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Generic Worldwalker

Welcome, Jumper, to the nexus of universes. The center point connects all realities together, and the roads that worldwalkers use to travel between worlds. Here take this:

+1000cp

Locations

Choose any of the following.

1. A Medieval Fantasy World
2. A Sci-Fi World
3. A Science Fantasy World
4. A Urban Fantasy World
5. Portal Nexus: This is a place that's filled with portals to various other universes. You can find your way back here after entering one of the portals.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

Perks

You get 5 Walk Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Walk Tokens being able to be used for 300cp perks.

Worldwalking (Free): The namesake ability of the worldwalkers. You have obtained the ability to use a blending of spatial and dimensional mechanics, whether through psionics, magic, technological, or stranger means, to travel to worlds beyond your own. Worldwalking itself is an intense and tiring experience, requiring significant time to recover the energy used with each trip.

Worldwalking is technically a teachable skill, though it is slightly different from person to person, making it rather inconsistent on whether a person can learn from a specific teacher.

Cosmetic Refinement (Free): As a one time benefit, you may change your appearance to suit your personal tastes that are natural for your species. You can apply this individually to each alt-form you possess or may obtain in the future. This can make you a ten out of ten in terms of attractiveness, however, this is based on your choices and can

leave you outside of someone's interests. This does not apply any supernatural qualities to your appearance. This becomes a part of your body mod post jump.

Race Change (100cp): You may choose a non-human race of your choice and change your race to that one. The first purchase allows you to rebalance your baseline statistics (strength, agility, intelligence, etc.) and add a few minor features such as dark vision or a longer lifespan. Multiple purchases of this perk allow you to boost your baseline statistics and add more or stronger features. Post jump, this becomes an alt-form.

If you possess the **Hybrid Vigor** perk, you may optionally purchase more non-human racial bloodlines to add to yourself.

Adventurer (Free/100cp): To be a Worldwalker is to be an explorer and a seeker of adventure, but it wouldn't do for you to be literally unfit to do any of that. Upon taking this, all previous health issues and ailments you had are gone along with any deterioration and/or damage. Additionally, this also enhances your core attributes (physical, mental, spiritual) to an extent, bringing them to near-peak levels of performance. However, for an additional 100cp each, totalling 300cp, you can bring those core attributes directly to the peak performance of your species.

Professional Expertise (100cp): Choose a field of study or a profession. You gain the equivalent of ten years of experience in that field or profession. You must have the ability to actually perform within that profession, so someone incapable of magic could not become a court wizard, for example. Can be taken multiple times.

Prior Training (100cp): Before becoming a Worldwalker, you were indeed someone with a past, and it is within this past that you have trained and developed yourself within your capabilities. You are able to take the potential for a powerset then grant yourself an ability of your choice as long as you have the potential for it including past experience in developing and practicing said ability. For example, if you have **Psychic Awakening** you can give yourself Telekinesis, or if you had **Arcane Schooling**, you could give yourself Ritual Magic. Can be taken multiple times.

Bootstrapping (100cp): You've gained the ability to have a constant awareness of everything at your disposal and insights how it can be used in both the standard and not-so-standard ways. This includes things in your environment that are readily accessible to you. This doesn't give you the skill on how to do these things, but the awareness may be enough to get you out of a sticky situation.

Youthful (100cp): You never seem to age past what would be considered your prime of life and are, in fact, ageless. This goes beyond that however, your body, mind, and soul are in their prime in all aspects. You retain the improved neural plasticity of a child while keeping the emotional maturity of an adult. Abilities and powers that grow with age will still progress in power and never diminish. You are immune to effects that would manipulate your physical, mental, or spiritual age.

One Power (100cp): You have learned how to funnel and combine any and all supernatural resource pools you may have into a single one that has the abilities of all such supernatural resources. The individual powers can, and will, grow separately and can be kept separate or separated from the combined power once more if you so desire. If you choose to keep them separated, for whatever reason, you are still able to convert one form of power to another, such as turning ki into mana or mana into psionic power, at will.

Transmogrification (100cp): With the collection of things that you are going to acquire throughout your travels across the universe(s), it would stand to reason that you will have some things that aren't cosmetically pleasing to behold. Any powers/abilities and items/equipment you possess may at will be changed in a purely cosmetic way so long as it does not have an effect on the actual functions and strengths of your abilities and items.

Self-Awareness (100cp): You have the ability to look at and gain complete awareness of your current physical, mental, and spiritual condition. This gives awareness of injuries to your body, mind, or soul, as well as ongoing outside conditions. If a piece is removed and is still viable and alive, such as a piece of your soul, you gain a rough direction and sense for the distance to that piece. This does not give you the ability to repair or influence these conditions, merely grant awareness.

Traveler's Dedication (100cp): You are able to easily motivate yourself or find the motivation to get yourself up and moving; an inner drive, facilitating the initiation and continuation of journeys or activities without succumbing to procrastination or a lack of enthusiasm.

A Mind for the Ages (100cp): You are suited to the unnaturally long life most worldwalkers have, giving you a perfect memory with unlimited storage and instant recall, a deep wellspring of patience, and are immune to the ennui that a long life would normally bring. Your mind also keeps itself in decent shape, allowing you to passively recover from PTSD or similarly developed mental conditions over time. Even induced madness from looking at an eldritch god would only take a week or so at most to fully recover your sanity.

Patient Null (100cp): You do not spread any disease you may carry unless you want to and are virtually immune to the negative effects of diseases as a whole, any benefits they may bring, few as they may be, are retained. Any disease you choose to spread does not affect any others you may possess, allowing you to be selective in the process. You can act as a carrier for any disease you come into contact with. Alternatively, you may suppress any diseases that you don't want to cause others to be indirectly affected by while you retain the benefits.

Fertility (100cp): You have complete control over your reproductive processes, making yourself completely infertile, so fertile it takes almost nothing to conceive, or anywhere in between to your whims. If you are female, you can even halt the progress of a pregnancy indefinitely. You can also control your own reproductive desires and ability to feel sexual pleasure of any sort with a similar degree of flexibility. You will still be able to find attraction and romance when such things are shut off.

Accelerated Learning (100cp): You learn at 5 times the speed you otherwise would have done so, doubled for Worldwalking. This can be purchased multiple times, each time increasing the multiplier by 5, to a maximum of a x100 multiplier with twenty purchases. All other multipliers to your learning speed apply multiplicatively.

Common Sense (100cp): For you, the saying 'when all you have is a hammer, every problem is a nail' doesn't really apply. You have common sense and never fall into the habit of using complex solutions when a simple one would do, nor do you fail to recognize bad ideas for what they are. If you could think about it and come up with a better idea when calm and a few hours to think, you will think of it when stressed and low on time.

Wanderer (100cp): You are used to traveling in all of its forms and are a skilled navigator as a result, able to create and call up mental maps that are exceptionally accurate and can have markers placed on them for points of interest. You also have the drawing skills of a cartographer, able to translate your mental maps into physical ones with relative ease. You also find that the difficulty of terrain has less of an effect on you or your ride, making the journeys you take much smoother and more comfortable.

Perspective (100cp): Your travels across the worlds has left you in a place with new rules and ideas, which you are able to unnaturally adapt quickly. You are virtually immune to culture shock except for the most extreme of cases and are easily able to shift your mentality to more easily handle changing circumstances quickly and with minimal stress on your mind.

Mental Imagery (100cp): With this perk, you are able to visualize images, objects, and information contained within your mind and project them onto the physical world around you. This can be helpful with a range of tasks, such as making calculations easier, conceptualizing building designs and plans, or even simply making it easier to write by having the letters form in real time before you. The perk can be toggled on and off, so as to not overwhelm you.

Polyglot (100cp): You are a natural when it comes to the learning of languages and will naturally learn them through simple exposure over time, as if you were actively studying during your every waking hour, so long as the language you want to learn is being spoken around you. Additionally, you can instinctively understand the intent of someone speaking to you, even if you can't understand their exact words, and never seem to lose anything in translation. Your language based abilities are improved upon with each language you know and learn.

Personable (100cp): You have a knack for forming connections and bonds with others, professional, platonic, and romantic all. You are a naturally empathetic person, able to read the emotional state of others, get into their heads to gain a better understanding of them, and avoid misunderstandings. You will always be able to connect to others, don't suffer lasting issues from social isolation, and can suppress or remove any social anxiety you may have. You are also quite charismatic and can easily put your best foot forward for first impressions.

Flow (100cp): You are a natural acrobat and athlete, with a fit body that has a good balance of strength, speed, agility, flexibility, and endurance. Your kinesthetic senses are well beyond peak human and give you an almost unnatural level of balance, manual dexterity, and body control. This also comes with an enhanced spatial awareness and understanding of motion in general.

Mixed Traditions (100cp): Coming across so many different ways to do things has allowed you to take the various methodologies and traditions you've encountered, and will encounter, and combine them to create variations that can work in a way more suited to your needs and desires. You will instinctively know what the best combination for you to use will be, but are not limited to just that methodology if you wish to expand your horizons or teach someone else a method more suited to them. This works for anything, be it sword styles, fashion, magic systems, or any variety of other techniques, styles, and traditions.

Worldsoul (100cp): You have obtained a method of blending in more easily when going to a new world, able to gain insight and an understanding of the culture and world you are going to, enough so that you won't break any taboos, serious laws, or cause any social faux pas. This also gives you a basic understanding of the most common language of the region you enter when entering the world. Practice will improve on the information given to you.

Sustenance (100cp): Worldwalking has had an odd effect on you, allowing you to subsist off of far less than most others would be able to and needing only a third the amount of food and water necessary for others to survive. On top of this, many things that would normally be indigestible or poisonous to you are now safely digestible and able to provide you with sustenance. Additionally, the upsides for anything you consume can be stored up for later use, allowing you to stop any effects from the substance until a later time when it is more necessary. This can be as simple as food and drink for later, but can also extend to potions that provide you a benefit being stored up for later. The downsides for anything you ingest are also mitigated by a large margin, though too much can still cause issues.

Hostile Worlds (100cp): Not all worlds are particularly safe to travel to, so you've learned to adapt. You no longer possess any need to breathe at all, are highly resistant to both low and high pressures, and have a tolerance for temperature extremes that could allow you to survive on most worlds you are likely to visit, and possibly even survive a brief trip to the sun. You are also resistant to the effects of radiation, only the most extreme examples having any chance of affecting you at all, and you can recover from even severe radiation poisoning with little issue.

Outside Context Problem (100cp): Any ability, equation, or technology that could be used to predict you simply fail to do so, either not providing any feedback or resulting in false information. Items in your possession and those you regularly interact with receive some measure of protection from the same as well. Additionally, more mundane attempts to read you, such as cold reading or lie detection, are less effective on you, though truly skilled individuals may bypass this to a degree. You can choose to instead provide information to any attempt to predict you, false or otherwise, rather than allowing the readings to simply fail or provide nonsense. Your own abilities are unaffected.

Fixed Existence (100cp): Your study of dimensional and temporal mechanics has reinforced your sense of self and left you inured to attempts to change your existence. Your memories and personality cannot be altered or tampered with in any way, even through indirect methods such as changes in the timeline. If someone were to alter reality or change the events of the past, you would remember both the original timeline and the current one, instinctively knowing which is which. Similarly, you are immune to being erased from history, able to keep on living even if a past version of you was killed and being unaffected by someone going into the past to paralyze you. This also gives you a resistance to reality warping or conceptual effects.

Incorruptible (100cp): Your soul is protected from outside influence, supernatural or otherwise, and is untouchable by any unless you actively allow them to do so. This prevents any and all forms of possession and corruption as well as acting as armor for your soul if it were to be attacked directly. You can also use this to slip out of even magically binding contracts without penalty or damage being done. Finally, supernatural maladies, such as petrification or curses, inflicted upon you will give you resistance to future attempts to inflict them. Taking this perk also restores your soul to a pristine, uncorrupted, and whole state, any outside influences and damage upon it being removed. In addition, you won't be considered a carrier of these corruptive influences unless desired.

Merits of Your Own (100cp): When you interact with anyone for any reason, their biases and prejudices that would normally be held against you don't seem to be weighed into the interaction unless it is to your advantage. Others will seem to simply ignore your race, age, gender, and myriad other qualities, including a monstrous appearance, when it is beneficial to you that they do so. You will find your merits matter more than any physical quality you may have and make it easier for you to earn the respect of others, including powerful entities such as deities.

Living Legend (**100cp**): Your achievements and deeds now have a weight to them and you find it ridiculously easy to amass fame and reputation. Word of these achievements and deeds spread like wildfire and are exaggerated to a degree to properly paint them in the realm of myth. Additionally, you will find that your legends have even reached across worlds to a lesser degree. Where others are forgotten, you are remembered.

Mysterious Stranger (100cp): You have gained the ability to hide your abilities from others. Through one method or another, you have made it impossible to detect, copy, steal, drain, or negate your powers and abilities without your direct actions to impart them. This protection even extends to your techniques and technology, preventing others from reverse engineering them through mundane or supernatural means entirely, though you can control exactly how much this is applied. To put this in simpler terms, you can effectively blackbox anything you can do and anything you create, to any degree you desire.

Within Control (100cp): You are able to turn down, turn off, or otherwise restrict your abilities, powers, perks, and even your more innate abilities such as strength or intelligence. In response to tuning your abilities, you don't suffer from the side effects of diminishments and instantly adapt to such reductions.

Analysis (100cp): You have developed and implemented a means by which you can scan creatures, objects, and magical constructs allowing you to create engrams within your mind, similar to a blueprint. At first, these scans will be largely surface level and give basic insights into it, but as your skills grow and you practice with this analytical ability, you will gain further insights and deeper scans that can carry more and more information about them, with a

deep enough scan allowing you to potentially recreate them. This can also be tuned to be used as a variety of other sensory enhancements. If a creature is willing, you can scan much more deeply than you could do so normally.

If you take Summoner or King of Arms, this perk is free. If you take Collector or Masquerade, this perk is discounted.

Identity Preservation (100cp/200cp): You had, at some point, died and then your soul reincarnated into a new body. While it was jarring at first, the experience had caused an interesting reaction with the nature of your soul. Your identity and personality have settled deep within your soul, becoming a reinforced, core part of who you are. Things that would dare to change your personality or identity, or cause ego death, would have no hold in affecting you if it was not of your own free will.

For an additional, you have figured out how to settle even more traits of personality and identity, such as beliefs and ideals, into your soul to become a reinforced, core part of who you are. This also makes sure that such things don't conflict with each other within your core identity.

Aspected (200cp): Upon purchasing this, you can choose a source of power that your abilities will gain elements and features of. Additionally, your abilities will be also subject to any empowering effects that also enhance and support the source of power you chose. Whether that source of power is psychic, magic, spirit, or even technological, to name a few, you aren't necessarily restricted in what you can choose. This may be purchased multiple times.

Summoner (200cp, Requires Analysis): Your abilities with scanning have been expanded to allow you to turn the engrams you create to be summoned as generic variations of the creatures you have . At first, you will only be able to create and maintain only a few such creatures that are limited in strength and lack any proper training beyond your mental commands and no real personality of their own. However, with time refining the scanning capacity, you can learn to incorporate training and capabilities from those you've scanned into your summons, making them stronger. Training your summoning will allow you to summon and maintain more of these engrams as well, making them easier to keep active. This can even allow them to develop their own personalities and become fully realized creatures, if you allow them to do so.

Collector (200cp): You find that you can use nearly any object, even if it would normally not register you as a proper user. A spaceship that requires a specific genetic sequence to pilot, a sword enchanted to only work for elves, or a crown that would kill a non-psychic but elevate an esper to a higher level can all be used by you even if you didn't have the genetic sequence, were not an elf, and were completely incapable of psionics. No restriction on such objects would apply to you.

If you possess the Analysis perk, you are capable of summoning copies of objects you have engrams of, with the quality of the summon being proportional to the quality of the engram. The more thorough the engram is, the more resilient the summoned copy is. Summoning these copies can be draining, the more powerful the engram used in the summoning, the more draining it is, however, you can train up the stamina necessary to summon them to allow easier summoning.

King of Arms (200cp, Requires Analysis): Your abilities with scanning have been expanded to allow you to incorporate/replicate the gene structures (or equivalent) of scanned entities into yourself. Certain bloodlines incorporated into yourself can open up new possibilities if those bloodlines have unique innate qualities to them such as an improved strength, innate magic, or special privileges. Though, adding bloodlines can cause varying degrees of hybridization depending on the quality of the bloodline such as gaining scales if a draconic bloodline is of a high enough quality. Fortunately, you are able to adjust the qualities of bloodlines you have scanned to not undergo

hybridization, however, the strengths of these bloodlines will diminish with lower quality. This perk, unfortunately, doesn't protect nor insure that certain bloodlines will not clash and harmonize with each other, so any incorporated bloodlines can be removed if needed.

Masquerade (200cp): You have the ability to create forms, called Masks from here on out, that you can swap to at will. At first, you will only have one Mask that is affected by the Cosmetic Refinement perk to have a different appearance from your own, but with time, focus, and training, you can create additional Masks with more varied appearances. If you have taken the Race Change perk, you may add the effects to each Mask, and can apply it differently to each form. Forming a mask takes considerable focus and a good deal of time, and once set the mask cannot be changed through this perk, though other means of changing the form may still function. However, you may effectively discard a Mask to create a new one, filling the slot the previous mask filled and allowing you to replace old forms you no longer use. Physical conditioning in one form will affect others, however, you can redirect the effects to a different physical attribute, such as training speed in your base form bolstering endurance in another.

If you possess the **Analysis** perk, you are able to use scans of individuals and apply their features towards the creation of a new mask. If you possess the **King of Arms** perk, you are able to create non-human forms based on the scans of non-human entities.

Simulacra (200cp): You possess the ability to duplicate yourself. At first, you will only be able to create a single clone of your body within arms reach of you, but with time and training you can expand this number and the distance these clones can be summoned. Clones produced by this ability are mentally connected and synchronized but possess their own streams of thought. This basically means that if one is aware of something, all of them are aware of it. A clone that is killed takes three days to regenerate and cannot be summoned until it has been fully regenerated. Your base form is considered a clone and can be regenerated so long as one of your clone bodies remains. If you possess any alternate forms you can create your clones in those alternate forms.

Hybrid Vigor (200cp): You possess some special trait in your body that allows you to unlock and utilize any special bloodlines or innate abilities that may be hidden in your DNA, regardless of how small or diluted they may be. This means that if you have any special traits or abilities that are hidden within your genetic code, they will be brought to the surface and amplified to their maximum potential. Through this, you will be able to quickly master and utilize any special abilities, advantages, or transformations that you may possess. This will allow you to reach levels of prowess and skill that are normally only seen in prodigies among those species.

Harmonious (200cp): You will find that your abilities and capabilities are not limited by things you have already learned, allowing such abilities to exist simultaneously within you even when they are normally mutually exclusive or otherwise incompatible. This extends to the effects of serums, rituals, blessings, and other acquired powers or abilities. Beyond this, you are a natural with skills and techniques that are innately harmful or have some manner of downside, and such harmful effects or downsides are reduced when you use them and can be trained to the point they no longer affect you in their entirety, given enough time and practice.

Blending Methods (200cp): Whereas **Harmonious** allows you to mitigate, and eventually negate, downsides to any abilities and capabilities, this is more synergistic. You will find that you can get any abilities, powers, and skills that you possess to work together near seamlessly, including abilities that would normally be incompatible with each other. With a great deal of effort, you can truly combine your abilities and skills to develop something new and greater, such that normally mundane capabilities can be combined to possess supernatural qualities. Additionally, with some practice you can even choose how you want these abilities and skills to combine, selecting components of abilities to merge into a whole.

This perk also works on your equipment, allowing you to merge effects with each other and/or your own abilities when they wouldn't normally be able to.

Always More To Learn (200cp): You have the ability to train anything you possess, even such things as your sanity, the quality of your soul, or even your perks. Additionally, you can always find a way to improve upon anything you decide to train, even if what you are trying to improve upon would be considered the peak of the ability, you can find a way to improve upon it.

Passive Progress (200cp): You have the ability to simply constantly improve, even when you are doing nothing. Any of your skills or abilities that can be trained up can be improved upon passively, at a tenth the normal rate you can train or develop your skills. You can only select one such skill or ability to improve through this perk at a time but can swap them at will, taking a few minutes for the effects to swap completely.

Universal Aptitude (200cp): When learning anything that normally requires a specific talent, aptitude, or quality to use it, you will find that you qualify and can learn it even if you lack that specific requirement. You will also find that you have access to the basics of any form of power required to use a particular power common to a world you enter through your worldwalking. This will not provide a particular talent, but will allow you to access such things by having the basic requirements to use them in the first place. If you already have a talent, you will have increased talent instead of just the basic ability to use it.

Perfected Recovery (200cp): No injury you receive is ever permanent so long as you live, whether that injury is physical, mental, spiritual, or even conceptual. This effectively gives you a slow form of regeneration that extends to your entire being, not just your physical body. You could even completely regrow your soul from scratch or recover your mind when most of your brain was destroyed if you were able to survive the experience. Your memories are also a part of your existence, meaning they cannot be erased through damaging your mind or brain.

Adaptive (200cp): Some worlds out there are outright hostile for those that travel to them. Worlds made out of Fire, worlds where the laws of physics are designed by madmen, or worlds that are just borderline unstable. This perk is designed to circumvent the contact you will have with these worlds by accelerating your evolutionary development to match the natives of these worlds or, if there are no natives, you will adapt to survive. These adaptations may even grant you access to new abilities thanks to your physiology being changed to suit the world you are in. You don't lose the adaptations upon exiting the world, being fully capable of suppressing these adaptations if you wish to look like yourself again.

Singularity (200cp): You are quite the rare existence even amongst worldwalkers. You are a singular entity across all realities, meaning that there are no other versions of you to be found even in the infinite expanse of universes. This has granted you absolute immunity to having your form copied, replicated, and cloned, all attempts either ending in failure or producing a very imperfect copy. In addition to this, your singularity also extends to your personal temporal line, meaning that you are only located in one timeline, and the creation of another timeline will see that you do not exist within them. Though, you can still time travel through your own timeline with past selves existing due to special circumstances.

If It Works (200cp): Anything that you learn on your journey as a worldwalker will continue to function even in future universes where what you learn wouldn't normally be supported by the local laws of reality. Such as finding a way to tame the curse of lycanthropy through a fairly simple, and entirely mundane, method would allow this same method to work on lycanthropes in future settings even if they are completely different from the kind you learned to counter originally.

This does not give you the necessary powers to learn these things, just that if you do learn them, they will continue to function.

Parallel Link (200cp): You are able to interconnect your abilities, facilitating their synchronization and mutual influence. In essence, if any modifications such as training, enhancements, or boosts are applied to one ability, the same changes will be reflected in the interlinked ability as well. As a starting point, you're able to link just two abilities, but with progression and time, your capacity to link additional abilities will develop.

Pushing the Limits (200cp): You have an innate knowledge on how to push and prod at a power, skill, or ability to open up new aspects to it, both your own and the abilities of others. You can expand on and change your abilities, to the point that an ability to create simple soap bubbles could be pushed to allow you to turn it into the ability to generate cleansing suds, create bubbles that explode with concussive force, or create barriers and seals that can protect and contain. This will work for objects that are imbued with special qualities, though it has little effect on simple technology (clarketech excluded), allowing you to push and develop them to a degree. These developments are not an innate part of the abilities or items and require specific knowledge and tricks to pull off, meaning that someone copying your abilities, or those of another, would not be able to use these developed abilities without first having the knowledge necessary to pull them off.

Kingmaker (200cp): You have a talent for spotting the potential and talents someone has and gaining insights into how to train someone to bring out that potential, as well as heightening it to a considerable degree. This gives you the ability to teach someone with considerable speed, baseline accelerating their learning to five times their normal speed, as well as applying some of your own learning speed to their ability to learn.

Additionally, you can bring out any traits or abilities that are dormant in an individual, activating those dormant traits or abilities and allowing them access to the power and the potential to unlock the full power, even if they would only normally have part of it due to its dilution. This can instead be used to alter one’s potential and form new abilities and traits, which can then be passed on to their lineage.

Empowerment (200cp): You possess a pool of power that you can push into an object you carry or creature you share a bond with, in doing so empowering that object or creature. This will naturally exaggerate the natural traits and abilities of the object, however, it also takes your desires into account when you are empowering the object, including potentially producing some magical qualities. As an example of this, a simple lantern can be enhanced to absorb, contain, and sustain flames within it, which can then be used to create a light that can reveal hidden things. You can reclaim the power from any object at will from any distance and will automatically do so if the object is destroyed or the creature is killed, the bond is severed from you, or if you fall unconscious. The more power is invested into an object or creature, the more it is augmented.

Charmed Life (200cp): You live outside the bounds of fate and are no longer beholden to its grasp, unless you wish to be. You are able to see the flow of fate and how it affects the world around you. This has a few different effects. Firstly, you are simply luckier than before, able to sense the ebbs and flows that allow you to avoid little mishaps and every day occurrences, as well as get some measure of sense for dangers as they come. Secondly, you can subtly alter fate's flow to a degree to make things a little easier for you or others, giving a bit of good fortune here and there or causing minor mishaps. Thirdly, the true power of this perk lies in your ability to 'sever' fate. In a brief moment, you can remove fate's hold on something to allow you to bypass certain restrictions. A foe that can only be defeated by a specific person or bloodline could be defeated by you under this effect, a door only usable by someone with a certain inherent quality would allow you to use it, you could save someone who is fated to die in a specific moment, etc. This does not last long normally and takes a toll on you spiritually, but if used right, you could defy fate entirely.

Technical Expertise (200cp): You are a scientific savant, having a high level of intelligence and comprehension of scientific and engineering principles that allow you to build advanced technologies. With this perk and the right resources, you could build a spaceship from scratch, even if you had to build the tools yourself. You also possess a few supporting powers such that you can use your hands as minor tools, such as using your fingers as if they were proper wrenches and screwdrivers, giving you extra leverage and torque. Finally, you can reverse engineer any technology or scientific principles you encounter, even ones that can interact with the supernatural, and adapt them to each world you go to. This has the effect of making those technologies a part of this perk and gives them the same guarantee of functioning as any other perk.

Arcane Schooling (200cp): You have been exposed to and learned magic of your own, whether formally instructed in a school or being self-taught, you have shown to have an exceptional aptitude for magic in all of its forms. You qualify to use any form of magic, though you must still learn how to use them. This means that you will have any internal resource necessary or any ability necessary to use the magic, so long as you work to develop it. A magic system that requires you to extend your mind into another layer of reality would only require you to learn of and develop the ability, and you will be detected as having the potential for it if you want to. Even magics limited to a specific race are not outside your ability to learn. Further, such magics become a part of this perk and gives them the same guarantee of functioning as any other perk.

Monastic Training (200cp): You have developed your martial prowess to the point where you've unlocked a degree of mystical ability as a result, whether through careful breathing, the manipulation of your own life force, the use of special combat movements, or any other method. While not true magic, you have a knack for incorporating certain mystical qualities to your actions, skills, and abilities to push them much farther, as well as methods in which the body can be enhanced through your own actions and training outside of simple physical conditioning and skill. This will allow you to develop and unlock the necessary internal abilities for any such techniques and methodologies you may encounter in your travels. This also includes any skill that is associated with magic but isn't magic itself such as alchemy. Any supernatural method of enhancing your physical abilities and/or skills that you learn will become a part of this perk and gives them the same guarantee of functioning as any other perk.

Psychic Awakening (200cp): You have experienced an event that has catalyzed and awakened you to the power behind your psyche, whether through experimental drugs, mental stimulation, sheer force of will, or any other method. Capable of equaling magic with the right use, psychic power is achieved by projecting/exerting upon reality to manifest supernatural effects and phenomena. Things like telekinesis, telepathy, willpower exertion, and soul sight are just a few of the things that are within your capabilities given time and study. Though this can allow you an array of techniques and powers at your disposal, you will still need to develop them. Fortunately, you will register as having the potential for any power of the psyche that you are exposed to. Psychic power, however, isn't only limited to the mind, it also extends to connections, willpower, spirit, belief and intent, allowing any supernatural ability related to the psyche as a whole to become a part of this perk and continue functioning as any other perk.

Patrons' Blessing (200cp): You are going to attract the attention of great and powerful entities in your travels across the worlds. Gods, devils, aberrations and stranger more, it is inevitable. These entities, if appeased through some method, may even bestow upon you boons and powers. However, these granted powers can be taken away just as easily as they have been given. With this perk, you are able to subvert having these powers taken away via internalizing them to be a part of you. This isn't only restricted to powers granted to you by higher powers, but also covers powers gained from things such as spiritual possession, and parasitic symbiosis.

Forbidden Lore (200cp): The saying goes, "Curiosity killed the cat", but, while you are curious, you are not the cat. Interactions with forbidden powers and taboo arts lead to your strange potential for them. You have abnormal luck in finding and discovering these forbidden techniques, you are subconsciously drawn to them like a moth to a flame though this can be ignored if desired. In addition, you are capable of learning any of these techniques in spite of

restrictions and requirements that would prevent you from using them. Finally, the negative consequences of using such techniques are mitigated - instead of facing death when using a suicide technique, you may be severely damaged and likely permanently crippled, but alive.

Sword-Lock Theorem (200cp): A long time ago someone proposed the Immovable Object meets an Unstoppable Force paradox and claimed that these could not exist thus such a collision would never happen. However, someone else proposed a theory using two opponents in sword-lock as an analogy: what if the Immovable Object and Unstoppable Force were not equal? Where one is much more absolute than the other one and was able to trump it? You now embody this theory. When you are faced with something else that is “Absolute” or “Perfect”, you are capable of pushing yourself into trumping over it with effort.

Cursed Blessing (200cp): The metaphysique of your existence possesses a curious quirk pertaining to anything that seeks to afflict it in a malignant way. Curses, diseases or other afflictions, get consumed and digested then alchemized into a form you can use with no detriments to yourself, though the more powerful the negative the longer it takes. This form can manifest in a variety of ways, be it in the ability to cast the curse that affected you or a new ability only vaguely related to the origin.

Integration (200cp/300cp): You have an interesting trait; you have access to a spiritual blueprint of your being that can show you even the smallest details of your being. Though useful, this is a more secondary aspect to perform the primary function. You are able to break down an augmentation (cybernetics, mad science, physical enchantments etc.) and then integrate that augmentation into your spiritual blueprint, making it truly a part of yourself that grows as you grow. For example, you could develop organic counterparts to cybernetic augmentations.

For an additional purchase, you are able to break down things that aren’t augmentations, nor meant to be, and then integrate it into your spiritual blueprint. For example, you could integrate computers, a car engine, or even crystals if you like. This will grant you abilities related to what was integrated into your spiritual blueprint though it will be somewhat random if you don’t direct how it integrates into you.

Simulated Experience (300cp): While you are conscious, you build up a reserve of time roughly equivalent to three times what you spend awake, to a maximum of 48 hours. This time can be spent to enter a simulation of your current location, to about thirty meters in every direction, where you can effectively enter a stable time loop within your mind and see the results of any actions you may perform until you choose to end the simulation or run out of time. This can simulate nearly anything so long as there is even the slightest bit of context for you to work off of in the local universe. This can also be used to safely practice more dangerous abilities or dangerous applications of your abilities, even being able to build up muscle memory to aid you. This is, however, a purely mental experience for you and cannot be used to improve your physical condition. This seems to take no time to outside observers.

Source Comprehension (300cp): You are exceptionally good at recreating the events that lead to someone gaining abilities and powers. Witnessing the lead up to someone gaining abilities will instinctively give you the knowledge of how a similar process can be replicated to give others abilities. Experimental trials, traumatic events, chemical injections, there isn’t a limit to what can be recreated.

Deep Dive (300cp): As a worldwalker, traveling to many dimensions and universes that have their own exotic physics and unique phenomena is just a fact, but there are other kinds of worlds that are yet to be discovered. These are worlds that form within an instant, that build themselves—conceptual and abstract places. You are able to enter and interact with realms that exist only in the mind—be it dreams, fears, hopes, or fantasies—whether your own or that of others. Each mindscape will be greatly influenced by the target and will be thematically appropriate to their character or powers. Though you will only be able to take out knowledge from these mindscapes, practice will allow

you to take out much more than knowledge. Any changes to one's mindscape can have repercussions for their owner in reality both beneficial or malevolent depending on actions taken within it.

Refinement (300cp): Whereas **Deep Dive** would allow you to travel to the conjured inner universes of other people, this allows you to travel into the inner world of objects and items. This perceived inner world or realm often manifests as a labyrinthine or dungeon-like structure, reflecting the intrinsic complexities and hidden characteristics of the item. These inner worlds are not empty or mundane; it's filled with various challenges and adversities that you would usually associate with a dungeon-like environment in usual roleplaying games. This includes entities that resemble monsters, intricate traps designed to hinder your progress, and puzzles that you must solve to advance further, all being the physical manifestations of the item's intrinsic imperfections and flaws. Overcoming the challenges as you advance through these seemingly unending dungeon floors causes changes to happen in the actual, physical makeup of the item. These changes mirror your progression and symbolize the "healing" or improvement of the item's inherent imperfections. This could be the fixing of cracks or damages, improvement in performance, removal of imperfections, and even some cosmetic enhancements.

Refined Form (300cp): Through some sort of ritualistic encounter, a profound connection has been established between your soul and your physical body, granting you unique abilities and mutations tied to your supernatural powers. As you practice and utilize your supernatural abilities, your body undergoes metaphysical mutations that enhance your skills in unexpected ways. These mutations are not random but intricately linked to the specific ability that triggered them, creating a symbiotic relationship between your powers and your physical form. For instance, if you possess the ability to manipulate energy sources, your body might develop specialized sensory organs that allow you to sense energy patterns with unparalleled precision. These mutations could manifest as glowing veins that pulse with the energy you manipulate, granting you enhanced control and understanding of your power. With each level of mastery, your body adapts further, ensuring that your physical form and supernatural abilities are in perfect harmony.

Master of Learning (300cp): Traveling the vast expanse of worlds opens doors to an unprecedented myriad of unique abilities, versatile skills, and proprietary techniques exercised by diverse beings. Normally, these capacities rest on specific prerequisites and requirements indispensable for acquisition and mastery. Yet, you have unlocked an uncommon method to sidestep these constraints. By keen observation of the utilization of any given ability, skill, or technique, you gain the ability to internalize the underlying principles, transforming the observed knowledge into a personal competence that you can leverage at will. This process is fueled by intensive contemplation, permitting the transmutation of the observed phenomenon into an actual skill within your arsenal. However, there is a constraint; your interpretation solely relies on observable information and your comprehension level. Consequently, you may not always manifest the exact replica of the observed ability, especially if its nature involves hidden or non-observable elements. For instance, if you observe an entity conjuring what appears to be hands of tangible darkness, you might replicate that action, but the nature of conjured hands might deviate.

Prestige (300cp): You are able to engage a reset on your capabilities, bringing them back down to their most basic level. The progress and experience you have made in the use and advancement of your capabilities is converted into a permanent growth booster to allow greater improvement of yourself. This reset can only be activated again once every year, but the growth boosters are additive and stack with each continued use.

Respecialization (300cp): There are various aspects to the abilities that you use. Aspects such as potency, utility, efficiency, and range–to name a few–are all a part of an ability's parameters. This allows you to fine-tune your existing abilities to suit your needs by bringing up a web-chart of your abilities within your mind's eye, permitting you to take from one aspect of a power then redistribute it into another aspect. Increasing utility parameters by taking from potency, or taking away from range to increase your efficiency parameters are all now possible by you.

Limit Break (300cp): Like a rush of adrenaline, an energy runs through you, pushing past your limits and entering a higher state. Through this energy rush you are able to temporarily overclock one of your abilities, greatly augmenting the parameters of its capabilities. Once this augmentation has ceased, you will feel an exhaustion that reaches in the deepest part of your being, leaving you greatly weakened and sluggish. However, if this isn't enough, you can push it, forcing this rush to continue past the period of safety and achieve even greater augmentation parameters. At the cost of having your abilities becoming unusable for a period of time like pulling a muscle.

Planar Communion (300cp): This comes in two parts: Firstly, you are able to establish a direct connection with the world you are in, allowing communication and interaction between you and the Will of the World. The mind of these worlds are utterly alien in nature, but can be at the very least understood by you such as emotional states and interests. However, this does not mean the Will of the World will automatically consider you for communication. A way of establishing trust and deepening the connection you have with a world is by completing tasks that appease it. For each task completed, it will reward you with a boon that will relate to itself, and you will curry more favor with the world that it may intervene and act as a "guardian angel" so to speak. Though another way of building up favor and trust is through smaller acts such as maintaining the environment or reducing pollution levels, however, this process is somewhat slower.

Secondly, you are able to draw on its Lifeblood, which is just a fancy title for the natural energy that flows through the world as a whole and in all living creatures native to the world. This effectively makes you a druid as you can then use the lifeblood that you have drawn on as a power source to perform supernatural feats in relation to the world that the lifeblood originated from. These can include communicating with the wildlife, shaping the environment, and/or manipulating natural phenomena in unnatural ways such as tossing bolts of conjured lightning, all at the cost of the lifeblood you have collected.

However, the further away you are from the domain of the world, the less power you can draw on and the less that its influence can act.

Multi-Expanse Consciousness (300cp): You possess a rare trait among Worldwalkers; a ubiquitous mental link that extends across dimensions to every iteration of yourself, forming a vast communication network. This extraordinary connection means that each version of you across every reality is simultaneously synchronized yet independent, permitting an exchange and consolidation of wisdom and knowledge, yet allowing individual autonomy. Leveraging this network, you can share experiences, leverage unique skills, plan collaboratively, and even coordinate simultaneous multi-reality actions. The idiosyncrasies between your multitudinous selves, the contrasting choices made, are no longer isolating variations, but rather interwoven threads of a grand tapestry of existence.

Sacrificial Art (300cp): You have learned something quite interesting and unique. You can perform the art of sacrifice; the capability to take two things you have and then combine them into a stronger form at the cost of the base components being permanently lost. You can choose to sacrifice skills, abilities, items, creatures, and even perks. For example: sacrificing your fire starting skills along with swordsmanship to gain a supernatural sword style that ignites flames capable of pyrokinesis. Although, as said before, it will be a permanent loss for those sacrificed, meaning you will not be able to re-learn swordsmanship and fire starting again. In addition, this can be used on others as long as they give you their willing consent.

Attachment (300cp): Your ties are to the unordinary, your inherent connection inextricably linked to the specters of the paranatural, to that which goes beyond the compass of the usual. You bear an intrinsic affinity that bares your spirit to the whispers of supernatural creatures, nebulous entities, and — on occasions and to a lesser extent — even mystically influenced objects or items. This establishes an initial congenial rapport with them, invoking a sense of curiosity and openness towards you. As a result, such beings tend to hold off any aggression towards you unless provoked or if they already harbor a pre-existing negative perception of you. However, this perk goes beyond mere

interactions; it empowers you to form profound bonds with these supernatural denizens and enchanted objects/items. These connections not only cause subtle aesthetic transformations on your physical form but also confer unique boons, each reflecting the essence of the entity or item you have bonded with. For instance, a bond with a hellhound could manifest as fiery veins coursing through your body and bless you with the startling ability to teleport through hellfire.

Concept Affinity (300cp): You are naturally aligned with a certain concept, possessing a beyond perfect affinity for it. Secrets and knowledge behind this concept is known to you, and you are granted minor abilities related to the concept. In addition, creatures that are related to your concept are friendlier to you, any situations or environments related to this concept grant an overall boost in performance, and any supernatural abilities you possess that are aligned with the concept will also receive a small boost. You may purchase this multiple times.

Keter (500cp): You can draw on the Light of your very potential. Raw, unrefined and directionless, passively drawing on this Light allows you to accelerate your own growth and development the more you draw on the Light. When you actively draw on the Light, you are able to bend the rules behind your actions and develop new capabilities with them such as forming afterimages if you are fast enough, or being able to parry a bolt of lightning if you are skilled enough. These, however, are the basic functions of just having the Light, if you practice you will be able to utilize the Light for more applications than its basic functions.

You cannot spend Walk Tokens to discount this perk.

Respawn (500cp): As a Worldwalker, you will be no stranger to the gleam of Death's scythe. However, plenty of Worldwalkers have truly met their end, and then there are those that have undone it. Now you are able to achieve the same. You are able to resurrect after meeting your end, your body simply remaking yourself nearby in relative safety. However, upon arising from death you suffer a harsh penalty: the trauma of your death is shunted off to your soul. Each time you come back your soul gets damaged and you lose a portion of your strengths. As long as you possess even a small piece of your soul, death has no hold on you. But if your soul can't handle one more resurrection then you'll be pushing up daisies before you know it. Depending on your death, the damage dealt to your soul will vary in severity.

You cannot spend Walk Tokens to discount this perk.

Demesne (500cp): As a Worldwalker, your insatiable curiosity and relentless study of the universes and dimensions you traverse have finally paid off. Through your dedicated research and exploration, you have unlocked the ability to create and design your very own personal worlds. These realms start off as humble dimensions but have the potential to expand into vast cosmic universes, and perhaps even transcend into untold dimensions with continued development. The method behind how you created your personal dimension does affect the end result somewhat, and the design and tailored specifications within your personal world, such as physics for example, will have effect on the end result as well.

Other than that, within your personal world(s) you are effectively a God and hold absolute, nigh-omnipotent authority inside your personal world and how it can affect you. Although you won't be able to change how the dimension works after you've set it up and can't do things like making an item that will turn you all-powerful in the real world as well. Though, your personal world gives you some power outside of it based on its nature, so you are not completely powerless when not within it.

You cannot spend Walk Tokens to discount this perk.

Items

You may spend your Walk Tokens in this section if you are so inclined.

Traveler Package (Free): This pack contains various items to allow you to travel with an ease of access to the bare necessities. Included in the package are sets of clothing that are both sturdy and water resistant, able to withstand most of what you would encounter on the travels. Further, the pack contains trail rations, rope, a first aid kit, a water canteen, purification tablets, a fire starter, a knife, and a rechargeable torch to help provide light in dark areas.

A Weapon of Mine (50cp): Upon purchase, you can choose between a melee or ranged weapon that is considered mundane(read: not immediately powerful) for the world you will be native to. You will gain a degree of familiarity and experience in the handling of this weapon so you don't fumble as you use it. This may be purchased multiple times for multiple weapon types, or you may instead use multiple purchases to add minor modifications to these weapons such as a scope for a rifle, or a minor flame enchantment for a sword.

A Traveler's Apparel (50cp): Upon purchase, you will find in your possession your own personal armor that is relatively mundane(read: equivalent to a bulletproof vest) for the world that you will be native to. You have experience in moving and maneuvering in this armor, so you aren't restricted in terms of movement and comfortability.

Handy Haversack (100cp): This leather pack is designed with a durable exterior and an interior that is far larger than it appears on the outside. It can hold up to five times what it would normally hold, whilst not having an increase in weight. As an added bonus, it can help to save time in a pinch, as reaching inside the pack will always manage to find the item you are looking for.

Food Stock (100cp): This sack will generate an infinite supply of up to 3 snacks and drinks of your choice. All snacks and drinks that come from it will be of the freshest and highest quality, with no degradation over time or use. If the sack is destroyed, it will reform in your possession in no less than a day.

Traveler's Journal (100cp): This journal will record your journey across the worlds, with whatever form of your choosing, whether it be video recordings, written entries, or artwork. It has the ability to follow you across dimensions and will continue to record your journey post-jump, not skipping a beat.

Trophy Room (100cp): This room will come in handy for preserving your souvenirs and keepsakes from your travels across worlds. You don't have to worry about running out of space either, as the room will expand to fit all of your items. This room is perfect for preserving the memories of your journey, as you can look back on them at any time.

Helpful Bauble (100cp): This foci helps ease the process of worldwalking for beginner worldwalkers, making it less draining so they don't have to take as long of a break between jumps. It can take the form of any handheld object you want, and it will reform in a day if broken or destroyed. This bauble will help you jump between dimensions with greater ease.

Engram Upload (200cp/300cp, Discount Analysis): Upon purchasing this you gain a pre-existing engram of all mundane objects from 1900 up to the modern era. These engrams are of the highest refinement and quality, giving you the closest thing to a full blueprint. Alternatively, you can choose to have the engrams instead be mundane animals rather than mundane objects. A second purchase of 100cp is required if you wish to have both.

Advanced Data Core (200cp, Discount Technical Expertise): This device contains a wealth of highly advanced knowledge - both theoretical and practical. It contains a vast collection of advanced scientific theories, principles of

engineering, and information on new and cutting-edge technologies. It contains information on a wide range of fields, allowing you to gain knowledge and expertise much faster than if you developed this knowledge through traditional methods. Furthermore, this device allows you to gain a better understanding of how to modify and use existing technologies in new and creative ways, enabling you to unlock the potential of existing technologies to create something entirely unique and powerful.

Magic Grimoire (200cp, Discount Arcane Schooling): Within your grasp is an extraordinary artifact, a supernaturally imbued tome of profound understanding. Imbued with a vast reservoir of both the theoretical and practical aspects of various mystical arts such as arcane magic, occultism, ritualism, and mysticism, this grimoire is a sage's wish and a neophyte's guide. Although devoid of specific recipes for instigating spells or enacting hollowed rituals, it houses the rich bedrock of magical lore and frameworks, along with a comprehensive understanding of the principles behind such ethereal forces. The erudition gleaned from this tome's cryptic pages will pave the way for you to unlock unprecedented expertise in magical manipulation, crafting accomplishments that far outshine traditional magical schooling. Moreover, the grimoire's enlightening content unleashes your ability to decipher the intricate dynamics of spells and rituals, propelling you towards pioneering versatile spell-craft. This invaluable asset empowers you to subconsciously bend and weave magic, lending even the most rigid arcane constructs a strikingly fluid malleability.

Psychic Knowledge Imprint (200cp, Discount Psychic Awakening): This miniature artifact, awash with an ethereal halo of psionic emanation, is more than meets the eye. Contained within its unassuming exterior is an expansive reservoir of intellect; it carries an imprint of multifaceted knowledge encompassing the profound theories, intricate lore, and practical utilization of psychic capabilities. Explore the depths of mystical fields including psychotronics and psywarfare, or delve into esoteric paradigms of parapsychology and telepathy. The trinket serves not only as a treasure of knowledge but also as a stellar accelerator for your psychic advancement. By immersing in the wisdom with due diligence, your manipulation of psychic energy can achieve unprecedented proficiency, rendering you capable of performing a broad spectrum of feats that use your burgeoning psychic prowess. Use it to tap into unseen worlds, manipulate matter, control minds, or visualize the invisible energies of the universe - the potential of your might is only limited by your imagination.

Quintessence Training Scroll (200cp, Discount Monastic Training): This ancient scroll holds a wealth of knowledge on harnessing inner power and mastering monastic traditions. It offers detailed instructions on practical techniques and theoretical principles to enhance your control over quintessence, a mystical energy that flows through all things. Perfect for those seeking to unlock their full potential and deepen their understanding of the spiritual and physical realms, this scroll is a valuable tool for delving into the world of quintessence manipulation. Soon you will be able to unleash your inner power and achieve greatness.

A Graven Altar (200cp, Discount Patrons' Blessing): Through this altar, one can easily commune directly with divine and otherworldly forces, be it through prayer or ritual. These entities will be much more favorable towards you if you continually work to increase your standing with them, often granting blessings and pieces of their power in exchange for tributes. The altar also acts as a powerful conduit through which these higher forms can possess greater influence in the material plane. Through the altar, they can manifest powers, knowledge, and resources to aid you in your endeavors. With the Altar, you can also use it as a means to request specific favors from these gods or powers, as long as offerings are made to appease them.

Classified Knowledge (200cp, Discount Forbidden Lore): In your possession is a highly coveted collection of classified documents detailing forbidden techniques with powerful but dangerous consequences. These techniques could offer the ability to supercharge your abilities in exchange for severe aftereffects on your well-being. Some examples include a method to enhance your skills at the cost of your lifespan or a technique to exponentially increase your physical prowess, risking gruesome internal injuries. The allure of great power comes at an equally

great cost, making these forbidden techniques a risky but potentially rewarding endeavor. Take caution, as the consequences of using such knowledge are not to be taken lightly.

Dimensional Stabilizer (200cp): This device will prevent a world from collapsing in on itself, which many worldwalkers have experienced in their travels. It works by keeping reality stabilized and preventing it from decaying over time. Owning this device will give you peace of mind, knowing that the worlds you visit won't suddenly collapse around you. Particularly useful for those that wish to experiment and study the creation of dimensions and pocket dimensions without it failing.

Navigation Chart (200cp): This specialized map updates and displays the area around you up to a 5 mile radius. It will show natural features like mountains, rivers, and forests, as well as points of interest like towns, cities, and other locations. You can also set it to detect and highlight specific things such as caves, vehicles, and buildings. The map has a customizable appearance so that you can make it suit your own taste. It is an essential tool to help you navigate in your interdimensional travels and make sure you don't get lost.

Amulet of Fate (200cp): This amulet is made from a shimmering emerald, said to bring luck and good fortune to the wearer. Its power allows you to control and navigate your own fate. With a simple act of will, you are able to direct yourself towards events and places that will result in an adventure, or deflect any unwanted adventures away. The amulet's power has no limit and can be used an unlimited number of times. In addition, the amulet grants you a deep intuition that allows you to know what the right path may be. It can also guide you when you are stuck in unfamiliar lands, getting you to the destination you desire. Along with the power of fate comes great responsibility, but with the correct usage of the amulet, you are sure to find many exciting and rewarding adventures.

Homestead (200cp): This pocket dimension is your very own personal respite from the many worlds of your journeys. Here, you find a warm and inviting home which you have shaped and crafted to your exact specifications. You can create this home in any way you wish - from a quaint cottage to a sprawling castle - and can design it to fit any kind of environment and climate. The pocket dimension provides you with a space to relax and regroup in between adventures and other travels, allowing you to take a break from the trials and tribulations of the world around you. Even better, time flows differently here and days can seem shorter or longer, depending on your needs. Inside your Homestead, you find that ailments to your body, mind, and soul slowly heal, restoring you to your best possible health. Finally, you find yourself surrounded in a sense of safety and peace, giving you the strength to continue on your amazing adventures.

Exotic Pet (200cp): This is a creature that was found during the exploration of an exotic world and is made up of a combination of the environment’s characteristics. Through the connection established between you and the pet, you are able to telepathically communicate with the creature, giving and receiving sensory information. Due to its connection with your worldwalker nature, the pet can also enter a special space within your soul and rest or recuperate when injured. There are endless possibilities when it comes to the features and special traits of your pet as every world contains different, unique qualities. You can choose your pet to be a bird composed of living darkness with the capability to travel through shadows or you could opt for a cat composed of ash and wood with the ability to aid in Regrowth. These are just a few of the possibilities for the exotic pet's features. You can purchase this multiple times.

Successor of Alexandria (300cp): This Item grants you access to an immense library connected to your warehouse. Upon every jump, the library will automatically update to include all of the books or other recorded information from each world you visit. This represents an opportunity to archive a wide range of knowledge and ancient lore throughout the myriad of worlds across realities. This library can be a powerful mechanism to bridge together cultures and civilizations from multiple realities. You can unlock knowledge, studies, and histories that have been lost in any one world. You can access these libraries to learn about a variety of topics, from the sciences to the

humanities. You can also share this knowledge and information with others, allowing them to benefit from the collective insights of multiple worlds.

Yggdrasil Sap (300cp): This intricate glass vial contains a glowing blue sap. Someone drinking from this sap will allow a person to become a worldwalker and develop abilities similar to those described in this document. The vial refills every month after it has been used by someone. If you take the vial then shatter it on the ground, it will spread the effects of drinking from the vial to people throughout the setting. If you do, you'll get a new one at the start of your next Jump, or every ten years, whichever comes first.

You cannot spend Walk Tokens to discount this item.

World Tree (300cp): The Gap Between Worlds isn't normally a hospitable place to reside in for very long even if you are a Worldwalker, having your existence unraveling at the seams is…not a pleasant experience. You are different, however, than most Worldwalkers; a bond between you and something residing in the Gap is established and you are bestowed upon a great boon. You are able to create pathways back to worlds you have been in before, allowing you to travel back to those worlds, and if you wish, can allow people you approve of to cross those pathways as well.

In addition, this will grant you an inner world; a nascent universe located within your soul that will have certain features from past worlds added into it that develop your inner world more prominently.

This also acts as a Booster for any Items purchased.

You cannot spend Walk Tokens to discount this item.

Companions

You may spend your Walk Tokens in this section if you are so inclined.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Walk Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Walker (50cp): This option allows you to create a new companion with 800cp and 5 Walk Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

The Shifter (100cp): A woman gets your attention after you awaken as a Worldwalker and travel to a new world. She appears to be Asian or Native American and has short, dark hair. She's wearing aviation goggles on top of her head and a scarf around her neck. Other than that, she dressed in comfortable clothes. Despite her average size, she has a good body image. A ready smile adorns her face that speaks of the vast amount of confidence and charisma she possesses. She introduces herself as Jenny Everywhere, your new companion across the multiverse.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Homesick (+50cp): Staying in other worlds for too long makes you uncomfortable and increasingly anxious. For an additional purchase, being in other worlds makes you physically sick such as hot flashes, or nausea.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Unpleasant Locals (+100cp): The natives of worlds you visit possess an almost instinctive sense you don't belong and are noticeably unfriendly to you. This can impede you if you need to communicate with anybody at all. For an additional purchase, this will also include the fauna and flora of the world. For a final purchase, the natives are outright hostile, immediately attacking you on sight and willing to hunt you down.

Cooldown (+100cp): Each time you perform a worldwalk, you will be unable to do it again for a certain duration of time. For 100cp, this is two hours before being able to worldwalk again. An additional purchase extends this to six hours and a final purchase extends this to twelve hours.

Reluctant Dimension Jumper (+200cp): You are unfortunately not in control of your ability to travel to different worlds as at random times, you will be victim to a sudden shift into another world with the only reprieve being you can control the world you wish to go to. For an extra +100cp, you will now have no control on what world you end up in, being randomized along with the involuntary world shifting. If you have taken **Cooldown**, you get an extra +100cp for this drawback.

It Was Just A Nightmare (+200cp, Requires Deep Dive): You are prone to night terrors and bad dreams which in turn forge new worlds in your mindscape, heavily based on these nightmares. For an extra +50cp each time this is taken, up to +600cp, these night terrors increase in frequency and intensity.

Generic Isekai Portal Fantasy Transmigration (+200cp): Something about your nature as a worldwalker makes you unusually susceptible to a specific kind of summoning, the type that brings a living being to another world. This means that at random intervals, no more than once a year, you will be summoned to another world and be unable to leave until you have accomplished a certain task, whether it be your summoner's bidding or something else. Most commonly you will be summoned to be a hero, so expect a lot of fighting before you can go home. For an additional

this is taken, there is a 50% chance that the Summoner who calls you to other worlds is not a decent individual with some malevolent and/or ulterior motives that will make use of use.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Walk Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Worldwalking and whatever freebies you gain from your Walk Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Worldwalking, and nothing else. You can still work towards learning the effects of the perks you have purchased.

No Passport (+300cp): Hey, that free Worldwalking perk that you see up there? You don't get it. Well, more accurately, you have to discover how to Worldwalk the hard way through one method or another. Once you have accomplished that, you will be able to Worldwalk properly. Post-jump, it becomes fiat backed as the new Worldwalking perk.

Rival Walker (+300cp): You have an enemy that has a custom build from this doc using the same amount of CP that you spent, as well as their own set of Walk Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Imprisonment (+300cp): You have entered a prison realm, a kind of artificial dimension that is easy to enter but incredibly hard to leave, typically meant to serve as a banishing ground for beings too hard to kill or contain by conventional means. This realm is incredibly barren, having very few resources for supporting life, and all manners of abilities are suppressed, most notably your transportation and energy generation abilities. You must figure out a way out of this dimension, luckily there are ways out built into it, but they won't be easy to find or use.

The Hound of [redacted] (+300cp): A supernatural entity in a canine guise haunts you from the void, captivated by your unique aura. It relentlessly pursues you through every dimension you travel, always finding your trail. It's a cunning and persistent predator, never resting and always adapting to your tactics. If you dare confront it, you'll discover it's not just powerful but also deceptively intelligent.

For an additional purchase, The hound, born from the very essence of the void, can shape-shift to counter your attacks or defenses. It creates shadows to blind, grows a hide tougher than metal, and unleashes reality-tearing

claws. It is the natural predator of Worldwalkers, and it has set its sights on you as prey. This evolving menace learns from your skills, uses them against you, and constantly forces you to adapt and improve.

Bleeding Dreams (+300cp, Requires Deep Dive): The worlds forged within your mind are starting to escape the confines of your psyche. At base purchase, this will be little things such as creatures, random items & objects, and occasionally a building. However, for an additional purchase, you will find that entire environments and locations from your mindscape will super impose itself upon the outside world.

Wylder Invasion (+400cp): A warmongering country in another world has figured out how to create gates allowing for worldwalking, and have used this advantage to acquire more resources and conquer their and neighboring worlds, collecting and assimilating advantages when found. Now their conquest has brought them to the world at your world's doorstep, and after they finish integrating it to their empire they will turn their sights upon your world. Be glad that they can't actually create too many gates to the same world without getting severe problems.

Boundary of Decay (+400cp): Something has made the dimensional walls of your home dimension, the thing that separates and protects it from other dimensions, particularly weak. The result of this is that too much Worldwalking can cause breaches in the boundaries, causing your world to merge with others in places. This merging means that things can get into your world from theirs but the reverse is much harder, expect your dimension to have to deal with invasions, monsters, diseases, and more from other worlds.

The Secret Wars (+400cp/+600cp): Long before you became a worldwalker there has been an ongoing secret war across the many worlds between two factions of worldwalkers. The war is not openly fought between the factions, employing sabotage, espionage, and assassination to attack each faction. Try not to get caught in the crossfire. For an additional 200cp, you are going to get drafted into one of the factions and tasked with solo missions to other worlds.

Only Gods & Kings (+400cp/+600cp): Your home dimension is actually the personal dominion of a higher entity. By law, any and all Worldwalkers born are to register themselves or be registered in the Worldwalker Database or face execution at the hands of this higher entity. Worldwalkers that wish to leave the dimension will have to gain an empowered barcode-like tattoo that acts as a sort of permit that will allow you to leave and return to this dimension, but it will also act as a way for the higher entity to keep watch of you outside their personal dominion. Those that wish to enter the higher entity’s personal dominion will have to be recommended to the higher entity itself by someone that already has a permit as well as be branded with a permit themselves.

For an additional **+200cp**, the higher entity is a power-hungry tyrant that wishes to subsume the entirety of the universe into his personal dominion. They will have any and all Worldwalkers native to their dimension branded and conscripted then trained from birth into warriors and scouts that will conquer other worlds for the higher power to then subsumed into their personal dominion. You are one of these conscripts, and while the grueling training forced upon you was useful, you and your fellow Worldwalkers are treated as expendable pawns despite your importance to your world's grand scheme. Abuse and discrimination is only the tamest that you have and will be admitted to if you don’t find some way to escape.

Eater of Worlds (+600cp/+800cp): There exist beings that prey on entire worlds, that travel through the void in search of more worlds to consume. One of them has locked on to your home world and is traveling to it, arriving about halfway through your stay in this jump, or in 5 years, whichever is sooner. This being is horrifically powerful, as befitting a predator of worlds, but the exact means by which it consumes can vary, whether it be by simple bites, a cancerous infestation, or something else.

If you possess **Deep Dive,** for an additional **+200CP** this apex predator has locked onto you instead and will begin to hunt you down. You may flee from its pursuit into others, but you will not be able to stay long as it will devour any world in its path while hunting if you stay in those worlds too long. If it does manage to catch up to you, it will infest your being like a parasite and begin to slowly devour the worlds of your Mindscape, deteriorating your identity and personality unless you can somehow rid it from yourself.

Scenario

A True Worldwalker

(First Jump Only)

(+5 Walk Tokens)

Description: Despite the lofty title of Worldwalker bestowed upon you and your peers, you've come to the stark realization that this label is only a half-truth. You are no true Worldwalker; your power is confined within a single 'bubble' of the multiverse. Just as your counterparts, you hold the capacity to breach the veils between the worlds contained within this particular bubble, but find yourself unable to puncture its threshold to reach the far-stretching reaches of the wider Multiverse. As you navigate the confines of this circumscribed existence, the harsh truth weighs you down, sparking a mid-life crisis ignited by the bitter cognizance of your limited dominion.

Nevertheless, amongst this profound melancholy and existential rue, a spark of revelation is kindled—an epiphany born in the crucible of your contemplation. A hypothesis shapes in your mind, proposing the creation of a novel, incredibly dense and potent form of energy. This energy, dynamically amplified, could be revolutionary enough to puncture a gateway in your 'bubble' and transport you directly into the broader Multiverse. You envision it as a metaphysical dynamite, a hyper-charged power bursting forth to shatter the cage of reality you are enclosed in, paving the way for becoming a true Worldwalker.

The foundation of your idea is set, bathed in the warm glow of potential and promise. Now, however, comes the daunting task of manifestation—of turning this abstract conception into concrete reality. The challenges that lie ahead are as complicated as the complexities inherent in the shifting fabric of the multiverse. The heart of the matter lies in harnessing the energies required, learning to manipulate them with precision, and channeling the essence of your being into the force needed. The journey towards true Worldwalking has just begun and your next chapter is ready to be written - how does one build such a power?

Detail: This is an alternative to possessing a Benefactor to travel a Jump-Chain. Technically becoming your own benefactor, you have to find a way to create a Pseudo-Spark that will be a one time use, each time you build one up, to eject you into another corner of the Multiverse. Each Universe that you Jump to will require a different way to build up a Pseudo-Spark until you figure out how to build up a genuine Spark. There are side effects to using a Pseudo-Spark though, your forced exit and entry into other Multiverses causes metaphysical damage that you must recover and build yourself up from within the Multiverse you entered, all while researching the way to create another Pseudo-Spark for your next Jump.

The damage done to you from the continued use of a Pseudo-Spark can be adapted to; allowing you to grow a resistance to the damage dealt to your metaphysique, which will decrease time spent recovering

from it. Though, this gets into Time Extension drawbacks, meaning your entry into a new world is just a lot more particularly damaging and increases recovery time.

When encountering similar worlds from previous ones you have been too, you will find that the methods behind developing a new Pseudo-Spark is not too dissimilar from the way you made one in the previous iteration of that world which will cut down on time.

It should go without saying that you won't have to follow most of the rules that come with an outside Benefactor for JumpChain.

Rewards: Any and all Perks you have bought here will become your Body Mod, and you can choose to gain the following Item for free to act as a Warehouse upon completing this Scenario: Planar Hearth. Or, if you have already possessed/created a pocket dimension, you can instead choose to bind it to yourself similar to a Body Mod and have it act as a Warehouse.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

End Choices

After your ten years (or more) in this jump has come to an end, you may choose whether to **return** to your home world, **stay** in this new world, or **move on** to your next jump

Notes

Credit to **Edrogrimshell** for already designing a vast majority of the Jump, and **Hyperius** in the Discord for all the ideas.

Demesne was inspired by the **Personal Dimension** perk from **World Seed**.

On Planar Communion Post-Jump: Connections with World(s) will still be maintained though the influence of the World(s) will be greatly lessened.

On Demesne Methods of Creation: There are a multitude of methods behind how to create personal worlds, this perk gives you the potential to use any of them, all of them, and/or make a method. For example: You could have a method of infusing small bits of the essence from your skills and abilities into a visualized mental realm, nurturing it into developing into a proper world based around what you infused in it.

On Keter Perk Passive Boost & Applications: The passive growth boost is about 15x normal development speed. Now, a couple examples of Keter's more advanced applications:

1. **Conversion**: You can have your potential act like other things instead of light, which would let you rework the way you can gain benefits out of it based on what you changed it to. You could have it act like metal and then symbolically forge it into an item that would grant benefits based on the item, like better swordsmanship with a Sword of potential.
2. **Constellations**: You can envision an image in your head that you then can take bits and pieces of your Light, compress them into pinpoints, and place them somewhere on that visualized image. When enough pinpoints of Light have been put on the visualized image, you can then have those pinpoints all connect together through a strand of Light where it will then catalyze itself into becoming an ever present constellation in your mind. Depending on the image you visualized you can get a few helpful boons based on that image as well as based on the location of pinpoints in that image. You can even feed more Light into a pinpoint to make it more prominent which will increase the boons given to you from that pinpoint's location on the Constellation image.
3. **Coloring**: Everything has a specific and unique color that correlates with it, even if it shouldn't work nor make sense as a color. By default, Light is actually colorless, but you can color it which will give your Light a particular leaning based on the color, granting different boons and boosts. Coloring isn't much by itself, being more useful as an inclusion with other applications.
4. **Actualization**: Keter is essentially the manipulation of one's own potential. The Light is a baseline, neutral representation of one's potential; it doesn't have a direction nor refinement, and is just raw potential. As you know though, you can use Light—shape it, direct it, refine it and more. This leads into the most advanced application: the actualization of potential to give oneself new capabilities. How this is done is mostly different for each person. Some may figure out how to grant new capabilities by causing a catalytic reaction between different applications, or some may compress their Light and let it build up until the sheer burst causes you to gain a new capability due to the raw surge of potential and power.

Note that these are just *four* applications you could perform for it. There are possibly infinite ways you could utilize Keter.

On The Knowledge Items (Advanced Data Core, Magic Grimoire, Psychic Knowledge Imprint, Quintessence Training Scrolls, and Classified Knowledge): These don't give you actual detailed techniques or applications of abilities that you can learn from then use. They give detail and information behind the practical and possible applications, knowledge of well-known uses, and complex theories.

On World Tree Pathways: The pathways vary in appearance with the only constant being that they look as if a tree is connecting worlds between its branches.

On Exotic Pet Item Boosted Version: Depending on what you took as a pet, the level of the boost they receive will be different. Taking a mundane Pig, for example, wouldn't do much compared to taking an already supernatural creature. The pig would gain some powerful abilities based around the symbolism and nature of pigs, becoming a supernatural creature. However, a phoenix, for example, would gain low-level power over the very concept of fire and life, compared to the pig.

On The Shifter Companion: ***"The character of Jenny Everywhere is available for use by anyone, with only one condition. This paragraph must be included in any publication involving Jenny Everywhere, in order that others may use this property as they wish. All rights reversed."***

World Tree Item Booster:

- **A Weapon of Mine > A Weapon For Legends**: You are able to purchase weapons that are top-of-the-line, fairly powerful and unique. With more purchases you can even add top-quality modifications to these weapons such as an enchantment that can cause a sword to grow sharper with blood spilled with its blade.
- **A Traveler's Apparel > Legendary Armor**: Each purchase will net you with top-quality armor and/or apparel that you have an almost supernatural comfortability and practice in wearing and moving in. These pieces of armor and apparel will even hold minor, but useful enchantments or modifications that don't impede you in any way.
- **Handy Haversack > Deep Pockets**: Instead of a leather pack, you possess a pocket dimension that can be accessed through any type of storage such as pants pockets, a backpack, or container. Time does not pass for objects in the pocket dimension and the objects are kept in perfect stasis, meaning a fresh, warm meal will be just as fresh and warm 1000 years from now as when you first put it in. The storage space within the pocket dimension is virtually limitless, but can't take in anything living.
- **Food Stock > Dining Hall**: Instead of a sack filled with food of your choice, you are able to conjure a massive, luxurious dining hall into the space of an empty room. The dining hall provides a plethora of foods and beverages from the various worlds that you have traveled to. Food and drinks aren't limitless and can run out, however, they can infinitely respawn over the course of a day to replenish the supply.
- **Traveler's Journal > Book of Legends**: This wondrous ornate journal serves as a faithful, all-encompassing companion that records your manifold adventures across existences, tirelessly inscribing each detail of the worlds you've explored, the societies you've intermingled with, and the different realms you've affected. But its magic extends beyond mere documentation; it vividly captures every myth, tale, and saga born from your aspirations, challenges overcome, and victories celebrated, thus weaving your impactful legacy into lasting legends, remembered for ages. As an instrumental part of your travels, it also mirrors the changing perspectives of the inhabitants you encounter, simulating the authentic, reverberating echoes of your existence that permeate their cultures, ways of life, and collective knowledge.
- **Trophy Room > Corridor of Achievements**: More than a mere repository of mementos, this hallowed hall has been transformed into a font of providence, an awe-inspiring testament to your multidimensional adventures. Yet, the true marvel of this trophy room lies not in the tangible evidence of your triumphs, but in the ethereal gifts they bestow. Any artifact, relic, or bauble you consciously enshrine within these walls will, in return, endow you with a subtle boon, a small blessing pertaining to its inherent power or the circumstances of its acquisition.
- **Helpful Bauble > Branch of the World Tree**: A rarity amongst all dimensional artifacts, this foci carries an echo of the World Tree, deeply rooted in mythology and the fabric of existence itself. It is an eldritch relic, hewed from a branch of a cosmic tree whose roots permeate through the interstitial void beyond the

edge of conventional reality, reaching into the boundless expanse of disparate universes. Imbued with an innate ability to rend the veil between dimensions, this foci helps to ease the traveling between the gap of realities for those that wish to not be blinded by the void and reach a destination more accurately. However, the Branch's capabilities go beyond mere inter-dimensional travel. It acts as a conduit for all manners of abilities and power sources available to the possessor, be it arcane, divine, or even cosmic energies. It acts as an amplifier, significantly enhancing both the force and potency of these myriad powers, and offers a noteworthy advantage in power consumption. This efficiency makes it easier to control and utilize these power sources for prolonged periods as well, offering endurance in even the most demanding of situations.

- **Engram Upload > World Archive**: The pre-existing engrams that you possess are greatly increased in quality and refinement to the highest possible degree. In addition to having access to all animals and/or objects that have ever existed up to the modern era, you also gain access to a unique set of engrams. These are specialized engrams of mythical and legendary objects and creatures, but they are basically just “mundane” versions, without any special properties. Though possessing these special engrams grant you greater understanding of the myths behind them, and if you have other special capabilities, you may use them to your advantage.
- **Advanced Data Core > Precursor Data Cube**: Instead of the Advanced Data Core, you instead got an incredibly advanced device originating from a long extinct civilization that had reached unbelievable levels of scientific advancements. While this contains their advanced scientific theories, principles, and information, it also contains blueprints for things such as advanced nanotechnology, powerful AI systems, zero-point energy sources, advanced materials, and sophisticated medical technology. It also contains plans for interstellar travels and long-range communications. However, the most intriguing part of the device are the ancient secrets it holds - the hidden knowledge of a long gone civilization that could unlock the secrets of the universe.
- **Magic Grimoire > Arcanum Magnum Opus**: Beyond merely a compendium of cryptic lore, this cosmically infused tome is your unerring mentor on the serpentine path of the arcane. It sings in a dulcet whisper of celestial mysteries, unveiling deep insights into the multifaceted realms of glyph-laden incantations, sophisticated thaumaturgical paradigms, comprehensive planar methodologies, and dynamic elemental command. Its pages, crafted from the ethereal weave of magic itself, have an uncanny sentience, steadfastly guiding the apprentice from the realm of raw potential into the lofty epitome of a spell-weaving savant. The divine illumination it bestows upon its wielder allows for an unparalleled mastery over complex spells, intricate rituals, enchanted relics, and even the enigma of god-like entities. The Arcanum Magnum Opus doesn’t merely 'inform'; it 'transforms', instilling in you metaphysical wisdom and innovative syntheses that open etheric doors thought unreachable. With this hallowed tome in your grasp, each word scrolled within its pages brings you one step closer to the apex of magical potency, evolving you into an avatar of arcane command no less than the universe’s most revered mystics.
- **Psychic Knowledge Imprint > Mental Palace Imprint**: In your odyssey across worlds, providence brings you into correspondence with the amassed wisdom of countless Psychic Paragons. Fathomless minds have channeled their vast knowledge and understanding of psychic craft and psionics into an extraordinary metaphysical edifice: a psychically crystallized mental palace. This ethereal entity, brimming with vibrant psionic energies, has now bound itself to your psyche. The palace is a living repository of esoteric knowledge, with an infinity spiral of rooms each housing innumerable psionic abilities, techniques, philosophies, and schools of thought. Whether you're seeking basic teachings or advanced principles, these spectral halls hide the secrets in their nooks and crannies. The mental palace doesn't merely hold knowledge – it's an active mentor striving to optimize and refine your understanding. Under its guidance, you'll recognize the unique harmonics of psychic power, feel the pulsation of psionic energy within you, and uncover the countless ways these forces can intertwine with reality.
- **Quintessence Training Scroll > Scroll of Life**: This ancient parchment scroll is a powerful artifact filled with the essence of life itself. When you open it, you are greeted with the sight of the ink on the parchment seemingly coming to life, moving and swirling on the paper. As you focus your thoughts on the knowledge

you seek, the ink starts to form intricate patterns and shapes, eventually coalescing into words and symbols that contain the knowledge you desire. Contained within the scroll are a multitude of highly advanced techniques that deal in the mystical forces of life and one's body. Among the various techniques and knowledge contained within the scroll, practitioners may find teachings on the art of manipulating Ki energy within the body, allowing them to enhance their physical and mental capabilities to extraordinary levels. Through the use of breathing techniques and meditation practices, one can cleanse their body of impurities and strengthen their mind, achieving a state of harmony and balance that enables them to tap into their latent potential.

- **A Graven Altar > Temple of Pantheons**: The Graven Altar has been modified to become a perceptively small temple. Through the temple, one can communicate with higher beings and gods that exist across all realms and universes. This includes entities that are found in fictional sources. Although communication with these hypothetical beings is weakened by their origin of existence, the temple still serves as a powerful conduit of communication. The Temple also features an array of iconography, portraying gods and other pantheons from both familiar and foreign sources. Through this, one can gain a deeper understanding of their own faith, as well as the faiths of others. The Temple easily serves as an invaluable source of knowledge regarding different belief systems, providing insight into various realms of thought which can provide support in appeasing and earning favor with the various Higher Beings and Gods across realities.
- **Classified Knowledge > 'Necronomicon'**: This ancient tome appears to be weathered and decrepit on the outside if not for the living eye embedded in its cover seeming to follow your every move. You cannot recall how this book came into your possession, but it's sinister whispers echo in your mind, tempting you with promises of forbidden knowledge and untold power. However, as your curiosity grows, so too does the ominous feeling that a heavy price must be paid for such unearthly abilities. It demands that you feed it a piece of your power and it will grant you something of equal value in return. Using the book, you can choose one or more of your perks and then offer them up to the book as a sacrifice. The book consumes the perk(s), but in the process, it will gift you back the CP that you used to purchase the perk(s) to use in your *next Jump only*.
- **Dimensional Stabilizer > Pillar of Worlds**: This totem, crafted from golden wood and ivory stone, is a powerful artifact capable of stabilizing and saving multiple worlds from collapse. It not only serves as a stabilizer for crumbling worlds but also has the ability to bind and protect numerous worlds simultaneously. When a world is on the brink of collapse, the Pillar of Worlds can initiate a reversal process that not only stabilizes the world but also restores it to its former state of glory. This means that not only does the totem prevent the destruction of worlds, but it also has the ability to repair and revitalize them. Furthermore, the Pillar of Worlds acts as a safeguard against future world-ending events by strengthening the worlds it protects.
- **Navigation Chart > Map of Worlds**: This advanced map provides a comprehensive display of the entire world, including all points of interest already marked for you. Additionally, it grants you access to the interdimensional topology of the local multiverse, making it easier for you to worldwalk to a desired world. You can also use the normal applications of the map with the interdimensional topology display as well.
- **Amulet of Fate > Kiss of Fate**: The amulet explodes from your hand in a burst of colorless light. In the span of time you were blinded, you felt something touch your cheek before the light vanished seconds later, revealing nobody. Looking in a mirror, you find that a birthmark that wasn't there before is now on your cheek. It looks like what a kiss mark should look like yet it does not look like a kiss mark at the same time. Now, you feel something watching you from behind the curtains of reality. You can feel it subtly carving a path for you towards things that appear to be interesting and intriguing, though you may ignore these if you wish. It will also stave off your demise to an extent under the guise of luck and coincidences.
- **Homestead > Planar Hearth**: Your pocket dimension has blossomed into a thriving universe, assimilating the Homestead within its boundaries. The beneficial effects of the Homestead have become intrinsic to the fabric of this universe, enhancing and expanding upon them. In this realm, a unique set of cozy physics govern every aspect of existence. Every action, every experience, is imbued with a sense of fulfillment and

comfort. No extremes of temperature exist here – nothing is too hot or too cold. Dangerous elements are nullified, ensuring a safe and secure environment. The quality of everything within Planar Hearth is raised to the best possible degree within its confines. This universe is designed to evoke a profound feeling of being at home, a sense of contentment and peace that envelops all who enter. Planar Hearth is a sanctuary, a refuge where one can truly relax and be at ease. Welcome to a place where comfort and joy are woven into the very essence of reality.

- **Exotic Pet > Tender of the Tree**: Your pet has awakened so latent genetic potential within its body due to its exposure to the World Tree, transcending its normal abilities, becoming a creature akin to a force of nature. It now possesses intermediate-level supernatural capabilities and its very essence embodies the symbolism of its species to an extreme degree. This transformation has granted it new, enhanced abilities that are specifically aligned with its unique nature. Your pet has become a powerful and mystical entity, closely connected to the natural world and capable of extraordinary feats.
- **Library of Alexandria > Serpent's Library**: As the snake, Ouroboros, represents the cycling eternity and such an infinity, your library represents the cycling of knowledge. You have in your possession a library that is infinitely large to accommodate the infinite amount of knowledge it could contain within it. With each universe that you travel to, this library will fill with books that contain all the knowledge and information from within that universe. This includes information and knowledge that hasn't been written down or documented properly, only existing inside the head of someone native to that universe. As a side note, this library moves and shifts, responding to the will of the user when they desire a specific book, and will completely suppress any memetic hazards that are contained in such books for safe viewing.

Changelog v2

- Added perks: **Mental Imagery**, **Transmogrification**, **Within Control**, **Hybrid Vigor**, **Adaptive**, **King of Arms**, **Forbidden Lore**, **Parallel Link**, **Sword-Lock Theorem**, **Attachment**, **Refinement**, **Keter**, **Refined Form**, **Aspected**, **Respecialization**, **Limit Break**, **Prior Training, Singularity**, **Multi-Expanse Consciousness**, **Adventurer**, **Integration**, and **Respawn**.
- Added items: **Engram Upload**, **Advanced Data Core**, **Magic Grimoire**, **Psychic Knowledge Imprint**, **Quintessence Training Scroll**, **A Graven Altar**, **Classified Knowledge**, **A Weapon of Mine**, **A Traveler's Apparel**.
- Added Drawbacks: **Reluctant Dimension Jumper**, **The Hound of [redacted]**, **Boundary of Decay**, **Wylder Invasion**, **Bleeding Dreams**, **It Was Just A Nightmare**, **Eater of Worlds**, **Imprisonment**, **Only Gods & Kings**, **Generic Isekai Portal Fantasy Transmigration**.
- Updated **Race Change** text in response to **Hybrid Vigor**.
- Updated **Patient Null** and **Incorruptible** to selectively stop indirect infection and corruption.
- Updated **Analysis** and **Masquerade** text in response to **King of Arms**.
- Changed **Master of Learning** in response to **Universal Affinity** redundancy.
- Updated **Universal Affinity** to include fiat backing.
- Updated **Exotic Pet** item to be multi-purchased.
- Updated **World Tree** item.
- Changed **New Game Plus** to **Prestige**.
- Touched up on the **Items.**
- Added A **Companion**: **The Shifter**.

Changelog v2.1

- Added **Booster** upon taking the **World Tree** Item for **Items**, found in the **Notes**.
- Added **First Jump Scenario: A True Worldwalker**.
- Added New **Drawback**: **No Passport**.
- Changed the **Drawback**: **It Was Just A Nightmare** a bit.

- Updated and Tweaked **Planar Communion**.
- Added New **Perks**: **Identity Preservation**, **Demesne**, **Sacrificial Art**.
- Updated **Prestige**, decreasing reset time.
- Updated **Keter** examples in notes.