The Divine Muse

A **Benefactor** Supplement by SpiritualStill
Version 1.0



At the midway point of your travelling atop some inclined path, you barely noticed that you, at some point, began to climb stairs up some strange tower. But, guided by some mysterious force, you climbed it without any issue at all, no sort of potential acrophobia influencing you. Afterwards, you reached the top of the tower, and walked into the shimmering blue water to relax.

"Are you enjoying yourself?"

--! Suddenly, your trance state was broken as the mysterious voice made their presence known. Despite this, you were unusually calm, and not completely panicking at the impossibility of this all.

"Do not fear at all, mortal,"** The voice was truly pleasant, **"I have brought you here for a proposition. As for where 'here' is - this is a space generated from my memories of my...original home. I found it to be one of the most beautiful places that has ever existed. Even more than my old home that has ceased to exist."

Admittedly, you had no idea what she was talking about. She (strange how you could know that without a thought) seemed to get what you felt.

"There will be time to discuss that in the future. For now, I intend to offer you the proposition of a lifetime. It is the offer of a chain," *She spoke clearly,* ***"You are aware of the Jumpchain, correct? Well, I will play the role of 'Benefactor', if you will play the role of my 'Jumper'. Are you interested in this?"***

Wow, a Jumpchain…! To explore the multiverse, getting cool powers, and so much more! Who could possibly turn it down? Well, actually, a lot of people probably would, which is why she's giving you the option.

<<<I'm sorry, but I think I have to reject it.>>>

"That is fine, not everyone is equipped or prepared to go on a chain. I shall send you back home. However, I do believe you have potential, so just contact me if you so desire: my offer will always be open for you."

<<<Woohoo! I want to go on an adventure!>>>

"I appreciate your enthusiasm. The contract is now signed: the two of us are now Benefactor and Jumper for the foreseeable future. Now, let's get down to basics."

The Three Rules of the Muse

"I believe several of my associates tend to use the rule of three when making their rules. There, I shall do so as well."

Rule 1 - Tyranny is Forbidden

If there is anyone who knows that lording over others is a bad thing, then I can assure you that the Muse is among them. This is not saying that you can't flex on others, because that will always be immensely fun. This is also not the same as making someone do something when you have no choice, or it's to help them. When you forcefully exert control over someone, and you have plenty of other viable paths forward, you will be severely penalized until you make amends for it.

Rule 2 - The Path of Self-Improvement

You would not believe the good so many others can do, and the fact that all they need is a person who believes that they can truly improve. Obviously, you cannot be expected to make everyone in the world improve themselves. However, when you have prolonged interactions with someone, you know they have an issue, and know they will at least listen to your words, you have an obligation to put in some effort to help them. Be the light that inspires others.

Rule 3 - Until All are One

No, this is not an endorsement for creating hiveminds, or the Instrumentality. In the world the Muse was from, a HERO gathered the disparate peoples, races, and gods together, to bring about a new age for the world. You are not expected to do what they did, but it is expected that you try to ameliorate the differences between different but not necessarily opposed groups, even on the smallest of scales. You don't have to be successful on all or even any of your attempts - you just have to make an honest try.

"Hmm? Who was that HERO? I hardly think it matters for the moment. Perhaps I will tell you in the future, once I am sure of something."

Standard Benefits Package

"A Jumper should be expected to have at least one of these. The rest are helpful things that my group believes you should always be entitled to. Feel free to peruse."

Jumpchain Benefits [Free; Mandatory]
The one thing that you do need to actually be classed as a Jumper. The Muse is officially your Benefactor, and has therefore granted you a number of abilities. You are now able to travel through all of creation, and gaining perks, powers, items, and companions through jumpdocs. You can also accept. Drawbacks, making the Jump harder in exchange for being able to purchase more.

World State Non-Editing [Free; Optional]
There is an infinitude of worlds in these Clusters, so there isn't really a reason to forcefully edit worlds. Any drawbacks that specifically influence how the world functions, will simply take you to a pre-existing world where said drawback naturally influences reality.

I Love a Challenge! [Free; Optional]
Now this is fun! You are free to ignore any sort of drawback limit in a Jump, and may pick as many as you believe you can handle. This also applies to your companions, though any world-influencing drawbacks cannot be taken by multiple people.

Document Fusions [Free; Optional]
Perhaps you are interested in going to a setting only once, but there are too many good docs for them. Now, you may combine Jumpdocs of the same setting into a singular Jump. The CP Pools separate from one another, but if you select a Drawback in one, you automatically select the equivalent in the others, giving you the CP.

Extended Visit [Free; Optional]
Once you have done the required aspects of a Jumper, you should have fun, right? So long as you have lasted through the mandated time in a Jump, you are free to stay afterwards for as long as you want, with all relevant Drawbacks purged.

We are the Muses [Free; Optional]
As an individual chosen for a Jumpchain, you are someone with considerable potential, and the Muse is not the only that will recognize this. So long as you follow her rules, the Muse will allow you to have as many Benefactors as you think you can handle.

Voices from the Sea

"No, Jumper, not the seas of water you are familiar with. I speak of the Conceptual Sea, where all concepts and ideas are born. The Sea of Zero is, perhaps, either its true name or the source of it. From that sea arose almighty forces known as the Pillars, whose very presence IS what they embody. What's more, they embody all possible permutations of it - even the ones that you mortals cannot currently perceive. Due to my status, I may call upon their authorities, and offer you the tiniest sliver of them. If you are curious about the names, the reality is that they simply don't have any. The names are ultimately arbitrary, and were given to them by mortals as a way to categorize them."

Earn Your Power [Free; Optional]
Perhaps you have your sense of pride, and do not want to have such a variety of powers just handed to you. Maybe you've got another = Benefactor that requires you to not be so strong so quickly. Whatever the reason may be, you can choose to have these powers be granted to you after completing some sort of mission or quest. Perhaps the quest can be something thematically appropriate for the power, or perhaps it can be chosen after some sort of milestone.

Voice of Kurimas, Creation's Pillar [Free; Optional]
The Pillar that oversees creation, whether it be the creation of the universe or living entities. You are therefore able to create practically anything. There are some heavy caveats to this of course. At its most basic, you cannot create anything that you have to purchase with CP. Similarly, how much energy is required for it scales directly with its complexity and how valuable and desired it is to you and the world at large.

Voice of Rava, Destruction's Pillar [Free; Optional]
The Pillar that oversees destruction, oblivion, and the end. You are now able to "decay" things you come into contact with at will, and can destroy it even at the subatomic level. It is subject to similar restrictions as the Voice of Kurimas, so don't go trying to destroy anything fiat-backed. Similarly, your ability to destroy something is slowed increasingly high based on both complexity and if it is stronger than you.

Voice of Alkawn, Space's Pillar [Free; Optional]
The Pillar that oversees the cosmos and its many celestial objects. Stellar phenomena such as black holes and solar flares no longer have an effect on you, and you are able to fly through space at arbitrarily fast speeds.

Voice of Chronolektra, Time's Pillar [Free; Optional]
The Pillar that oversees the long march of time and its many permutations. You are now a Filigree Angel, which isn't a literal angel, but is a being attuned to time itself. You are immune to forceful changes in time, and can identify temporal anomalies (altered timelines, reversed time, time walls, time loops, etc.), and forcefully correct them. Additionally, you are locked into your prime age and body, which means it grows as you grow, and when outside of battle, it will "revert" to how it should be, healing all injuries.

Voice of Kei', Access' Pillar [Free; Optional]
The Pillar that oversees locks, keys, and paths across existence. You have the ability to instantaneously bypass any and all barriers, be they physical, digital, mental, conceptual, or something else. As part of this, you have a degree of fast travel, enabling you to instantly teleport to any location you have previously been to.

Voice of Ilthli, Mortality's Pillar [Free; Optional]
The Pillar that oversees the passage of life and death. You share a lesser version of that power, and while you cannot resurrect the dead, you can heal those who have been injured or are at death's door. Similarly, you can do such things as rendering people biologically immortal, or instilling into someone the ability to die.

Voice of Two-Faced, Stupor's Pillar [Free; Optional]
The Pillar that oversees stupor - a term for nigh-unconsciousness or a lack of awareness of your surroundings. Amusingly, this actually makes stupor no longer an issue for you, because your body is able to autonomously act without your awareness whenever you are in danger.

Voice of Sciephrya, Comprehension's Pillar [Free; Optional]
The Pillar that oversees understanding and awareness of reality and all of its details. You become unusually, frighteningly intelligent about things. When you learn anything, you fully take it to memory, and are able to fully extrapolate all details. For example, if you learn addition, you can instantly know how to do any form of addition and multiplication. If you learn subtraction, you similarly learn that and division. Once you learn a separate but somewhat distinct factor, you can apply anything relevant you previously learned to it.

Voice of Atlas, Memory's Pillar [Free; Optional]
The Pillar that oversees memories, from your core memories to ones you forgot. Well now, your control over memories is nigh-absolute. Unless it is fiat-backed, you retain all of your important memories, and can depersonalize the worst ones. Additionally, you can help people remember any memories, or cleanly excise said memories from them.

Voice of Azelkyra, Curiosity's Pillar [Free; Optional]
The Pillar that oversees the desire to learn more, up to and including wanting to explore more ways of living. You now possess an "oversoul" operating outside of reality, allowing you to send your "avatars" into your Jumps. The sensations and experiences of these avatars are felt by you, and you are able to control them all at once. What makes this truly special is that you are now treated as though you simultaneously "stayed" and "continued" along your chain. This prevents you from suffering a chainfail, even if you died in a Jump.

Voice of Miann, Desire's Pillar [Free; Optional]
The Pillar that oversees the concept of "yearning" and "wanting" more and more. You possess the power of "cultivation" - and I'm not exactly referring to the Chinese novels. When you strongly desire something, especially growth in some field, you are able to endlessly improve in it through training in some way. Certain methods of training yield better results in differing fields, but the key thing is that you have to want it.

Voice of Ægaph, Love's Pillar [Free; Optional]
The Pillar that oversees love in all of its form, for good or ill. You are able to observe the threads of love that bind all beings together, whether that love be platonic, romantic, purely sexual, or something else. You can identify the exact person or people that will be connected to someone, even if that someone has literally never encountered others before.

This doesn't let you outright manipulate these threads, but anything related to fate manipulation will let you do so.

Voice of Cosmopolis, Order's Pillar [Free; Optional]
The Pillar that oversees structures in both universal laws and societal systems. With this, you are able to "harden" reality around you at the conceptual level. For example, most superpowers would likely not function properly around you, and anything that outright functions as "defying reality" would be functionally powerless. In more abstract occurrences, you can "harden" laws to cut off any sort of loophole or attempt to skirt justice. Naturally, you can have this reality hardening be targeted or as broad as you can.

Voice of Xalkyrai, Chaos' Pillar [Free; Optional]
The Pillar that oversees the breakdown of society, logic, and entropy as a whole. This allows you to "soften" reality as you see fit, making things like gravity be inconsistent, or randomly having two plus two not equal four anymore. At a high enough level, you can break down cosmological structures, potentially fusing dimensions into each other, even if only at specific points.

Voice of Komo'oide, Humour's Pillar [Free; Optional]
The Pillar that oversees concepts such as play, games, and the general concepts of entertainment and amusement. You are, at the simplest level, the master of entertainment. You inherently know what to do to make people laugh or feel happy, while still being able to feel excitement yourself. Additionally, you are given knowledge of how to play practically any sort of game that exists, even if it was made up three seconds ago.

Voice of Karot, Art's Pillar [Free; Optional]
The Pillar that oversees artistic, intellectual, and cultural pursuits. You are now a boundless wellspring of innovation and inspiration, never suffering from ennui and being able to instantly overcome any sort of creative roadblock. You could write tens or even hundreds of thousands of words per day, or draw a dozen art pieces. As a side-benefit, this also lets you make anything you have or try to create match your aesthetic preferences without damaging functionality.

Voice of Jagadain, War's Pillar [Free; Optional]
The Pillar that oversees all forms of combat and conflict., with warfare being the highest examination of it. You are gifted in every field related to fighting. You have above-average competency in all basic ways of fighting (along with the general gift of being able to quickly pick up on specialized styles) armed and unarmed. Additionally, you are very good at strategy, logistics, tactics, and training.

Voice of Savinex, Justice's Pillar [Free; Optional]
The Pillar that oversees and upholds concepts of law, fairness, and morality. You will intuitively receive knowledge of the systems of justice in all cultures you encounter, and can intuitively know if they are just or inherently not. Additionally, based on your moral standards, you do greater damage to people who are opposed to them, with the damage scaling to how distinct they are, and how flagrantly they oppose it.

Voice of Isorropia, Balance's Pillar [Free; Optional]
The Pillar that oversees the idea of balance - of upholding facets of life that are the most optimal for the continued benefit of all. Diametric opposition is fundamentally irrelevant to you, as all things are conjoined, even when others deny it. The most important feature of this is that you are able to ignore any sort of "moral" restrictions on purchases or mystical objects, and you'll never succumb to things like curses of insanity. Additionally, it lets you know how much of anything is optimal for you, though you aren't obligated to adhere to it.

Voice of Adaru, Thought's Pillar [Free; Optional]
The Pillar that oversees the thinking itself: of higher awareness and consciousness. I can imagine you understand the importance of this, yes? This grants you the power of being able to uplift lifeforms, granting anything true sapience. If you want to, you can also read the surface thoughts of others.

Voice of Ra'ev, Dream's Pillar [Free; Optional]
The Pillar that oversees sleep, and the worlds that our minds conjure while at rest. You are able to interfere in the dreams of others, able to give them pleasant ones or hellish nightmares. You may also project yourself directly into dreams, and let the dreamer know they are sleeping. If desired, you can also attack the dreamer and pull some Freddy Krueger shenanigans.

Voice of Selmsarau, Despair's Pillar [Free; Optional]
The Pillar that oversees sorrow and misery, which technically also intertwines them with joy, as that is sorrow's absence. Though you can feel sad or even depressed still, it will never be truly crippling to you. This also lets you know what to do to best help someone, even if there is no one path that makes them as happy as they once were, if it ever existed

Voice of Behuda, Absurdity's Pillar [Free; Optional]
The Pillar that oversees the very idea of things being ridiculous, confounding, or otherwise incongruent with what is normal. You are now a magnet for confusing and absurd things, causing you to stumble onto interesting events throughout the world. This is technically something of a *Narrative Perk*.

Voice of Aglaia, Grace's Pillar [Free; Optional]
The Pillar that oversees forgiveness, goodwill, and undeserved care from another. When performing an action for the primary purpose of it being a good deed, the effects of the deed are greatly magnified, both in terms of how effective it should be, and the sheer range of how much it impacts the world.

Voice of Phobos, Fear's Pillar [Free; Optional]
The Pillar that oversees dread and the terror that one feels for any sort of thing. You now possess the power to kill through fear itself, psychically causing an individual to experience the worst fears. This can only be broken if the target is completely fearless, or has the willpower to confront and overcome their fear.

Voice of Variabilis, Progress' Pillar [Free; Optional]
The Pillar that oversees continual forward development, going ever further and further. From now on, when you make progress on something, you'll never have it regress. Any sort of damage you deal cannot be so easily healed, and any injustice you defeat cannot return even after you are gone. The only way that things can revert to their original state is if you yourself want them to change back.

Voice of Alterra, Change's Pillar [Free; Optional]
The Pillar that oversees the ideas of something becoming something else, whether it be small or large. You are now able to transmute objects into different forms - a sort of equivalent exchange, if you will. At its most basic level, you can pretty much just transmute objects into different states of matter easily - though living beings are generally able to resist this due to having awareness and therefore a protection from forced changing. If you want lead to become gold though, you are going to need an equivalent amount of it. What exactly is this equivalent amount? It's whatever you feel it is, and I do mean how you actually feel. It's similar to **Voice of Kurimas**, in that sense.

Voice of Aletheia, Truth's Pillar [Free; Optional]
The Pillar that oversees all things that are fundamentally based in reality. You are unable to be lied to in any sense, intuitively knowing when someone is directly lying to you, if someone is withholding context-altering information (though you won't know that information exactly), and if they are presenting themselves in a way that they are not. A side effect of this is that illusions literally don't work on you at all.

Voice of Feakara, Deceit's Pillar [Free; Optional]
The Pillar that oversees all things that are fundamentally based in falsehoods and unreality. You are a master of the phantasmagorical, able to weave illusions that in fact influence reality - at least until someone knows they are fake. This also makes any words you say considerably more believable, even if it's straight up nonsense.

Voice of Kauppias, Business' Pillar [Free; Optional]
The Pillar that oversees economic systems, exchange, and the acquisition of any type of wealth. This makes you into the ultimate businessman, able to know exactly what to do to grow successfully in whatever venture you attempt, both in the short-term and long-term. On lower-ends, this also lets you do things like haggle for costs to be lower than what is reasonable, even in situations where you aren't supposed to be able to haggle.

Voice of Peinna, Gluttony's Pillar [Free; Optional]
The Pillar that oversees excess indulgence in all things - and while food and drink are here, it rather inclusively holds both lust and greed. The blessing is simple - when you want something, you wind up being able to take it. If you lay a claim on something, and someone else cannot realistically take it from you, it's now yours to do with as you see fit. This also lets you claim things that should realistically kill you from overload, yet you can use like thirty different magic artifacts at once without exploding.

Voice of Caligris, Destiny's Pillar [Free; Optional]
The Pillar that oversees fate and inevitability - or sometimes the lack thereof. Whether you believed in Fate or not, you are now a controller of it. At its baseline, you are now *the* chosen one - that archetypical savior figure that will retroactively have the prophecy be about them. Of course, if you don't want those prophecies, you can always reject them - hell, you can throw fate and destiny off at every turn if you really want to.

Voice of Imperyii, Control's Pillar [Free; Optional]
The Pillar that oversees the very idea of exercising power and authority over an individual in a number of ways. You have the conceptual power to compel others to do your bidding, so long as you are "superior" to them. The easiest way to do this is by simply defeating them, be it in combat or whatever field they view as important. However, you can also instantly force it through a contest of wills, and if your opponent succumbs to the pressure, or is inferior to you in enough fields (the significance of this field effect scales with the relevancy of said field), they immediately are enthralled. To preemptively answer questions about an exemplar of this Pillar, this blessing also keeps you from being subject to the "subjective" authority of another.

Voice of Aksha, Youth's Pillar [Free; Optional]
The Pillar of childhood - of the life you have before you "grow up". With this, you are the protector of children. Those who are young inherently perceive you as trustworthy, and you are capable of blessing them with absolutely "plot armor" that keeps them safe, at least until they themselves try to join in on the plot - though afterwards, it returns to them.

Voice of Xelzadda, Liminality's Pillar [Free; Optional]
In my old world, this was the Pillar whose manifestation was said to have appeared last. "Liminality" is a strange term: I believe its clinical meaning is that of a transitory time or event, but it can also refer to something empty, which has been stripped of its human-made purpose, and now invokes strange senses. This shall focus on the latter part, as that is the meaning I am most familiar with. When a space is sufficiently "liminal", you are able to seize control of its spatial dimensions, able to warp it in any way that you desire, turning it to whatever end that you desire.

Conclusion

"Very well then, my precious Jumper. Let us begin along your chain. Now…where in this wide Meta-Universe do you wish to travel to?"

Notes

For context, the Muse's identity is Belzei, a character from the Backrooms, whose role was and still is substantially increased in my own narrative. This is meant to be Belzei is the very far future, where she ascended into a cosmic force attuned to the concept of "Thought" itself. She is "the Muse" because she sustains and provides ideas to others. This also serves to make her an extremely powerful mediating force, as ideas and concepts are one and the same.