Anthropology of the Hidden Folk

V 1.1 By Apocbox



The world you enter may bear some resemblance to the Earth circa the 1990s, but if one were to delve a bit into its history and scientific community, one would quickly find something odd. A phenomenon called "distortion" places where space and time seem to behave strangely. It is a known thing and many scientists have attempted to understand it, even making some progress with the tools capable of detecting spatial anomalies and the intensity of the warping, but much behind this strange phenomenon is still unknown. On the other side of it is a whole different world full of different species, beasts, things, and so much strangeness. You arrive on the day a Soviet researcher from the Samara Scientific Research Institute arrives in Mongolia.

Take this 1000 points to spend. You will stay here for 10 years.

ORIGINS

Choose your age and sex for free

Drop In



You appear in a location of your choice out of nowhere with no prior history or memories of this world, with some wisps of mist dissipating between your feet. Depending on where exactly you are, it may very well not be such a strange thing for locals considering the spatial and temporal anomalies present in all around.

Researcher



You are a man of science and logic. That doesn't necessarily mean that you will reject anything supernatural out of hand, but you might be a little close-minded when it comes to things and people you see as primitive. If you aren't a human, you are probably a bit of an oddity in your society, being seen as strange Kutuhta. You can choose where you live, waking up in your humble domicile filled with your research papers and instruments.

Civilian



Not really concerned with ancient mysteries or deep truths of the world, you live a simple, quiet life. Maybe you raise rabbits or birds, maybe you are a monk taking care of one of the many shrines dotting the world, or perhaps even a descendant of a very important religious figure to your local community. You wake up in your home, befitting your status and level of wealth.

Warrior



Whether a bodyguard to an important person, a bored conscript, a traveling Teacher of Disputes, or a simple hunter, you've spent your time improving your body and honing your martial skills. Maybe you are even proficient in the art of whistling, and not the regular kind. You wake up under an open sky near a campfire, either alone or in a group of your comrades, having ventured on an expedition of some sort.

Kutuhta



Similarly to the **researcher's** origin, your whole deal is being knowledgeable about the world; however, unlike it, your knowledge is both more primitive and paradoxically more complex. You are a shaman, a spiritual guide, a healer, and many more things, with a deeper focus on a couple of fields of your choice. Your kind is deeply revered by the non-humans but is essentially non-existent on Earth, so you might have some rather convoluted past if you live there. You wake up in your home filled with mysterious trinkets, artifacts, herbs, and other knickknacks.

Perks

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off. Free Perks are optional.

General

Colorful Bunch - Free/100

You can freely pick to become a member of any sapient race/species that exists in this world. Most of them do not have capabilities that go beyond those of humans, and those that do have some downsides, like the Ustajhu, who live underwater and, though capable of breaching it and even speaking out of it, are not adapted to live on land due to their tails. For 100 you, however, can be either an exceptional member of your race, like an extremely large and strong Baytyrku, or perhaps some other naturally gifted species, possessing either increased physical capabilities or some sort of additional biological ability, like being able to breathe underwater or fly. Becomes an altform after the jump.



Drop In

Gerald Durrell – 100

The thing is, although Alexei can be quite humorous at times and can write pretty well, it's still not one of his best talents, so after getting back home, he sent his manuscript to his cousin in hope he'll help him out. Or he could have sent it to you since you are an amazing writer, being able to write both extremely quickly and with perfect accuracy, as well as having a load of creativity and an exceptional ability to express your thoughts, as well as a similar talent at editing the works of others, trimming unnecessary parts, and helping to make the text more engaging without losing the original intent.

Lucky Drop – 100

Whenever you enter a jump as a drop-in or otherwise find yourself in a situation where you suddenly appear somewhere, you are guaranteed to not find yourself in an immediately threatening location or situation. As long as there is even a small corner within a kilometer of where you could be safe, you will appear there, even if the effect or event that sent you there couldn't have possibly done so, like not having long enough range or specifically targeting a location.

Guest Rights – 200

It seems no matter where or when you find yourself, how you look, or what you are capable of, you will always receive a warm welcome from the locals. Be they members of a different country, race, or species or even beings from a different world, they will all treat you with patience, kindness, and interest. Of course, this only holds for as long as you do not prove yourself to be an enemy to them, but even if you could bring their lives to an end in seconds, as long as you actually do not do that, you will have a warm stay.

Not A Patient - 200

Suddenly finding yourself in a different world, one can face quite a few life-threatening things, but unknown diseases might be one of the most insidious; after all, it's both you and the aliens who can get infected and suffer unpredictable consequences. You are immune to any sort of disease and infection, be it virulent, bacterial, fungal, or any other, as long as they aren't supernatural, and to those you are, you possess great resistance as well as gaining an immunity after surviving getting infected by it once. You also do not spread any diseases or infections unless you desire to, being able to interact with people who have the weakest of immune systems without making them sick.

First Contact - 400

Early on in his contact Alexei had a small linguistic disaster. You see, Baytyrku don't have a word for a greeting and instead just say their own name, and since they have been greeting them by saying, "Whatcha want?", he was dubbed "Wachawant" by locals, and any attempts to fix that have failed. Thankfully, you are far more suited for any interactions, having both professional knowledge of anthropology with a focus on contacting indigenous and/or alien people as well as an instinctual ability to better and quicker get a grasp on new societies and cultures, being able to form a coherent picture in days if not quicker. You are also provided far more leeway by such people, with them giving you far more benefit of the doubt than anyone else and forgiving many a mistake for which they would have killed others.

Communication Nonissue - 400

But learning might still take time that you might not have, especially when your life is on the line and you need to communicate some complex ideas and concepts with people whose language you don't speak. You, however, are able to perfectly understand, speak, read and write in any language you encounter, as well as having a

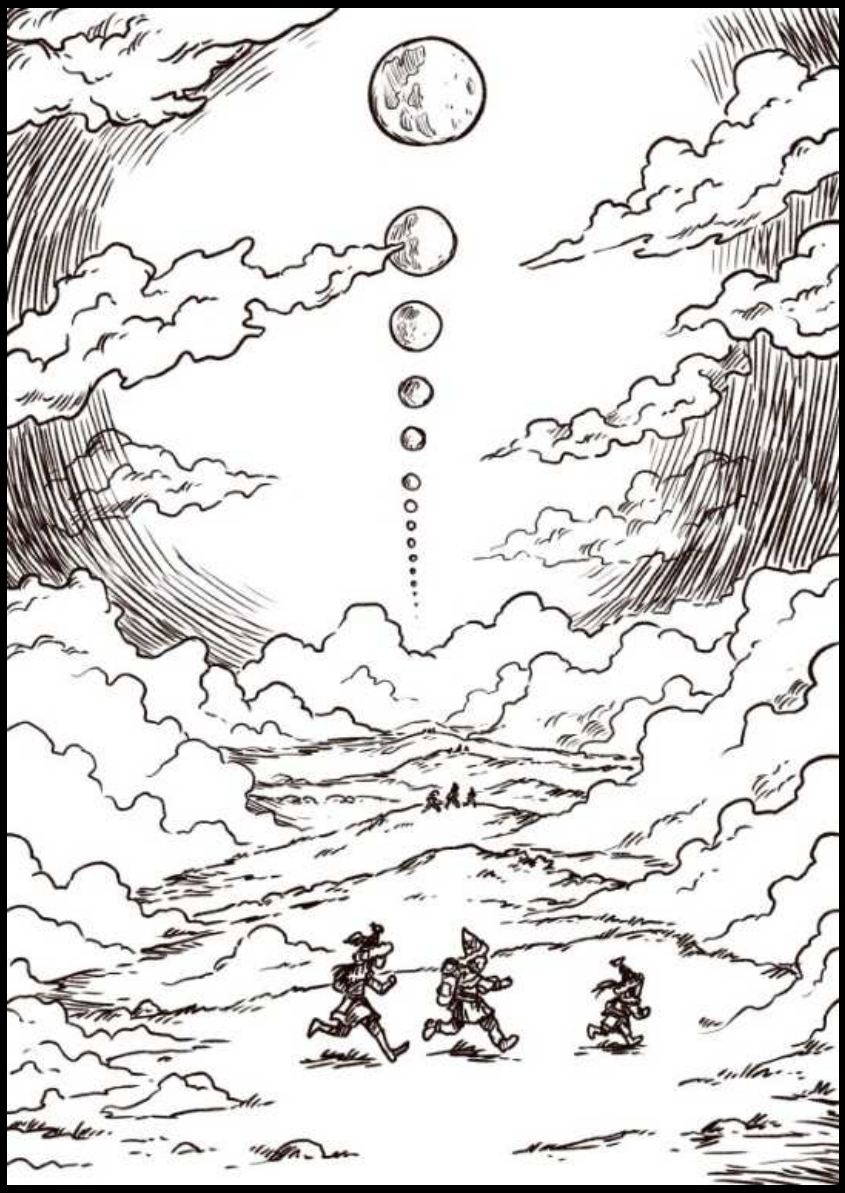
perfect grasp on any sort of plays on words, innuendos, double meanings and so on, which also includes body language. Even supernatural tongues can be understood to a point, although whether you can actually use them is questionable.

Kuutur-Hir – 600

It seems that your inter-dimensional nature had an interesting interaction with the space aspect of the Unseen Space. You have gained the ability to control the mist associated with it, intuitively and safely as well as being able to straight up summon it out of nowhere at will for attack, defense, and mobility, although you can also use sand or dust for same purposes if they are present. You can use it to scare locals into retreating, trap enemies in endless sea of it making them stranded and lost forever, catch ranged attacks in it, or even use it to send others to different worlds, dimensions and universes or go there yourself, as long as you know where they are located. You didn't have the same interaction with the time aspect of distortion and therefore unable to do any time travel or other time related manipulations. At-least with just this.

Existential Stability – 600

There's a lot of temporal and spatial fuckery going around these parts, and stumbling upon it without knowledge and preparation might very well spell your doom, which is why Kutuhta's are so valued. And it would have been the same for you previously. You no longer have to fear any sort of space and/or time-related phenomenon, powers, effects and other shenanigans, with you being able to sense when something of the sort is happening and getting a feeling for what is going on, as well as being able to choose whether it would affect you or not as well as to which degree. If you ever meet an alternative version of yourself you can at will gain all or some of their knowledge.



Researcher

Have To Keep Going – 100

Many would find themselves hopeless in the situation. Alexei finds himself stranded in a different world without proper means of communication with home, surrounded by foreign people, strange creatures, and mysterious things. But he just keeps on going, never giving up, even after having faced truly terrifying things. You are the same, possessing staggering willpower, never giving up no matter how dire the situation becomes.

Getting The Hang Of It – 100

But willpower isn't going to fix all of your issues; thankfully, you are also able to quickly learn new things as well as adapt to new environments and situations with exceptional ease. You could probably learn to be able to speak a new language at an acceptable level from an incomplete guide in just a few months, while remaining cool and collected even when your whole world gets turned on its head.

Actual Professional – 200 per

The institute didn't just send random people into the steppe; the two people who they selected are actually rather good in their fields, possessing their own quirks. Too bad Kotomkin caught an idiot ball and couldn't attend the expedition, and Alexei is also a bit of a character, but their professional capabilities are undeniable. You have PhD-level knowledge in a single field of your choice as well as a lifetime of experience doing whatever it is, having a wealth of both theoretical and practical knowledge, making you one of the best in your field. This level of skill, knowledge, and experience will be adapted in each jump you visit to make you one of the best there as well. This perk can be bought multiple times for different fields of study.

Black Omelet - 200

It's not uncommon to get glued to the toilet when you just visit another country since your stomach might not be used to the local food, let alone when you find yourself in a completely different world. You are not only immune to food poisoning, being able to eat pretty much anything and derive at least a little bit of nutrition from it, but also possess extreme resistance to all other types of poisoning, being even able to survive extremely deadly and supernatural ones. Whenever something does poison you, as long as you manage to live through it, you will become immune to it.

Beads For All - 400

You are an exceptionally cunning individual, being easily able to quickly figure out people's likes, dislikes, wants, and needs, no matter how hard they might try to hide them. Figuring out how to bullshit people is also something that is extremely easy for you to do. You could easily become a trusted member of an alien society with clever tricks, like lighting a chemical that produces different colored flames on your hand, some trade that will see you exchange largely useless things to you for some rather valuable things from the other party, and a bit of genuine help, like healing a sick pet of one of them.

Useful Relations - 400

It's hard to imagine how Alexeis's story would have turned out if he hadn't met Uyuiti early on and hadn't accidentally "proposed" to her or other numerous good people that he stumbled on during his quest to get back home. You similarly have great luck in running into people that you can both form good long-standing positive relationships with and who can also help you out with some of the problems you might have. It might take some convincing, trade, or for you to help them in kind, but you can be assured that there will always be helpful people no matter where you go.

Phenomenon Comprehension And Replication – 600

Maybe you were born like this, or having traveled through the mist changed something, but your mind has received quite a boost. There isn't anything you could not understand or comprehend, no knowledge too forbidden or eldritch for you to grasp. With sufficient analysis and a good lab, you could replicate any sort of effect, power, or phenomenon, be it natural or supernatural, through machines. Best of all, no matter where you find yourself, your tech, be it the one you invented, made, or just have in your possession, will continue to work as intended, no matter what the local laws of physics and metaphysics should suggest.

Road Home – 600

Sure, it sounded like a good idea to go back with Baytyrku to their homeland for farther research, but Alexei didn't expect that they would lead them to a whole other world. His journey back home was filled with much struggle, but he still managed to finish it. And hell, he even brought all of his findings with him, getting a bunch of rewards and even a couple of Nobel Prizes. Similarly, whenever you get separated from your home, friends, loved ones, or some other important things, there always seems to be a way to get back, no matter how far they are or if it should be impossible. It will most likely not be easy, with you needing to go on one hell of an adventure if you, for example, get stranded in another world, but it isn't impossible.



Civilian

Desperate Steppe Housewife – 100

Everything and anything one would expect a housekeeper to be good at, you are a master of. From cooking to cleaning to sewing up old clothes and making new ones to taking care of kids and everything else, you are simply amazing. You also give off a homely and peaceful vibe and have the great respect and trust of any and all the members of your family, as long as you don't do something horrible that is.

Don't Break A Leg – 100

Whether you are a nomad who travels from place to place, live in an area with rough terrain, or have a profession that requires a lot of walking and/or running, you have trained your legs quite extensively. Not only are you capable of staying a full day on your feet, constantly traveling through mountains, deserts, and swamps without them cramping up or getting tired, but you also have exceptional balance, never having to fear slipping and falling.

Humble Guide – 200

But while being able to go to different places is good, one can easily get quite lost even without the whole spatial distortion business. Thankfully you have advanced knowledge of this and any other world you find yourself in pertaining to geography, map reading, and making. You know where all the most important cities, towns, villages, shrines, places of power, and many other important locations are, as well as how to get to them both quickly and safely. You won't know everything, because even if you know some secret or out-of-the-way places, the extremely hidden locations remain out of your mind, although you will still gain some theoretical knowledge about them.

Family Business – 200 per

It was quite common for people from both worlds to continue their family's craft for many a century. Is it any wonder that they grew quite skilled at it? You can freely choose a single civilian profession to become a master at. From sewing carpets to carving statutes to forging weapons, the choice is yours. You will become one of, if not the, best people in your chosen field, and whenever you visit a world where there are people more capable than you, it will become possible for you to quickly catch up to them. Can be brought multiple times.

Family Reunion - 400

It is an unfortunate fact that one day a child must leave their home like a chick must leave its nest. It doesn't hover, meaning that they are gone forever. Your family receives an incredible boost to luck whenever they are away from you, making them able to find great opportunities for success as well as find people who they can forge lifelong bonds with, and as long as you want to, you are also guaranteed to meet them again in the future.

When You Are Ready - 400

The locals have a deep-seated respect for one's secrets and personal information. It's up to the person to reveal any hidden knowledge that they might possess, and trying to pester them about it just proves that you are not yet worthy or ready to know it yet. People seem to accept things about you with far more ease than they did before. Whether it be a strange machine that you own, a supernatural power you can use, or a troubled past, as long as it is not something that is immediately threatening to them, they will wait for you to share it with them yourself, at worst giving a hint that they might want to know more.

Peaceful Simple Life - 600

Blood pumping, thrilling adventures, chilling encounters with spirits and travels through the Unseen Space are not for you. Setting down, living a slow and peaceful life, enjoying spending time with family and friends or perhaps a quiet solitude are far more fulfilling things in your experience. Unfortunately many a thing may try to prevent it. Well, not anymore. As long as you are not engaging in the 'Main Plot' and are just living your life, you are guaranteed to not face any issues and have a quite good time, with any wars, errant monsters or transdimensional soldiers passing you by.

Sun-Headed Woman - 600

Perhaps it's your otherworldly looks, or your ancestors establishing themself as a near-divine entity, or some other reason; you just seem to give off a vibe that makes others be cautious of messing with you. Even a Kutuhta who lives on the shadow side of the mountain and engages in more darker arts or an experienced warrior of immense size would be quite cautious of antagonizing you, even if you are but a weak noncombatant that they can easily kill, making you easily able to talk them down and back off. Your reputation also has a way of spreading far and wide, granting you respect even in faraway places you have never visited before.



Warrior

Silent Watcher - 100

Fighting in duels, going hunting, and getting in and out of trouble are the prerogatives of the youth. For most all that energy goes away with age and experience, getting replaced by a more rugged, calm and assessing mind. You are extremely patient, being able to stand on guard duty without moving and remaining vigilant without issue and your eyesight is also quite good, being at the peak of what's possible for your race, never getting worse. Even if you lose an eye, you will still retain your normal field of vision and depth perception.

Coordinated Dance - 100

Most warriors aren't one-man armies and so stick together in groups. And after some time sharing meals, swapping stories, fighting and dancing together, they become quite in tune with each other. You are able to quickly learn to become extremely coordinated with your allies, being almost able to read each other's intentions with a simple look and being able to communicate complex ideas, like battle maneuvers or dance choreography, through short whistles.

Rabbit Rider - 200

To fight a good fight is good and all, but you are not always around when it happens, and first you need to get to where it is happening. You are a professional rider, having at least a passing skill with pretty much all the animals who are used for riding in this setting and a master of a couple of them, and whenever you arrive in new world your skill will be updated to include the ones from there as well. You could pull some rather impressive maneuvers, and your steeds tire less when you are in the saddle.

Take Responsibility - 200

Whenever someone promises you something, even if they themselves did not realize it at the time, like a clueless foreigner proposing to you by gifting you something red, they are extremely unlikely to refuse when you come to collect. You are extremely good at convincing them to pay up and are also an exceptional guilt tripper.

On The Grass With A Pipe - 400

The best warriors know that even they can't go on fighting forever and know that there's a time when they need to sit down and relax. Just lying down on the ground for an hour is enough to replenish your stamina from completely exhausted to the point where you will be able to go back to battle, even if you won't be completely fresh. Engaging in additional relaxing activities like smoking pipe weed, eating, sleeping in a proper bed, and so on is even more relaxing to the point that it even speeds up your healing. You could be covered in cuts and bruises and be barely able to stand on your feet from exhaustion, but after a hearty meal, a smoke, and a couple of hours in a sleeping bag, you will be good as new.

Tusmalem Champion - 400

If two Baytyrku disagree on something hard enough to cause bad feelings, they can participate in a one-on-one duel till the first blood, where the winner is deemed right. You have participated in your fair share of such duels and have won them all, having accumulated plenty of fighting experience in the process. Your skill in battle is superb already, but what is better is your ability to quickly learn from your opponents, as whenever you face someone more capable than you in battle, your skills will start to improve drastically, and if the battle lasts long enough, you are almost guaranteed to become as skilled as your enemy.

The Nightingale - 600

Baytyrku are good at whistling. Whether it's due to their biology and their long fangs or there being a more mythical reason for it, it's undoubtedly true. And 'good' doesn't

just mean melodic or loud, although that is also the case; no, it means that they have weaponized it. You are one of the most skilled people at it, easily being able to not just kill a bird from hundreds of meters in the sky but also leave gashes and dents in train cars and even fall trees a short distance away from you. And you aren't even at the peak of your ability. Who knows? Maybe eventually you could train to be good enough to cut down entire groves or rip IFVs apart.

Whale Eater - 600

The locals, although looking superficially like humans, possess quite a few differences. One of them is obviously their size. With some being quite a bit smaller than adult humans, despite being fully grown themself, while others grow to be absolute units. You are one such case, easily being around three meters tall when seated, possessing both immense strength and durability, and easily being able to throw around fully loaded trucks and tank hits of similar strength without even batting an eye. Your stamina is similarly impressive, allowing you to battle day after day without tiring or survive on a diet of one small meal and one cup of water a day indefinitely without losing any strength or acquiring any health issues. Unlike the locals, you can, however, shrink back to a more normal state and grow back to full size at will, retaining some of your strength, durability, and stamina, although not all when you shrink down to a normal size.



Kutuhta

Knowing Look – 100

Having met all sorts of people during your life, you have developed a rather good feel for their personalities. You are an exceptional judge of character and can easily spot any lies or half-truths. When you talk to someone, you will slowly start gaining some surface-level information about them without them actually revealing it to you, like their name, age, where they are from, and their profession.

Unsettling Visage – 100

Even though many may view all Kutuhta in the same light, you still are all distinct individuals with your own personalities, wants and needs. What you share, beyond your generally useful knowledge and skills, is your propensity to be creepy as fuck. Maybe it's the masks or the weird clothes or the way you can just silently stare at people, but you can frighten even the most hardened and willful people out there with the simplest of actions.

Fog Navigator – 200

Bah, who needs eyes anyway? They are overrated. And you aren't just saying it because you have shit vision or are actually blind; it's just the truth. You have a supernatural level of spatial awareness, being able to feel your surroundings even if none of your other senses work and in far more detail than most people will be able to with their regular senses. You can also make yourself appear blind on command and normal at will, with your eyes becoming milky white.

Respect The Mask – 200

Considering how many things you do in society and how much you know, is it any wonder that most people treat you with respect and reverence? No matter where you

find yourself, you will always be treated with at least minimal decency, and if you have some useful knowledge or are proficient in some sort of skill, you will be treated far better by people who find those things useful and/or good. And you don't even need to tell anyone about your proficiency, because as long as you want it, people will be able to tell of your capabilities from just looking at you.

Medicine Goblin – 400

One of the most important parts of your jobs is to keep others alive and healthy. Not that easy of a task considering the local level of medicinal knowledge but you manage it surprisingly well. To that end, you have great knowledge of all the local medicines, something that updates with each new world you visit, as well as being able to spot what's wrong with people by just looking at them. From a simple cold to dislocated limbs to poisonings and so on and so forth, you know how to heal anything that can be realistically healed in whatever world you find yourself in and can do so using the most mundane and common materials.

Ghost Stride – 400

You are one stealthy bastard. As long as you do not wish to be found, the world itself seems to hide you, with space warping around you to conceal your form, making you completely invisible and undetectable to anyone without supernatural senses and extremely hard to find for those that do have them. It's however somewhat taxing on you, making you tired rather quickly, and even more so if you move. The faster you are, the less you can spend in such a state, being able to remain hidden for about half an hour standing still but only about a dozen seconds while you are sprinting at your maximum speed.

Withered Sage – 600

Well then, be prepared to get treated with a lot of respect. You are most likely the most knowledgeable individual on the subject of everything supernatural that is going

on in this world. From knowing all the ways to appease the spirits and creatures of these lands to knowing how to get through the Kuutur-Hir safely and precisely where you want to and to all the different burial rituals of every culture in existence, you know it all and are able to do it as well as any other Kutuhta. And in each new world you visit, you will gain extreme levels of knowledge on any and all supernatural topics, not to the same extent as you do here, but it will still be enough to make you one of the most knowledgeable people there, as well as gaining assess to any "magic system" on the level of a proficient user as well as retaining assess to them when you move to the next jump.

Beyond Sight - 600

Knowing things is your whole deal, and now you have an exceptionally great way of gathering knowledge. Your mind has been opened, and you now see far more than everyone else. From scrying locations that are hundreds of kilometers away to seeing beyond illusions for what is truly going on to viewing the past and even being able to see a short time into the future. This also allows you to see safe passages through any sort of time-space distortions, even if there normally aren't any, and arrive precisely where and when you want to, though them. Nothing can ever detect you seeing, perceiving, knowing, or otherwise learning something about them using supernatural means. If you also have the Kuutur-Hir perk, then using them both together, you will be able to see across the multiverse, peeking into other worlds and even being able to travel through time.



Items

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported into a fitting item (Weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be bought multiple times, with free items costing 50 after first purchase. You can combine compatible items like **Old Set** and **Bride Of Bright Burgundy**.

Drop In

Peaceful Radio - 100

A small portable radio that can fit in your pocket and does not require power to run. As long as it has connected to a frequency, once it will be able to connect to it again no matter the distance or spatial anomalies that might be in the way, being able to even function across dimensions. It can unfortunately only broadcast and not transmit, but it also has an interesting quality to calm down anyone who hears music coming from it and make them more friendly and open to dialogue.

Best Horse - 100

Well, they're a classic for a reason. This horse is not only one of the fastest of its kind but also has incredible endurance. Although it might not be as well suited for mountainous or desert terrains, in the steppe or on a road it could not be matched, easily being able to outrun most cars and go at maximum speed for a whole day without getting tired.

Space Suit - 200

Although you might look a bit silly wearing this, it is still really useful. This suit not only provides you with an infinite amount of air and protects you from the hazards of

space but also makes you immune to any and all spatial and temporal anomalies and somewhat resistant to any supernatural powers and abilities while wearing it. It is also surprisingly durable, being able to take a few pistol shots without any issues.

Foreign Dictionary - 200

Tattered journal containing an extensive breakdown of any one single language, be it a normal or supernatural one. You can choose which language it is at the start of any jump. There, however, is a catch. Although the knowledge it provides is accurate and detailed, there are parts missing, scattered around the world or worlds of the jump you are currently in, requiring quite an extensive search to complete. Although even as is, there's still quite a lot you can learn from what you start with.

Recall Point - 400

A belt with a button and a disk several meters in diameter. The belt is capable of teleporting the person wearing it through space to the disk. It works no matter the distance and cannot be blocked. There are also blueprints on how to improve the devices and even potentially create a teleportation network, although unlike the belt and the disk that you get, which run by themself, the ones you or others make with the blueprint requires immense amounts of energy to run.

Spatial Anchor - 400

You've got yourself a device about the size of a football that, when turned on, is capable of stabilizing the space around it, preventing any sort of spatial or temporal anomalies or manipulations. It, however, requires energy to run, with the range of the stabilization being dependent on how much power it is provided. A standard car battery can power it for about an hour with a field of a few meters.

Alien Archive - 600

A small projector-like device. Once activated, a hologram of an alien will appear. It possesses great knowledge of almost anything that happened, is happening, and might happen and will share it with you freely. From the knowledge on certain technology to where some person might be to how to win a duel it can tell you quite a lot. It, however, only has knowledge regarding non-supernatural things and is incapable of providing knowledge on anything of the supernatural. Don't be afraid to ask how, as if some things may seem mystical to you, they very much might be mundane and therefore still in their purview.

Chrome Pyramid - 600

A giant metalic flying pyramid about the same size as the biggest one on Earth. It is tens of times bigger on the inside, possessing everything one might need to comfortably live there, providing food, water, and air as well as not requiring an energy source to run. It doesn't move that fast while in the atmosphere, only being able to reach several hundred kilometers an hour, but it can reach lightspeed while in space. Finally, it is quite durable, being easily able to tank the strongest of modern nukes without scratching as well as creating and controlling thunderclouds and lightning.



Researcher

Recording Equipment - 100

Everything a scientist may need to catalogue their findings. A notebook with endless pages and a never-ending pen, a photo camera with infinite film, an audio recording device with infinite storage and a simple watch that has infinite battery. The items are quite simple, but you do get a bit of a boost to concentration when you are using them.

Trade Goods - 100

A collection of different trinkets, glass beads, fake silver yarn, and a bunch of other stuff that would be considered rather worthless or extremely cheap in a modern society but can be traded for some good stuff in more primitive ones. Has an added protection from people getting mad at you for swindling them when they realize those things aren't that great, with them instead blaming themself for falling for it instead. Replenishes each month.

Cheap Drinks And Cheap Tricks - 200

Two flasks. First, it is full of any kind of non-supernatural alcohol you may desire. Simply closing and reopening it while thinking about a specific drink will see it be refiled with it. The second contains triethyl borate, a chemical mixture that burns green when lit up. Coating your hand with it and setting it alight is not only harmless but is a great way to convince others of your supernatural powers, serving as an undeniable proof of your powers. Even if you don't have any.

A Little Secret - 200

You really are not supposed to have, but if no one finds out, then it's not a big deal, right? This right here is a handgun, with you being able to freely pick the specific one as long as it was invented somewhere before the 1990s. It has infinite ammo, and you

can always summon it to your side with a thought as well as make it disappear to somewhere where no one can get it. Although it can still be stolen if you leave it to just lie around, you will become immediately aware if someone does take it as well as who they are, with the gun also not functioning in the hands of those you do not want to.

Loaf Of Science – 400

UAZ Bukhanka was severely modded and upgraded. First, you no longer have to worry about the piece of shit rusting, breaking, or requiring any maintenance, as it is always in the best shape. The insides have been converted into a mixture of a lab and a living space, making for a rather comfortable mobile base and surprisingly good science lab. It can traverse most terrains, from steep to rocky mountains to deserts to swamps, and can even swim, as it has amphibious capabilities. It has a rain collection system with a filter for the shower, sink, and toilet, as well as an electrical engine with a surprisingly large battery that can be rechargeable through catching lightning and manually turning the dynamo. Finally, it has a rather surprising resistance against any and all space- and time-distorting effects.

Perfect Signal – 400

A couple of radios, the size of a briefcase, with a container for letters and small packages. It is capable of both sending and receiving signals from anywhere in the jump and through any interference. Anything placed in the container part of one of them can be taken out of the other with it similarly working no matter the distance. The item will not be affected by time while inside the container, and there's an automatic scanner that will inform you if the package is somehow dangerous to you and people around you, like having a deadly virus on the surface or it being a bomb.

Egghead Central - 600

A large, well-funded institute employing the best and brightest scientists from across the world. In this jump it will focus on the research of the time and space distortion, but in future jumps you can freely choose which field or fields it will focus on. The people here are capable of moving the technological development of the whole world by leaps and bounds from even the smallest pieces of interesting data, being able to decipher and understand even the most convoluted and mind-boggling phenomenon in record time.

Perfect Little Thing - 600

It honestly will be easier to say what this small device doesn't detect than what it does. From all the different kinds of radiation, from infrasound to chemicals of all kinds to spacetime distortion and supernatural energies, it can detect and record it all and for miles around it. It cannot be moved or destroyed without your permission, nor can the data it collects be tampered with. Has infinite information storage capacity and in future worlds it will update to be able to detect interesting and unique things. You also get blueprint to make more, and it is surprisingly easy to do so.



Civilian

Big Birds – 100

Baytyrku do love their birds, and this is one of the breeds that they have managed to develop over the years. You have about a dozen of them, each about a meter tall and weighing quite a bit, although that does not detract from their ability to fly. They both lay eggs quite frequently and can be milked on account of possessing breasts, with the eggs being extremely tasty although having a bit of an odd taste, while the milk is extremely nutritious, with a single cup being an equivalent to a hearty meal. They are also quite smart and see you as their leader, being able to follow even complex commands.

Smoked Marmot – 100

A bag full of delicious meat. Never spoils, and there seems to always be enough to feed you no matter how big of an appetite you might have. Somehow fill all of your nutritional needs, and the meat makes for a surprisingly good gift, with people finding it quite good, no matter their food preferences.

Homely Yurt – 200

A foldable tent that is as big as some modern houses when it is set up and can easily fit into a small backpack when put down. It always has a comfortable temperature, whether you are in the snowy tundra or scorching desert. Sleeping there is extremely comfortable and speeds up one's recovery and healing dramatically.

Lost Plane – 200

A brand-new commercial airliner that has been painted with some drawings. Whoever gets in the pilot seat receives the skill to be able to fly it on a professional level. Flying is far more likely to bring you to whatever destination you have in mind and is almost

impossible to crash. It doesn't require fuel and always has power and water but is otherwise a normal plane.

Extensive Family - 400

Parents and grandparents, siblings, uncles, aunts, cousins second and third. You have a giant family of several generations that live all over the place, who have all sorts of jobs and societal positions, steering towards being in places where it would be advantageous for you to have a friend in. What binds them together is that they all love and support you, always being ready to provide help when you need it. Act as followers, and each respawns a day after death.

Revered Shrine - 400

Whether it's a place where some sort of significant historical event happened, a place where some useful animals can be found almost exclusively, or a place that is important for some other reason, you can be guaranteed that people will constantly visit it and provide hefty offerings to you because of it. It will give you a quite respected status as it's caretaker, giving you some nice political clout, even if you don't really do anything.

Silver City - 600

A giant underground complex filled with high-tech machinery capable of housing tens of thousands of people comfortably. It is incredibly self-sufficient, providing all the necessary things for any and all of its inhabitants. It has impossibly good defensive capabilities, able to project a field that will make it so that nothing will be able to pass through it, no matter how strong it is or any supernatural abilities it might have, and this field can remain on indefinitely. The only downside is that it will also prevent anyone from leaving it.

Sacred Whale – 600

A giant whale several kilometers from head to tail. There's a settlement on its back with about a hundred people living there as well as another settlement of similar size on its belly with underwater inhabitants. It is considered sacred, even by the most heinous and mad individuals, not daring to attack it or following you onto it. Can breathe out thick mist that, when it covers the whale fully, is able to teleport to any other body of water on the current world you are in. Unfortunately, it is otherwise not a very fast swimmer, barely able to cover ten kilometers a day.



Warrior

Rapid Rabbit - 100

A giant rabbit big enough for you to ride. It is quite a bit faster than even the fastest horses from the human world and is capable of jumping several times its own height even with you on its back. It, however, has shit stamina and has a ginormous appetite, easily eating three times what a horse would.

Old Set - 100

A rather old piece of leather armour with a few metal pieces here and there to protect more important places as well as a single weapon of your choice. Despite not looking the best, the armour provides decent protection, and the weapon is still quite deadly. What it can instantly be put on and off with just a thought, and the weapon can be summoned to your hand and unsummoned to your warehouse, or alternatively, similarly.

Hunting Bird - 200

This creature is significantly smaller than its cousin, roughly the size of an average falcon. It possesses nearly human-level intelligence, although it cannot speak, despite having a human-like face. With exceptional senses, it can assist you in locating hidden prey and alerting you to impending danger. The eggs it produces are incredible supplement for growing stronger as they improve the speed of ones recovery after training significantly.

Warped Crossbow - 200

Huh, that's interesting. It seems you've got your hands on a weapon that has been crafted from the materials that have been growing in the mist and have absorbed some of its qualities. Any shot fired from this crossbow will hit the target instantaneously no matter the distance to it as well as hit it with a bit more force as if

the bolt hasn't lost any of its energy flying through the air after being fired, making dodging it nigh impossible.

Honored Blades – 400

Two sabers that are always big enough for you to wield comfortably no matter how big or small you become. They are perfectly balanced and are unbreakable as well as being razor sharp and being being able to hurt and kill immaterial and ghostly targets. You can decide how much damage they inflict when you land a hit, being anywhere from full to just leaving tiny yet painful cuts. You will never kill someone accidentally while wielding these and have legal permission to carry them anywhere.

Personal Guard – 400

Choose from anywhere between 2 and 10. That's the amount of bodyguards you have. They are incredibly loyal to you as well as being quite strong and skilled. Exactly how capable they are depends on how many of them there are, as the fewer there are, the more powerful each individual is. The more there are, the better they get at fighting as a group. They act as followers unless imported as companions, in which case they share a single slot and all the purchases. Respawn a day after being killed.

Possessed Platoon – 600

While at first this might look like a remains of a battle that has ended a long time ago with skeletons wearing tatered uniforms and rusting vehicles and weapons, the moment you give a whistle, something that you now can do if you couldn't before, it will show its full colors. Fifty ghosts of WWII Nazis have been bound to their own corpses, weapons, and vehicles. They do not tire and possess strength surpassing their own when they were still alive by quite a bit; they do not need ammo to shoot from their guns, nor do their vehicles need gas to run. A rather terrifying army that is extremely difficult to put down and listens to your every order without question. If they are

indeed destroyed, their remains will be swallowed by the mist and spewed out restored back.

Bride Of Bright Burgundy - 600

A suit of incredibly intricate armor colored a beautiful crimson. Not only does it provide great protection, making you barely feel anything even if shot at with high caliber bullets, but it also makes others incredibly hesitant to get in to the fight with you, with even the most experienced of fighters having second thoughts. If they do decide to fight you, they will find that landing a hit on you is incredibly hard, as their attacks keep being steered off by some sort of invisible force. And if they do manage to land a hit, they will find that their weapon has been changed to something different, like a sword being replaced with a spear or a knife with a club.



Kutuhta

Weather Compass – 100

A bit of a complicated device that you nevertheless know how to use. By facing the sun, you are able to tell with surprising accuracy the weather for the next couple of months. There are a few disks you might need to swap out depending on where in the world you are, but after a bit of messing around with it, you can make the prediction.

Relentless Goat – 100

It's pretty dumb; it doesn't move that fast, but it sure as hell can just go on and on without stopping. Not only is it pretty strong, being able to carry incredible loads, but it also requires very little food, water, and sleep to function. Also has surprisingly good balance and ability to scale even the steepest mountains as if it were nothing.

Three Faces – 200

Every Kutuhta needs two masks. Just part of the job. When they are home, they use a mask with two faces, but when they are going into the mist, they must be using the one with three faces on it. Their general design is up to you beside the number of faces. The masks don't impede your vision and can block any effect, power, being, etc. that relies on you seeing it to work from activating, as long as you want it to.

Surprisingly Effective Herbs – 200

A small pouch that is bigger on the inside containing any and all non-supernatural medicinal plants and herbs in whatever jump you find yourself in as well as the ones from any you have already visited before. You can always pull out just the right ones you need, and using them to make medicine results in a far better product than should physically be possible.

Ghost Ship – 400

A rather large, old, and damaged sailing ship. Despite looking like it is ready to sink, it has sails so full of holes that they shouldn't be able to catch wind, not only can it still sail but also do so incredibly quickly. Furthermore, anytime it enters mist or fog, it is capable of teleporting to any other mist or fog that is located over the waters of the world you are currently in. Somehow it doesn't require any crew, with everything that would require it done as if by ghosts.

Koshti - 400

Several thin stone pillars about a meter in height that have had numerous holes drilled through them. Placing them around any grave will allow you to communicate with the person lying there to a degree. It will require extensive prayers and songs from you to get their attention, and parsing their response might be hard, but they will eventually answer. You don't have any command over them, so they still might refuse to share some information, so it's up to you to convince them to do so.

Tree Of The Dead - 600

A grassy field surrounded by mist and at its center a giant tree several hundred meters tall that looks like it is made out of skulls and is spewing said mist. It isn't located in any single place but can instead be reached by walking into sufficiently thick mist or fog. It has two purposes. First, it serves as a sort of interdimensional hub that you can use for fast travel as well as being guaranteed to always end up in it if you ever find yourself forcefully teleported or otherwise spatially displaced, and from where you can go to any place you have previously visited by just walking through the surrounding mist and thinking about it. Second, it is capable of summoning the soul and/or spirit of any being whose skull you add to it as well as holding them as a harmless and powerless prisoner until you allow them to pass on. No one can detect, perceive what happens inside, enter, or leave this grove without your permission.

Fog Deity – 600

Whether it's through some sort of contract or just having taken a liking to you, you have found yourself a rather powerful ally. This is some sort of monstrous being whose general shape and size you can choose to be anything from a roughly humanoid and twice the size of an adult man to a strange tree-bird thing the size of a large pine. They are hidden in the Unseen Space most of the time but can come out if you need them to, cannot be killed or severely injured, and are capable of manipulating and creating fog, both normal and supernatural, as well as serving as a guide and protector when you are using any world-travelling method, be it through your own powers or naturally occurring portals, making them able to lead you wherever you want to go without getting lost. Finally, they also protect you from any spirits or gods that might wish you harm, as well as being able to act as a translator if you wish to communicate with such beings. They are quite benevolent towards you and you can choose their personality.



Companions

Companions can't take drawbacks.

Original/Import - 50 for 1, 200 for 8

Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 to spend as they please.

Canon - 100

Take any individual as long as you can convince them to go.

Drawbacks

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Extended Stay + 100 per

Stay for 10 more years. Can be taken as many times as you want but you only get points for the first 4 purchases.

Kotomkin Is Truly Something Else + 100

Every fucking time. No matter how much you check your footwear, there's always some sort of bug or spider or little critter inside that will bite you whenever you put it on. Not wearing anything will just make you periodically painfully hit your little toes on something.

Left And Right + 100

Holy shit, why is everyone so thin-skinned? It's like no matter how nice and good you are, there's always at least one person who challenges you to a duel. Thankfully just till the first blood, but they will act annoyingly smug if they manage to win and will never let you live it down.

Cheburashka + 100

Who's a short king/queen? You are! Yes, you are! Oh, so cute and funny! You are now half the height you are supposed to normally have and feel somewhat insecure about it. Others might treat you worse because of it.

I'm Okay + 100

You have a bad feeling that a friend or a family member has died. That is, in fact, true. Periodically hearing a whisper on the wind telling you about how they feel in the afterlife and it will make you pretty sad, even if they are feeling alright. If you are a drop-in, you will make a good friend shortly after the start of the jump, who will soon die.

Ushtug + 200

You've done something pretty bad. Bad enough that an honor duel could not solve your fuck-up, and so you had your fangs ripped out and banished from your home, branding you as an outlaw. Anyone who sees your missing teeth will immediately understand that you are a criminal, so don't expect to be treated the best. There's a way to regain your honor; unfortunately, it requires marrying an upstanding member of society, with them taking responsibility for any of your future crimes on themself.

Food Disagreements + 200

First of all, congratulations, you've got an ulcer. Fortunately it can be cured, even if it may take some time. Unfortunately, it will soon come back if you don't stick to an incredibly healthy diet. A diet that tastes like absolute shit to you.

Stechkin's Gone + 200

No matter how well you hide your stuff or how good of a defense the place you keep it is, some of it will inevitably get stolen. It won't be that hard to find who took your shit, but getting it back might very much be a rather arduous task.

Kutukhta Trouble + 200

No matter how hard you try to be nice and respectful whenever you interact with a Kutukhta or a person of similar societal standing, something always goes wrong and you gain their animosity. Sometimes you can calm them down to just being annoyed with you and others; you'll be lucky to be able to negotiate a duel till first blood and not till death from how mad they are.

Secret Seeker + 200

They are hiding something; keep it to themself. How can they?! You must know! It is incredibly hard for you to hold yourself from trying to pester others about anything that you might consider to be their secret. From their past to their likes and dislikes to their skills and abilities, you feel like you must know it all.

Those Savages + 200

You have a rather close-minded outlook on people of other cultures, races, and species and have trouble treating them with any sort of respect as well as constantly undervaluing and underestimating them. You can become somewhat accustomed to them after spending prolonged periods of time around them, but it will never truly go away.

Milky White + 200/300

You've lost your ability to see or some other sense that is the closest equivalent if you were blind to begin with and are unable to regain it. For an additional 100, you are

haunted by horrific sights of a deeply distorted reality that can become real if you ever find yourself in the mist.

Dimensional Lock + 200/300

You start the jump not in the world you are supposed to but in some other one. It might be one shown in the story, be it the modern earth or the one Alexei finds himself in or some other one not shown in the story, whichever you prefer less. For an additional 100, you are locked to it and are unable to travel to other worlds.

Rightful Place + 400/600

Sometimes life doesn't go the way we plan. Sometimes it goes horrendously wrong and you want a redo. Shortly after the start of the jump, a version of you from alternative timeline ten years into the future will show up to kill you and take your place as a jumper. They are far stronger and more skilled than you as well as more ruthless. The only downside is that they didn't bring any items with them, only carrying basic gear. For an additional 200, every couple of months another one will show up.

Tanvaamats + 600

It is coming for you. A distorted, ghostly, monstrous version of yourself. It brings fog wherever it goes, it calls for you to come to it, and it wants you dead. It can't be stopped, killed, or otherwise gotten rid of. Others might be able to temporarily distract it but it will be short lived. The only thing to do is run as fast as you can for as long as you can, and even then it might not be enough.



The Final Choice

First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy versions of all the named characters for free.

Now Choose

Stay Here

Want to stay around? Sure, have fun and good luck! Here take additional 1000 to spend here

Go Home

Want to go see your family? It's okay to miss them. Here take 500 to spend here before you retire.

Next Jump

That's what we're talking about! Here take this pistol that spews regular non supernatural fog when you press the trigger.

Notes

English translation is here.

A little overview of the setting.

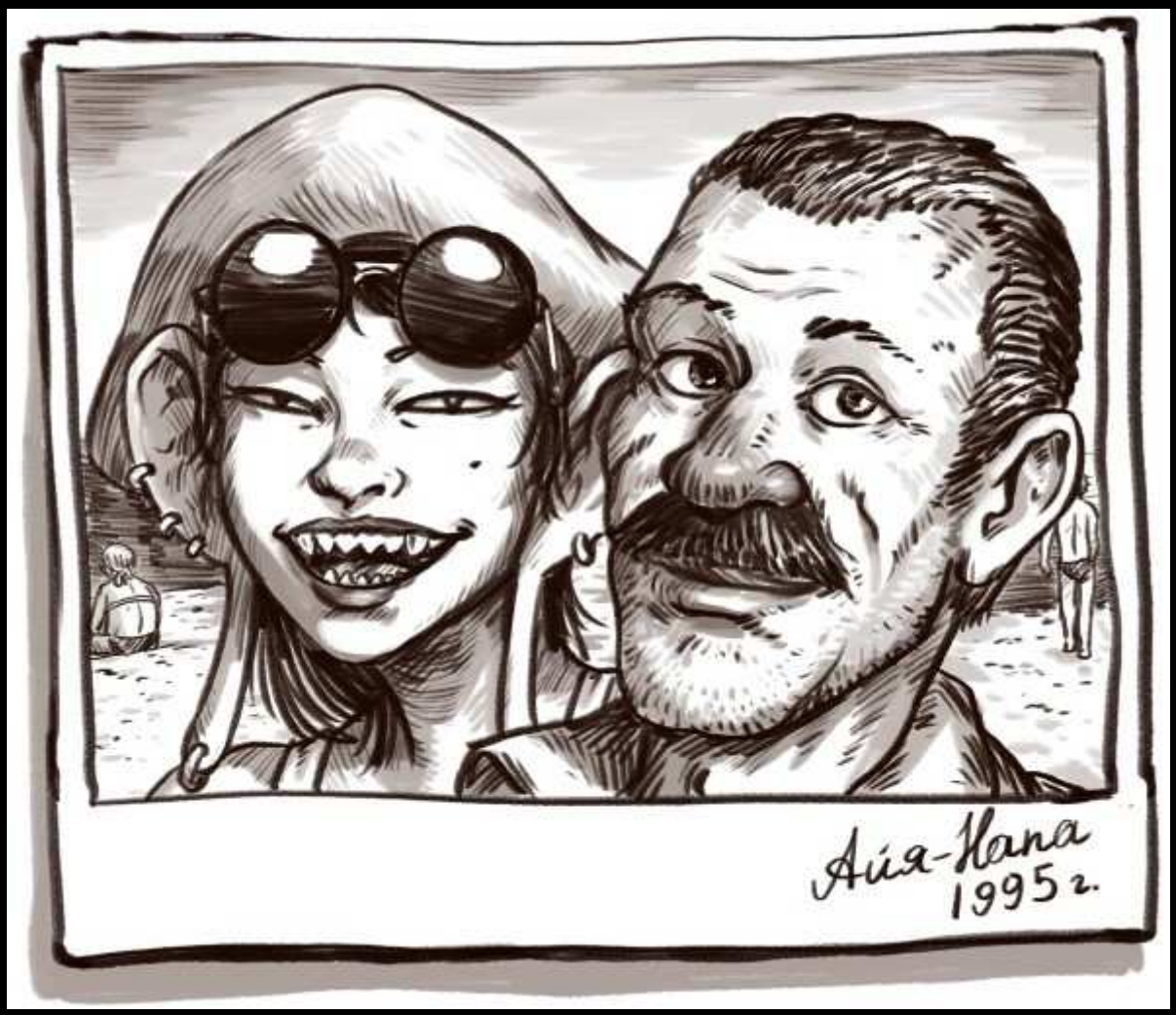
As said in the beginning of the jump, it starts on an Earth somewhere in the early 90s, similar to ours, but the tech level is a bit ahead. The other world that Alexei finds himself in is quite a bit different.

There's no sun, just a giant sun-like orb in the jaws of a giant wolf-skeleton, so it's always day. The closer to the sun you are, the hotter it is,

and the farther you are, the colder. It apparently only covers about half of the planet, and according to myth, on the other side are trees that create the space-distorting mist.
On that note: any sort of mist and fog is seen with quite a bit of fear, and it is avoided at all costs, since it very much can send you either to a different world or just make you disappear entirely, so try to be careful around it.
There are random metal pyramids flying around, either creating or being followed by storms.
Under the wolf-sun thing there's an underground bunker with atemporal transdimensional aliens that freely answer any questions, although they don't know everything, with Kutuhtas being a glaring blind spot that they don't understand and say shouldn't be possible in the first place.
Kutuhtas have vaguely defined abilities akin to magic, mainly revolving around dealing with the mist and the spatial and temporal disturbances.
In general, if you stay out of the mist, it's a pretty chill place; most people are pretty nice, and their cultures are pretty neat.

Changelog

V 1.0 Release
V 1.1 Added link to the comic and an overview of the setting


Аўя-Нана
1995 г.