 3D models of people, places, or things you manifest, along with transcriptions of events observed.
All stored data can be accessed for both mundane and supernatural purposes, such as feeding a ritual curse targeting everyone found in a particular query, if you're into that sort of thing. The device is only accessible to you, and appears to be an impenetrable black box to other Akashists.

Pilgrim Items

Trust Fund (Free for Pilgrim, 100 CP for others)
Grants a reliable, secure income analogous to $10,000/month (2024 USD). The funds arrive reliably in a form suited to your environment, whether direct deposit, an envelope of cash, a pouch of gemstones, or another contextually appropriate form of value.

Art Studio (200 CP, Discounted for Pilgrim)
A 300 square-foot studio with dedicated spaces for painting, sculpting (in clay), and digital art creation. The lighting is perfect and the right tool is always at hand. The area is cleaned and supplies are replenished overnight when unoccupied. Provided supplies are mundane and consumer-grade: no endless supply of jeweler's gold or enchanted pigments here.

Sense Projector (400 CP)
A wearable headset that records your visual and auditory perceptions during meditation. It can transmit to a screen/projector and speakers, or worn by another to play back a recording. By default, the playback is slightly lower than real-life fidelity. However, if paired with the Metaphysical Data Partition, it upgrades to full fidelity and captures all five senses, not just sight and sound. Outside of Akashic meditation, the headset functions as a fully-featured VR recording and playback device, compatible with other digital systems.

Companions

You may import, create, or recruit up to eight companions during this jump, in any combination. Non-imported companions and followers may still visit the world, but any powers or items they possess that are incompatible with this world's context will not function while they're here.

Import / Create (50 CP each)
You may import existing companions or create new ones to originate from this world. Created characters must plausibly fit the local setting in terms of knowledge, background, and abilities. Each companion created/imported this way gets an origin and **500 CP** of their own to spend on perks and items.

Recruit - Free
You may recruit anyone you meet here to become a companion on your Jumpchain. You will get a chance to meet them and make a favorable first impression, but whether to leave their world behind and join you is their choice. They retain their memories and experiences, but none of their abilities from this world are fiat-backed unless you also choose to import them.

Akashic Echo (200 CP each)
You may export an Akashic Echo of anyone who has ever lived, at any point in their life. Like a Recruit, they ultimately decide whether to join you, and while they retain their knowledge and personality, none of their abilities are fiat-backed unless you also choose to import them. By default, an Echo exists as an invisible and intangible presence, visible and audible only to you and your companions as a translucent, ghostlike figure. They may gain a physical body as an alt-form if imported into future jumps.

Drawbacks

You may take as many drawbacks as you wish, but you can gain at most **600 CP** from them. This cap reflects the inherent tradeoff of drawbacks: they limit your capabilities, and those constraints drive creative problem-solving. Remember, drawbacks must ultimately impose limitations. If a drawback seems to offer a benefit, it must also cause an equal or greater hindrance; think of it like a monkey's paw.
Selected drawbacks also affect your companions. They gain half of your drawback benefit, up to **200 CP** extra for each companion.

Measure Time Against What (+0 CP, Mandatory for all)
The Akashic Records depend inherently on the passage of time. Until you complete this jump, none of your perks, items, or abilities can alter the natural flow of time. This includes time travel, time-stop spells, bullet time, hyperbolic time chambers, or any similar effect. This applies to everyone in this world.

Extended Stay (+100 CP)
You must remain in this world for an additional ten years, facing the long-term consequences of your actions. This drawback can be taken multiple times, but only the first grants CP.

Reply Hazy (+100 CP)
While others receive clear and unambiguous readings from the Records, yours are murky and error-prone. You average 50% accuracy rate. No amount of repeated attempts or other out-of-context divination abilities can help you. Any of your companions are similarly afflicted, but non-companion friends and allies from this world are not.

Everybody's Business (+100 CP)
Learning very simple Akashic Record techniques is now much more accessible. Every neighborhood has at least one busybody who can investigate local and recent records, and they love to gossip. Enforcers of legal and societal standards never

notice or bother with these snoops. No matter where you go, people are going to know the details of your love life, dietary habits, etc.

Who Watches the Watchers (+200 CP)
Following a series of scandals, even the most laissez-faire governments have instituted strict controls on Akashists. Expect mandatory registrations, sworn codes of conduct, and even government-employed Akashists monitoring your actions. You will be subject to frequent questioning, interrogations, and unyielding scrutiny, which will only increase if you break local norms or use the Records inappropriately.

Memory Lockout - +200 CP
For the duration of the jump, you lose access to all of your out-of-context memories, including skills. You will know only the things that would be known by your origin. If you are also a drop-in, you show up as a complete amnesiac, knowing only the local language, extremely basic life skills, and how to use any perks and items you've purchased in this jump with **CP.** You still have access to your other perks and items, but you are unaware of them and lack skill to use them. Maybe you'll discover them by accident?

Power Lockout - +200 CP
For the duration of the jump, you lose access to all of your out-of-context powers and perks.

Item Lockout - +200 CP
For the duration of the jump, you lose access to all of your items from outside this jump, as well as your Warehouse (or equivalent) and anything inside or connected to it.

Danger (+200 CP)
This world is much more dangerous than it would be otherwise. Anti-Akashist forces will hunt you down and try to capture or kill you at least three times during your jump. No matter what out-of-context abilities you bring to this jump, these forces will find some leverage on you. No matter how many threats you neutralize, new ones will arise.

Enemy (+300 CP)
A rival with abilities similar to your own, complete with out-of-context powers, will be out to get you. They begin with minor sabotage and misdirection, eventually escalating to ruin your reputation and disrupt any of your progress or accomplishments. Threats will extend to your loved ones, and ultimately to you directly. No matter what measures you take, you cannot kill, dissuade, or permanently deter this enemy.

Drop-In (+400 CP)
You appear in this world with a generic, base human body and no pre-existing connections. You do not gain the benefits of an Origin, meaning no free or discounted perks and items. Anyone inspecting your past will only see your inexplicable arrival, sparking further attention and inquiries.

Conclusion

Your time in this world comes to an end. What happens next?

Stay Here - You've found your place in the multiverse, and you're going to put away your jumping shoes and stay here permanently.

Go Home - This was the last straw? Or perhaps the finishing touch? Either way, you've had enough of other worlds, and return to your origin world, with all your perks, items, and companions joining you there for the rest of your days.

Continue On - Off to the next world with you. Keep your knowledge, and any perks and items you've purchased with **CP**.

Notes

Although it is not based on any particular piece of fiction, I took inspiration from "Ra" by qntm.
Cover image is from ChatGPT. I support artists, but am not one myself.

Canon

I've left the "standard" canon intentionally sparse to encourage a wide range of interpretations. Even with a high barrier to access, there would be incredible consequences...

- High-value secrets would no longer be secret. Information security would likely revolve around planting many false trails and plausible deniability. Consider the Wallfacers from Three Body Problem.
- Religious mysteries and miracles would be among the first things investigated by the early Seekers. What they'd find is up to you, but I'm imagining no evidence found for divine intervention, which would probably result in a jihad against Akashists and a growing religious movement claiming that the Records are lies planted by the Devil.
- As I imagine it, the Records are completely accurate (where present) and not susceptible to corruption, modification, etc. I think of it like accessing a different plane where you can only perceive but never influence.
- The difficulty of accessing the Records would lead to issues of trust, and many people making false claims. This world would have an even greater plague of misinformation than what we face today.
- Elaborate techniques for independent verification by multiple Akashists would arise, along with a host of other processes and technologies attempting to harness or subvert the power of the records.
- I imagine nothing supernatural in this setting aside from the records and the purchasable items which are only available to the Jumper.

Changelog

- **2025-05-03, v1.0:** jumpdoc created