~Elements Series~

Generic Ice Manipulation

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Version 1.0

Welcome to a world similar and yet different from your original. Ice and snow rule the planet, wielders of great magics or powers which push and pull on the nature of material states. Crystal is something to be controlled, and frost is simply another crystal. Mad scientists raise the dead and conquer death, while mages tame the elements. The gods themselves quiver in the presence of primordials who birthed existence, and Chaos and Order are in constant war. Rulers stand at the forefront of their armies as nations slaughter each other for power.

This is the world you enter. Make the gods bow before you, walk among mortals, craft yourself an army of the dead or purify the planet. It's your choice. Will you further the legacy of the ancients, or stand by the Aesir in their administration or Order? Create your dominion or simply forsake the world and let it rot, Ragnarok is always an option.

Regardless, take these 1000 Cryo Points (CP) and change this unchanging world to your whims.

World Modifications:

For those who would like more direct control over the world they're entering, you may take any of the following modifications below. Combine them into an eclectic and bizarre world should you wish. Any sections you select nothing for will be randomly generated, with more weight towards a more average and normal world. Just because you don't take something doesn't mean it won't happen or be part of the world unless you chose something contradicting it. What kind of world will you create?

General:

A Mundane World (Free, can't take other mods): You are in a normal world, not unlike your original world. There is no danger here beyond what might be found in a mundane Earth, but you will also not find any mages or psychics to teach you what your powers may one day become.

Crossover (Free): You may use this document as a supplement for another document. All mods chosen in the World Modifications will affect the setting you're using this as a supplement for.

World Size:

Select one option

Dwarf (+25 CP): The planet this jump takes place on is pretty small. It can perhaps sustain a population of a few hundred million at most, but that's pushing it. It wouldn't be too difficult to get from one point of the planet to another, travel times will be pretty nice, but there won't be a huge amount of diversity and you'll find the same people popping up over and over again. "It's a small world" is a very real phrase here.

Standard (Free): The planet this jump takes place on will be around the size of Earth. It can probably sustain a population of 10 Billion without too much issue, but that's the top capacity of what's sustainable before things begin to get strained.

Behemoth (+25 CP): The planet this jump takes place on will be extremely large, dwarfing Earth in size by quite a bit. A couple hundred billion wouldn't be out of place here should it be reasonably populated. Travel time from one side to the other would be extremely long if the technology hasn't advanced beyond modern Earth's, but certainly possible by determined people. Cultures are more likely to be socially isolated from each other, and modern communication technology is less likely to reach across the globe to connect such cultures, making greater diversity of understanding, knowledge, advancement, and belief. It also makes it more difficult to connect to people both socially and spiritually.

Superworld (+50 CP): The planet is… frankly huge. It can hold hundreds of trillions or quadrillions of people no problem. With modern earth technology, it would probably take months to fly a plane from one side to another. Communication between sectors of this planet is impossible without super advanced technology, totally isolating groups of people and creating culturally

distinct kingdoms the size of planets. It's possible that a kingdom on one size of the planet doesn't even know there are civilizations on the other side.

World Age:

Select one option

Ancient (Free): The planet is extremely old. There's much less volcanic and tectonic activity as a result, making the world a little colder in general, but not by a noticeable amount. Mountains have all but vanished as the earth has settled, and hills are relatively rare. It's primarily flatlands and ocean as a result.

Aging (Free): The planet is fairly old, but not quite ancient. It's mostly flatlands at this point, but there are plenty of rolling hills and a couple mountain chains left. Whether grasslands, savannah, desert, or tundra, you'll find plenty of even landscapes along with some lakes and ponds.

Emergent (Free): The planet is about as old as Earth. It has a decent mix of hills, mountains, and flatlands. There's nothing particularly overwhelming in quantity, simple mountain chains on the tectonic plates and numerous rolling hills, with flatlands away from the edges. There's a normal amount of volcanic activity, perhaps one or two active volcanoes every once in a while.

Infant (+25 CP): The planet is relatively new. As a result, it hasn't had time to settle quite as much as Earth has, meaning significantly more mountains and hills compared to flatlands. There's also increased volcanic and tectonic activity, meaning a greater quantity of earthquakes and volcanoes, more geothermals creating a generally warmer climate, and less sophisticated life.

Primordial (+50 CP): This world is very new. It's new enough that it's mostly just mountains and volcanoes. Little has settled, meaning you can expect somewhat frequent shifts in the land and tremors. The ocean flows between mountaintops and through crags and valleys. It's a new world, though it's already developed an atmosphere.

World Features:

Select as many options as you wish. These choices become regular features in the world, with each setting becoming commonplace.

Average (Free, Cannot take other options from this section): There aren't any particularly unique features in this world. It's closer to Earth's landscapes and visual features, likely with a blue sky and a few interesting natural wonders such as Niagara Falls, Mount Everest, the Great Barrier Reef, and the Grand Canyon.

Frozen (50 CP): This world is blanketed in a perpetual, thick layer of snow and ice which covers the oceans, the plains, and the mountains no matter the temperature. Even the air itself is filled with crystal water, floating on the wind. All of the ice is imbued with ancient elemental energy, making it extremely easy to use your ice manipulation and learn new and creative ways to use your ice manipulation. All ice spells and abilities are enhanced and reinforced, longer lasting, and greater.

Resourceful (50 CP): You'll find that this world is very resource-rich. There are significantly more natural resources than expected, with the earth absolutely abundant in ore and gems, while food grows easily across the land. Trees are abundant and grow quickly, there is more than enough oil and clean drinking water, and fish are extremely plentiful in the sea.

Great Veins (50 CP): A crafter can't craft without the right materials. As such, there is now a great amount of ore across the planet, much more and in greater quality than an average planet like Earth. There are some mystical and exotic metals here, too, and processes for crafting unique alloys and composites such as Cold Steel exist. Most of the exotic metals are cold-themed, though some Norse metals exist, too, primarily bone steel.

Bountiful (25 CP): Crops are extremely easy to grow in this world. In fact, they're so easy that they take very little effort to sustain. You'll find them easily growing food even without being tended to across the wild, and perfectly edible and in large enough quantities to feed the vast majority of people without trouble. Should farmers make an effort to farm these foods, they will have more than enough to prevent world hunger.

Ruined Ruins (25 CP): This world has plentiful ruins from bygone eras. Many are hidden, many are in plain view, but all of them hold old, ancient knowledge or powerful relics and riches. That is, if they haven't already been plundered by others. Expect interesting and unique ruins-flavored dungeons, especially snow

and ice-themed ones, many with interesting and mind-bending puzzles to solve and other archaeologists and adventurers to race against.

Harmonious (25 CP): Sources of natural energy are prevalent across the lands. Primarily in forests and natural areas, this natural energy empowers local flora and fauna, granting greater harmony between beings and nature along with potentially granting sapience to surprising entities. This can form things like nature or elemental spirits, fairies, and grant a will or protector deity to forests.

Hallowed (25 CP): The lands hold great energy akin to divinity. This divine energy gains increased power with worship and wishes, changing the lands and empowering spirits into divinity should enough belief be infused into it. Wishes can come true if one prays hard enough and gains enough support. Gods can rise if enough of a following forms. The lands are blessed, and it is up to humanity to decide whether they will build their own future or allow their own wishes to dominate them.

Dungeoneering (25 CP): Underground dungeons litter the land. They are filled with riches, lost knowledge, and powerful items lost to history. These dungeons may be caves, or perhaps they may be something more sinister. If you took Ruined Ruins, these have a decently high probability of being underground ruins of lost civilizations, filled to the brim with exotic and powerful ancient knowledge and power.

Archipelagos (25 CP, Cannot take Pangaea): The world is mostly made up of island chains, which means plenty of coastlines. This means there will be a lot more rain hitting a lot more land, and if it's cold enough there will be a lot more snow than there otherwise would be. This makes it much easier for you to learn ice manipulation so long as the temperature is right.

Glassine (25 CP): Ice tends to form on everything that's not actively being heated. It's not very thick, meaning it doesn't give you a ton of material to work with, but even in warm places this ice will form despite the temperature. People in this world will therefore have a habit of using various materials to melt this ice from pathways and roads should those exist.

Leyline Highway (25 CP): This world has magic in the air. While this doesn't necessarily mean people can actually *use* magic, the world is rife with it, overflowing with it in the atmosphere and concentrated in the leylines. Any aspiring mage would find their magic empowered, making magic easier to use and learn

more quickly. There are many leylines throughout the world which empower magic further and offer seemingly limitless fonts of mana. This magic also allows for fantasy-inspired creatures and beasts.

If you take this, you can select a Technology Level at the level you purchased already in that section for free, or for the difference between your selected level and the level of magitech you want in order to have magitechnology in the world. For instance, taking Pre-Industrial technology for +75 CP, you could get magitech at the level of Information Age for -75 CP. Purchasing a level of tech lower than your normal technology purchase does not grant CP.

Star-Touched (25 CP): The planet has been touched by cosmic power. Infused into the ground and the world around, there is a plentiful font of cosmic power just waiting to be extracted and used. This energy empowers the wildlife and fauna, making it more conceptual and strong.

If you take this, you can select a Technology Level at the level you purchased already in that section for free, or for the difference between your selected level and the level of cosmic technology you want in order to have cosmic technology in the world. For instance, taking Pre-Industrial technology for +75 CP, you could get cosmic tech at the level of Information Age for -75 CP. Purchasing a level of tech lower than your normal technology purchase does not grant CP.

Soul-Bound (25 CP): Souls are real. The world and everything within it has spiritual energy which scales in quantity as the soul is empowered. This spiritual energy floods the land, allowing spiritual entities to exist across it and nearly guaranteeing an afterlife of some sort. While this grants absolutely no power for anyone to control or manipulate this spiritual energy or souls, this guarantees it's present.

If you take this, you can select a Technology Level at the level you purchased already in that section for free, or for the difference between your selected level and the level of spiritual technology you want in order to have spiritual technology in the world. For instance, taking Pre-Industrial technology for +75 CP, you could get spiritual tech at the level of Information Age for -75 CP. Purchasing a level of tech lower than your normal technology purchase does not grant CP.

Forested (Free): This planet is largely made up of forests. There are plenty of trees everywhere, and trees generally grow faster than normal. This allows for greater amounts of logging operations, much more coal, and dense vegetation

allowing for greater crops. Because of this environment, the temperature would be slightly colder and the humidity would be slightly greater than otherwise, and animals would have adapted to surviving in dense environments. There would be vast operations to continually clear nature back from the edges of civilization, but nothing impossible for intelligent and scientifically-proficient people.

Ethereal (Free): Landmasses and the sky tend to have a dream-like quality to them. Mountains have strange shapes, rock spires rise in interesting and seemingly meaningful patterns, the sky is any number of unique hues, continents have features that defy physics, landmasses can float off the ground, and other strange but benign anomalies exist in this world. This will certainly make your stay a little more interesting, whether the entire world rests on the body of a dead god or the world is strangely flat.

Rolling (Free): Everything in this world tends to have soft edges. While this has no real practical benefit, it's aesthetically pleasing to the eyes. Whether it's soft rolling hills, or rounded mountains, or trees with soft bushy tops, or just the nice rounding of a good coastline, you'll find this a nice place to live.

Cavernous (Free): These lands hold many, many caves within them. Cave networks will tunnel through mountains, underground tunnels will wind under hills, and there will be more than a few opportunities to go spelunking if you're an adventurous soul. There could even be, quite possibly, a cave network spanning the entire planet in which entire sapient species live within under the feet of normal society. But that's just a theory.

Celestial Guidance (Free): The sky is extremely vibrant, and the stars are always visible even in the daytime. You'll experience beautiful days and nights, wonderful celestial observances, and it will be extremely easy to navigate the world while using the sky as a compass.

Seasonal Riverbeds (Free): The world has a very interesting yet odd feature—The various bodies of water are seasonal in nature. How the works would depend on the world, but for some reason certain rivers and lakes dry up during some seasons and are flowing with plenty of water during other seasons. A river could easily be available during the summer months but not provide any water during the winter, while a nice fishing pond only has water (and therefore fish) during winter seasons.

Weathered (+25 CP): Things are very eroded in this world. The ground is weathered, with less plants and more stone. There are a lot more beaches and deserts as a result of broken down stone. Spires and mountains are a lot more broken up and falling down. There would be regular dust storms everywhere, and rivers would carry high amounts of sediment which is not very healthy for aquatic life. This results in less food from crops and fish, and lots of barren locations that can no longer easily sustain life.

Swampy (+25 CP): Swamps and rainforests litter the lands, along with the animals which inhabit them. Endless murky wetlands and murky bogs, combined with muddy rivers, shallow lakes, and twisting roots create an environment with rich biodiversity and dangerous diseases. Travel would be difficult through the twisting landscapes, and food would be largely dependent on fishing. It would also be difficult to build infrastructure because of the widely uneven terrain and flood risks. It's certainly possible to thrive in these places, and your civilization likely already does thrive here, but it's more of a challenge in daily life.

Jagged (+25 CP): Within this world are sharp edges and angles. Spires pierce the sky, sharp cliffs drop to shadowy depths, canyons criss-cross the terrain like scars, there are razor-sharp ridges and fragmented formations across mountain ranges and peaks. Even the ground itself is uneven, harsh in its placement. There is little room for rolling hills or soft features.

Overgrown (+25 CP): This world is dominated by plantlife. Flora covers everything, from the natural planet to the creations of civilization. Vines grow over buildings, trees grow through concrete, and the natural reclamation is always occurring. There's nothing really capable of permanently stopping the constant growth and advancement of nature, though mitigating efforts can hold it back and then cull it as necessary. This may have very well turned the course of history into humanity living in trees rather than normal houses, or building their art and architecture in ways which integrate the flora.

Labarynthine (+25 CP): This world has a lot of twists and turns. Branching paths are everywhere. Mazes grow naturally in the environment and landscape, whether hedge mazes, confusing tunnel systems, winding canyons, and other labyrinthine environments. Perhaps cities, if planned well, can get around the confusing forests and cliffs with turns and twists, but largely it will be a little more difficult to get around, especially without a map.

Shifting (+25 CP): The landmasses of the planet are moving! Locations, territories, and entire countries shift regularly. What was once in one location will inevitably end up somewhere else entirely given some time. There will be some static locations, such as cities which stay in a single place, but the shifting wilds will confuse any adventurer without a seasoned guide with magicks that can calm the lands to traverse them. Or perhaps every meaningful location exists on the backs of massive turtles swimming through the water, that could be it, too.

Non-Euclidean (+25 CP): Reality in this world defies the traditional concepts of space and distance. Roads and pathways twist and loop in on themselves strangely, places extend endlessly and then suddenly endless expanses are a single step in their totality. Walking in a straight line may find you quickly back where you started, and entire locations may fuse together. Planets far away will sometimes be within reach while other times they become smears across the heavens. Whether it's forests that stretch infinitely in one direction or rivers which flow in circles, life has largely learned to adapt to this place, with animals evolving to have ways to navigate strange space, either by seeing the distortions or being able to swim through the air around them, and humanity likely coming up with some form of technology (archaic or otherwise) to find their own way around. Maps are largely useless in this world, though.

Pangaea (+25 CP, Cannot take Archipelagos): The world is mostly a massive landmass surrounded by ocean, perhaps with some parse islands off the coast. While this may not seem like an issue, it means that most of the land won't get nearly as much snow and ice as the coasts do. Unless you happen to stick around the coasts, your ice manipulation will be somewhat weaker and less usable except during the rare snowstorms.

My Science Fiction Wet Dream (+50 CP): One massive energy corporation has dominated the world, becoming one of the only sources of easy energy available. Certainly alternatives are available, but they're much more expensive and more dangerous to power or acquire, making this corporation something akin to its own nation, stretching its fingers across the planet or even galaxy. It has the greatest resources, all the money, de-facto rulership, and isn't bound by any rules but those it decides upon. With the advent of this energy source, the cities across the planet using it have become super-cities, able to create and utilize vast and powerful technology and scientific advances unheard of. Unfortunately, the energy comes directly from the planet, creating "Dead Zones" where all life simply dies, a wasteland of crystallized corpses and frozen ruins where nothing can really live.

As this corporation continues to grow and bleed the planet dry, these dead zones will spread and kill more.

Cursed (+50 CP): The world has been cursed. Lands across all territories and nations have been made wretched. Each part of the world has a different curse which affects it negatively and makes things particularly malicious towards its inhabitants, whether it's a curse of undeath which causes the dead to once again rise, or a curse of pestilence which makes it so no crops can ever be grown on those lands and all food must be imported. Perhaps the nation is afflicted by a curse of growth, causing everything to be overgrown, or perhaps a territory is afflicted with a curse of deafening which makes sound not travel more than a couple feet. Any number of strange curses can litter this land, from small amounts of territory to great amounts.

Volcanic (+50 CP): Yeah, so, while the general temperature may be cold, there will be a lot of hot things to contrast it. Namely volcanoes. And lava flows. And steam vents. And geothermal fissures. While this means a decent number of natural hot springs will be here and there, this also means that you should expect active volcanoes just about everywhere. Lava rivers? We got those. Fissures in the ground that expel steam hot enough to boil the skin off your body? We got those, too. This planet has a lot of very active geothermal activity. Also ash, lots of ash.

Eldritch (+50 CP): The landscape defies logic and comprehension, twisting and warping. It's alive in a way that isn't alive, where natural laws are suggestions instead of rules. Structures fold in upon themselves, canyons spiral into darkness, tentacles grow from the ground and mountains have mouths waiting to feed on their next meal. The earth itself whispers secrets to those who will listen, feeding the minds of mortals with ideas that kill. This is a realm of cosmic horror. Will you be able to survive?

Polluted (+100 CP): There's a ton of pollution everywhere! Yay! It might even be natural instead of being a result of civilization's excess, but you'll find a huge amount of unhealthy pollution everywhere across the planet. This can take many forms depending on what kind of world it is, and at its most basic this basically guarantees large portions of the planet will be covered in sickening smog or tons of ash which burn the lungs. Perhaps the pollution is magical in nature, instead taking the form of large, corrupted magical leylines which mutate or kill anyone who enters. It could even be excess divinity which is too much for humanity to handle, or something stranger entirely.

Tide-Locked (+100 CP): It seems there's a problem with the world… it's tide-locked, meaning that one side of the planet is always facing the sun. This makes most of the planet uninhabitable, with one side being a constant scorched wildfire and the other side being a constant tundra that's so cold it'll freeze you instantly. There's only a small strip around the planet that can sustain life, a few miles wide if it's Earth's size and larger or smaller if the planet is another size.

Three-Body Problem (+100 CP): You, uh, might have a problem here. The planet you're on is in the middle of three large suns or stars, each close enough for the planet to be affected by the gravity of them. The planet is constantly being sling-shot between the stars at a fast and irregular pace. Why is this bad? Well, this means that not only is the day/night cycle absolutely fucked, but seasons change at seemingly random intervals, gravity regularly switches between light and heavy and sometimes even reverses, the temperature and climate is impossible to predict, and while you won't have to deal with it anytime in the next 10 years, civilization will ultimately end horrifically. The current civilization has everything it needs to survive these situations for the next 10 years, whether through magic that stabilizes gravity in homes or technology that keeps things at a reasonable temperature in cities and parks, but it inevitably won't last. Good thing the jump will end before that!

Rare Qualities (50 CP, Modifier): Select any number of the above world features you've purchased. These specific features, as crazy as they may be, now only appear in a single region or area. No longer are they worldwide features, covering the planet wide. They are now phenomena which occur in a single place, a unique attribute to a single principality which may be widely known for its unusual traits. What defining characteristics will pervade the place you call home?

Temperature:

Select one option.

Blistering (+50 CP): You'll find on average that the temperature is much warmer than normal compared to Earth. Across the equator it's too hot for average humans to survive, while the poles are warm enough that only small areas have ice. The winters are unlikely to see snow except in the coldest of places, and the vast majority of the planet is tropical. At least you'll never need to worry about losing your tan.

Warm (+25 CP): It's generally warmer than usual. The equator is too hot in the summers to sustain all but the hardiest of life, and while winters have snow closer to the poles, they're generally much more mild. Tropical areas and deserts are much more widespread than usual. The world is generally less hospitable to cold-loving lifeforms.

Temperate (Free): The temperature is very Earth-like, with warm and tropical temperatures around the equator and cold temperatures near the poles. There's nothing too strange about anything temperature-wise here.

Harmonious (25 CP): The temperature across the planet is a perfect mix of hot and cold. What this means is it's always the temperature it needs to be for the majority of people who live wherever they live, whatever that means. It's never too hot or too cold unless it needs to be too hot or too cold for some purpose. It's always just right for what needs to be done.

Cold (25 CP): It's somewhat colder than normal Earth. Ice covers more of the planet, and the equator is a bit closer to a temperate area than average. There's less jungle and tropics, and the poles of the planet are generally inhospitable to life. With the increased snow and cold from this, your ice manipulation will come more easily and you'll have more substance and resources to work with when it comes to training your powers or using them.

Frigid (50 CP): The world is going through its next ice age. Whether the gulf stream got shoved too deep from the fresh water or something else, the world has grown glacial. The only really hospitable area is close to the equator, but plenty of ice manipulators have learned to deal with this and find ways to survive no matter the temperature. There is tons of snow and ice everywhere to use your powers, and this makes it significantly easier to learn and grow your ice manipulation to unheard of levels.

Climate:

Select as many options as you wish. These choices become regular features in the world, with each setting becoming commonplace.

Average (Free, Cannot take other options from this section): You'll find this planet has a generally average climate. It's very earth-like in terms of weather, with nothing particularly odd or excessive. Certainly colder weather would see

more snowstorms than usual, and if there's extreme heat then hurricanes would be greater and more deadly, but in general it's nothing special.

Auroral (25 CP): You'll find that this world has the most beautiful skies. There's a constant aurora borealis, northern lights of vibrant and beautiful colors, hanging in the sky at all times. It floats across the sky, sun and moon, present for all to see. It inspires hope and improves ice-related powers while underneath it.

Harmonic (25 CP): The wind in this world interacts with the landscapes in an interesting way. Frequently within this world, air currents generate sounds and music as they strike the various valleys and cliffs, flow through grass, wind around forest trees, and twist through urban areas. These sounds generate a symphony of sound which always sounds fitting to the environment it's in, creating a soundtrack for the world. It's always somehow calming and pleasant despite possibly being in a dank swamp.

Sunny Days (25 CP): The world is bathed in a seemingly perpetual golden light so long as it's daytime. Rain and other weather are extremely rare, and yet somehow crops still grow and it's never harsh or overbearing. This world would be alive with butterflies and birds, streams and lakes are crystal clear, and the world would feel timeless, with its golden warmth and peaceful, slow rhythm of life.

Breathless (Free): An eerie, almost oppressive calmness permeates the air. Everything is thick with silent calmness, with a heavy and overbearing atmosphere. Entire continents seem frozen in time. Sound is dampened and swallowed by the silence. Rain falls slowly and softly, clouds settle in one place in the sky, and storms are silent and subdued. Such a world encourages quiet introspection, and such is seen in the quiet and subdued civilization that's developed as a result of this world.

Leaden (Free): The sky is covered in a dark gray layer of perpetual clouds. It's a deep, unchanging gray from which the sun's rays barely shine through. The temperature is generally stable and unchanging, rain would occasionally drizzle and mist around the world, plants would grow slowly and steadily, and animals likely would've adapted to be able to more easily see in the dark to make up for the less light. The world seems to be suspended in an eternal calm, and this atmosphere invites calm and patience among the world's population.

Sibilant (Free): The air is alive with a pleasant breeze, warming places that are too cold and cooling places that are too warm. This is the kind of breeze which is

invigorating, giving people the energy and will to continue on. The air is never stagnant, there's always something blowing on the wind, the air constantly fresh and clear. Pleasant smells would drift through the world. Houses would be designed with open concepts so the wind could float through living spaces. This is a world of constant, pleasant breeze.

Torrential (Free): Massive, silvery clouds stretch from horizon to horizon. An almost musical tapping of rain against the ground echoes across the planet. Every surface is slick with nearly luminous water. Plants thrive in this place, with great natural canopies designed to soak in the limited sun's rays. People live under the dim light which passes through the leaves. Certainly it's not always raining, there will be plenty of days of sunlight and clear skies, but the common weather the world over is heavy rain.

Veiled (Free): The sun of this world lingers behind a seemingly ever-present veil of clouds. Soft, ethereal light shines through, blanketing the land in a precious, pure light. The sun is never harsh, always filtered through layers of thin clouds and silver mist. Clouds ebb and flow, crisscrossing with the shadows they cast, mingling in a dance across the hills, meadows, plains, and forests.

Eternal Twilight (Free): Beneath a canvas of deep oranges and amber reds sits a setting sun. Somehow, whether through celestial phenomena or some form of magic, a sun hovers just above the horizon, stretching across the land no matter where on it you are. Clouds, streaked in the brushstrokes of twilight, drift lazily across the horizon. Like a planet locked in time, this world is stuck in a perpetual twilight of sunset, bathing everything in a vague warmth just as distant as the edge of the world.

Arid (+25 CP): The air is brittle and sharp, just as the land is parched and dry. The ground is cracked and crumbling, turning to dust or sand, crawling across the lands like ancient scars. Vegetation is more sparse than it otherwise would be, clinging to life. It's arid, the kind of dryness which cuts the throat and leaves people and animals constantly thirsty. Deserts and wastelands are more common, dry and consuming. It's somewhat more difficult to survive this world without adequate irrigation systems, and even then only the hardier plants can really survive this climate.

Humid (+25 CP): A diffused, humid haze stretches across the world, thick and saturated, like the heavens themselves are being weighed down. The air is stifling and it's almost hard to breathe from the moisture hanging in the air. It clings to the

skin, leaving you damp. It's exceptionally humid, with muddy and oftentimes rotting soil. Rainforests cover the lands, velvety underbrush covering just near every inch of the ground while trees tower overhead. Mold and fungi are prevalent over other forms of life, eating away at the decay and rot for survival. Respiratory problems are more common, and the air is oppressive.

Tropical Depression (+25 CP): Dark, ominous clouds float overhead and sunlight is much more of a rare commodity. Deep, harsh rains plague everyone, with floods rampant everywhere. It soaks to the bone, waterlogging most infrastructure that isn't built specifically to withstand it. As a result, infrastructure likely evolved to exist despite such flooding, with cities built higher upon platforms or towns built to float upon water. Here, the rain never ceases.

Foggy (+25 CP): Get ready for fog. A thick, ever-present, milky fog which drapes upon the landscape. An unrelenting, heavy, devouring fog in which shapes simply vanish within it and familiar landscapes turn strange. It clings to you, collecting on your skin and clothes, encompassing trees and coalescing as water, dripping off leaves. People live closer together and build structures nearby landmarks in order to keep a sense of community, to keep things familiar in a way that would be impossible when things are built far apart. The unknown is ever-present.

Wind-Swept (+25 CP): Torn by endless gales, the world has suffered great erosion and gashes within its surface. Here, there is constant wind, powerful winds which carve through landscapes in ways which define the environment. Sand and dust constantly swirl in the air and plants grow in ways which allow them to survive, bent in the direction of the wind so as to not be torn apart. Buildings are built low in order to avoid being toppled, potentially even being built into mountains and cliffs or underground. No matter what, though, you can expect a constant harsh wind which buffets the body and possibly even the soul.

Spectral (+25 CP): A haunting chill pervades the air. It seeps into the skin and burrows deep into the bones, encroaching even on your very soul. This isn't a temperature so much as it's a haunting presence that seems to hang in the air, felt by the mind as much as the body. No matter how many layers of clothing or how fortified human settlements are, the chill of this weather just pierces through, pins and needles prickling your skin and a fleeting dread grasping your heart.

Noxious (+25 CP): This is a kind of weather in which oppressive air pockets form, spaces which hold not-quite-deadly areas of toxic air. It doesn't even have to be toxic at all, it could be places where the pressure shifts so suddenly that it

causes sickness in those who walk into these spots. Regardless, the air in these places is oppressive, thick, and stifling. Human settlements tend to be built higher up in the air, such as atop plateaus, in order to avoid these areas. Those closer to the ground have to worry about one of these noxious air pockets forming near them and being put out of commission for a period of time.

Miasmic (+25 CP): The weather has been steeped in the smell of decay. Oftentimes, as the weather shifts, it will shift in such a way that creates the most foul-smelling odors which weigh heavily on the body and mind. These perverse smells permeate the air, turning even beautiful vistas into sickening experiences. Many environments are dominated by this disgusting foulness when the weather shifts to allow it, whether it's the wind pushing bog water or swamp steam into other areas or whether the putrid gasses of decaying corpses drift up in the sunlight. The smell of death and corruption linger here.

Veiled (+50 CP): A shrouded realm of illusions lies before you. Within this world are enchanted mists, forming occasionally, if not often, creating an ethereal blanket which covers the lands. These mists lazily settle through forests, valleys, and mountains when the weather allows it, coloring the landscape silver blues and soft lavenders. Those caught within this veil find themselves influenced by illusions conjured by it, mesmerized by beauty and deception. Cities seem to vanish from right in front of you, you'll hallucinate dead loved ones, and reality seems to bend and twist as you stay within these mists too long. This can be as beautiful as it is challenging, or it can be the nightmare fuel you've never known to exist as the illusion occludes even your very memories.

Predatory (+50 CP): Killing air drifts across the land, claiming the lives of everything it touches. For one reason or another, deadly gasses form regularly from some kind of source. It could be some kind of special swamp air carrying deadly gas from its depths, or a kind of air formed deep below the ground, or even an evil miasma created from the despair of the corpses left in mass graves long ago. This gas drifts slowly over the land, causing the complete annihilation of anything living as it passes by. Life has adapted to survive this, with settlements and animals congregating in places known (or thought) to be safe from this climate, but it takes a single mistake to die.

Tempestuous (+50 CP): The world is battered by constant and ceaseless violent storms, offering little reprieve for those forced to endure them. The sound of thunder is a constant in this place, lightning scorching the land in dazzling arcs and winds which howl like vengeful spirits. Rain falls in torrents, and for those

unlucky, bricks of hail will hammer houses and roads. The land is always subject to nature's fury, and only those able to withstand these indomitable storms will be able to leave their houses or the protected cities and see the world outside.

Magnetic Storms (+50 CP): Volatile radiation storms plague the world. Did the world go through a nuclear holocaust? Is this simply a natural phenomenon which people have survived against for centuries or longer? Often enough, the sky will shift and sands will get picked up, colors will shift into eerie hues of green and purple as one of these storms forms, bursting with electromagnetic (or some other radiation–magic, perhaps?) radiation. Depending on what makes up this radiation, the effects will change, but by default it's relatively dangerous if not deadly, especially the longer you're affected by it. Normal radiation storms would cause all electronics to end up fried and unusable, but magic might corrupt any animals within it and turn them into monsters, or something else.

Mild Seasons (50 CP, Modifier): All negative selections chosen in this Climate section will be more bearable. They won't be quite as severe as they otherwise would be, only being slightly-to-moderately inconveniencing or only affecting small areas at once. This makes it generally easier to handle.

Unique Feature (50 CP, Modifier): Select any number of the above climates you've purchased. These specific features, as crazy as they may be, now only affect a single region or area. No longer are they worldwide phenomena, covering the planet wide. They are now phenomena which occur in a single place, a unique attribute to a single principality which may be widely known for its unusual weather. What weather will pervade the place you begin in?

Mercurial (+50 CP, Modifier): Of all the options you've purchased above, the world now shifts rapidly between them. You could be under a beautiful aurora and a minute later it becomes a vast and deadly storm. These changes are unpredictable and potentially extremely dangerous, shifting on a dime. Only the greatest meteorologists, technology, or precognitives would be able to make rhyme or reason of this.

Biodiversity:

Select one option.

Exotic (+100 CP): There is an excessive amount of diversity in this world. From there being hundreds of sapient species in many shapes and forms, to there being too many different species of flora and fauna to realistically keep track of, it will be nearly impossible to find up-to-date and accurate guides to the various species of plants and animals, and food will have everything from normal to utterly bizarre delicacies in all shapes, sizes, and tastes.

Vibrant (+50 CP): There is a very vibrant amount of biodiversity. From dozens of sapient species, hundreds of subcategories of nearly every genus of animal, and enough kinds of mushrooms to boggle the mind, it will be difficult to stay up to date with survival guides to determine what's safe to eat and what's not. Between the variety of animals, plants, and other things you may encounter, you'll have no shortage of surprises to everything you see and experience.

Blooming (+25 CP): There's some variety and diversity of life on this planet, several times more than Earth's. You can expect various sapient species with extremely distinct traits such as horns, pointy ears, animal physiologies, or even entirely quadrupedal species that are as intelligent as humans, similar to a fantasy world. There are over a thousand dog breeds in comparison to Earth's 400 recognized ones, and rice comes in a hundred thousand distinct varieties instead of Earth's 40,000. There's more exotic foods, plants, and animals, too, but nothing exceptionally different from Earth's.

Average (Free): The diversity of this planet is similar to Earth's. While it may be different, there are the same number of races and species. Perhaps a second or third species of humanity like an elf or dwarf. There are similar varieties of food and plants and everything else, and in similar quantities as Earth's.

Ruined (+25 CP): There is less diversity in the world. Fewer eye colors, skin colors, face shapes, hair color, etc., and animals are much more similar. Less dog breeds, less cat breeds, less options for food and drink, and less interesting plants around the world. There seems to have been some kind of event which made patches of the planet ruined, forcing people to rebuild from the ashes, but at least things are able to be rebuilt. A lot of the wilderness has been razed, but is regrowing slowly from what was left over.

Withered (+50 CP): There is nearly no diversity in this world. Whether a result of a great cataclysm or something else, there are significantly fewer living species of plants and animals around the world. The vast majority of humanity (or whatever sapient species that lives in this world) has much fewer distinct traits… all tend to

have the same skin color with little variation for tans, the majority have a similar eye color with perhaps a few recessive traits poking forth with variations, and much of their cultures are the same with nearly no differences between practices. There is also much more wasteland that's uninhabitable, or at least unable to sustain plantlife for some reason.

Biodiversity Features:

Select as many options as you wish. These choices become regular features in the world, with each setting becoming commonplace.

Nurturing (50 CP): The harmony of growth, this is a feature in which most living beings go out of their way to help each other for prosperity and mutual growth. Plants, animals, and the environment itself is harmonious, creating a place which teems with life, driven to success. In this place, most of such life would be beneficial to people, as well, including yourself. Animals will go out of their way to help your survival, and plants will provide their own benefits by growing in ways which allow for greater sight or for you to stay hidden, and networks of plants will grow such that they can transfer their nutrients to other species or beings which need them more.

Spell-Enhancing (50 CP): The world has been transformed into an invaluable resource for mages and magic users, especially crafters of various sorts. Plants and animals around the world are imbued with magical potential, causing all of their body parts and pieces to make great conduits for magic and spells, rituals and enchantments. Plants produce magical fruits which make phenomenal potion ingredients, leaves which can channel magic, and branches which boost the capabilities of various types of energy based on the plant. Animal bones work great as ritual components, their fur and feathers make powerful magical cores for magic tools, and their magic crystal scales and arcane horns can be used to craft incredible weapons and armor. The world is, as a result, very intertwined with magic, even if humanity itself is not magical.

Rooted (25 CP): This is a world where mobility isn't really necessary. Plants, certainly, have roots to draw nutrients from the soil. In this world, though, a huge number of animals also have roots which hold them in place, allowing them to draw out their food from the soil and alternate sources. Defense and resilience, adaptability, and interconnectedness flourish over mobility and speed. As a result, animals form a symbiotic relationship with the plants around them and only uproot and move when such a thing is absolutely necessary.

Herbivorous (25 CP): You'll find yourself in the gentle world of grazers, an ecosystem filled with animals who sustain themselves exclusively on plants. Animals very rarely eat other animals, and especially are hesitant to attack humans even if their life is threatened. Most animals are equipped with specialized traits for harvesting, digesting, and thriving on plant-based diets, and larger herbivores will form peaceful herds for grazing. Obviously plants have adapted to coexist with an herbivorous-dominated world, able to survive more damage and continue living even in harsher cycles of grazing.

Purifying (25 CP): An ecosystem focused on cleansing and self-healing, this is a world where the environment roots out and neutralizes impurities and harmful substances. Plants and animals both actively restore balance to living things, dissipating pollution and destroying curses, resisting disease and infection, and creating a bastion of cleanliness, health, and purity. Animals adapt to devour and thrive off of decaying and harmful substances, targeting sick prey. Similarly, plants take in pollution along with their normal oxygen and water and use it as energy as easily as their normal diets.

Guiding (25 CP): This is the land of natural pathways, a remarkable world where nature itself acts like a compass to safety. Plants and animals in this world work in harmony to create pathways and offer directions to those who tread upon the land, guiding those who walk it to hope and refuge. Plants are deliberate in their growth, with trees and shrubs growing away from easy and useful walkways, forming pathways free from obstruction. Animals, too, often play the role of guides, with birds singing in places free from danger and creatures naturally taking the safest routes towards landmarks and other important locations. This is a place where you can always find your way to your destination.

Nutrient-Rich (25 CP): In this land of abundant sustenance, every plant and animal is a source of incredible nourishment. This is an ecosystem of vitality, where nearly every living thing is edible in some way because of how many nutrients are in everything. Plants grow vibrant and lush, with dense fruit and edible leaves and flowers. Animals have great and flavorful meat with an abundance of energy. This is a haven for everyone and everything living within it.

Resource-Plentiful (25 CP): The bounty of nature is great in this one. The world is overflowing with abundance. Every living thing just has more useful parts that can be harvested, from plants which produce significantly more fruit to animals which have more bones, meat, and horns which can be used in crafting or

cooking. This ecosystem is truly a craftsman's dream, where every element of the environment provides something useful and in greater quantities. Here, creativity flourishes.

Healing (25 CP): One might call this nature's apothecary, for plants and animals in this world hold varied and sometimes potent healing properties. Most everything has medicinal use, from the leaves and oils of plants to the saliva, milk, blood, or enzymes of various animals. It can help holistic wellness, cure wounds, numb pain, and treat many different diseases and sicknesses. This is a land of hope and resilience.

Communal (Free): This is an ecosystem of cooperation, where various species coexist together seamlessly and, oftentimes, depend on each other for survival. Perhaps two species of predators work together, one unable to hunt prey easily so the other provides for them, but able to defend territory so they provide their own assistance with the den's security. Carnivorous plants share their bounty with other plants which, in turn, provide their own assistance to the carnivorous plants. Life is a collective in this world, communities of vastly different species working together for survival and mutual benefit.

Migratory (Free): Life is on the move. Literally. This is a world where life is defined by the constant ebb and flow of the seasons and weather. Most animals, and even many plants, move as the conditions in the environment change. Whether they require cold conditions, or hot conditions, humid or dry, living creatures across the planet move to follow their ideal conditions instead of staying rooted in one place. This is an ecosystem which thrives on its transient nature, where plants produce seeds which can travel to distant lands in order to continue thriving, and animals move vast distances to survive.

Dreamlike (Free): This is a world submerged in the depths of imagination, a land of fantastical wonder. The flora and fauna of this place are living works of art, their shapes, colors, and behaviors twisting, spiraling, surreal in quality and form. Iridescent fur, translucent leaves, flight without wings, bodies like constellations, fish which swim through the sky, and foxes which leave stardust in their wake. This world is a celebration of the strange and impossible, a magic for the mind, and an experience that will leave you changed like no other.

Twilight Blooms (Free): Of dawn and dusk, this is a world of soft transitions and short awakenings. The majority of life is active during the twilight hours at the beginning and end of the day, leaving them the high noon and deep night to rest in

peaceful slumber. In this realm, life isn't that of extremes, but rather thrives in the soft golden light between such.

Enchanted (Free): Plants and animals are living magic, or at least close enough in this world. Most everything has magical and enchanted qualities, from animals which are made of living fire to treants which stand up and walk among men. Fairies fly through the skies as birds create their own wind to fly upon. Crystal lizards crawl through the ground and dragons crackle with divine lightning and phoenixes burn their last flames under a sky filled with flying plants. This land is of fantasy, but not surreal like the Dreamlike ecosystem's lack of stable reality. Step into this storybook and thrive.

Crystalline (Free): This is a shimmering ecosystem of living gems. The majority of plants and animals are made from crystal, or at least crystal-like. All life under the sun sparkles in the sunlight, an environment as beautiful as it is alien. Between towering crystalline trees which resemble jagged quartz and animals seemingly carved out of ruby and sapphire, grass chipped from amethyst and more, there will be plenty of pretty sounds and sights.

Feral (+25 CP): Now this is the untamed wilderness in all of its glory. Nature resists control at every turn, with plants and animals living and existing in their wildest and most untamed forms. Life fights against domestication with all living things growing, untamed and aggressively. Animals are very territorial while plants may twist and writhe as if alive. Forests refuse to disappear regardless of the circumstances. The natural world refuses to give away its dominance, unyielding to humanity.

Apex-Dominated (+25 CP): A stark imbalance of power characterizes this world, where strong creatures hold vast power and dominance over weak creatures. This isn't just a natural food chain, this is a hierarchy between predators of various kinds and prey, where the strong regulate the behaviors of the lesser. There are many types of apex predators in this place, carnivorous creatures of vast size and strength which dictate the population and behavior of others through their instincts, while weaker animals are subject to these apex predators and instinctually submit to them. This is a land of a new type of natural order, where strength is law and everything is power dynamics among the natural world.

Adaptable (+25 CP): An evolving wilderness covers the planet, embodying the concept of adaptation. Flora and fauna constantly adapt to new and changing circumstances to survive and then thrive. Life overcomes, particularly overcomes

challenges it faces whether climate shifts, human interference, or new predators introduced. Flowers alter their blooming cycles to sync with the activity of pollinators, plants shrink or grow to preserve energy or expand in the face of droughts or floods, prey animals constantly adapt their tactics to evade predators while predators utilize better camouflage to hunt prey. Migration patterns change to reflect the current climate and changes in circumstances, and various animals even adjust their diets to handle periods of starvation. Within these lands is boundless growth.

Resilient (+25 CP): Resilience is what survives in the end. Plants and animals in this world have incredible durability and survivability, recovering from injuries and setbacks much more quickly than normal and surviving what seems to be even fatal wounds. What would devastate another ecosystem is just another day for this world, as everything has an unshakable will to survive. Trees actively resist fire and frost, animals have tough hide and redundant organs, and even natural disasters hardly slow down this ecosystem.

Carnivorous (+25 CP): This is the predators' domain. Within this world are hunters upon hunters, where carnivores dominate the food chain and balance of life. This landscape teems with creatures designed to hunt prey and other predators, where animals have specialized traits specifically to win against all odds and devour their competition. Even smaller creatures, the size of insects or rodents, have evolved to prey on other creatures. Here there is constant competition between predators to not just hunt their prey, but hunt each other. Unyielding power is the truth of life.

Venomous (+25 CP): This world is steeped in danger. A significant number of plants and animals harbor natural defenses in the form of venom, whether plants produce an oil on their leaves which burns the skin or tigers now have deadly venomous fangs. Survival demands keen awareness and the ability to adapt to different kinds of dangerous environments, knowing when a plant simply cannot be touched or whether it's about to produce a cloud of poison. Within this world, danger is around every corner in the wilds.

Giant (+25 CP): Everything in this world has an awe-inspiring scale, a land of veritable titans where flora and fauna have grown to enormous proportions. Trees tower into the clouds with roots which reshape the landscape, and colossal creatures roam the lands on such scale as to encompass the horizon. It goes without saying that this can be pretty dangerous, as death by being stepped on is a very real possibility.

Elemental (+25 CP): This is a realm of living forces, a place where nature is deeply intertwined with the fundamental elements of this world. Animals aren't just of flesh and blood, but of fire and water, ice and earth. Their forms have been warped by these elements, though perhaps not so drastically as to be entirely new. Birds with fiery plumage will leave streaks of ember through the skies while crocodiles may manipulate the water to trap their prey. Gophers and moles have rock-hard skin and split the earth itself to travel. Even small creatures such as insects may spark with lightning. This is a world whose dynamic is the elements themselves.

Chimeric (+25 CP): There has been some kind of mass-hybridization of creatures within this world, despite how biology shouldn't allow such to be possible. It could've been man-made, or perhaps some experiment of nature, but many if not most creatures in this world defy conventional evolution and gain the properties of multiple species. Wolves with shark teeth and gills, amphibious lions, eagles with the tails of snakes to slither through the skies and poison their prey, and deer with armadillo shells. If taken with some of the other options in this section, extremely powerful, strange, and monstrous animals and creatures may result from this option. This entire world is a testament to nature's infinite capacity for reinvention and adaptation.

Mutated (+50 CP): The wilds have been twisted. Through nuclear radiation or perhaps magical corruption, animals have been mutated profoundly, altered in horrifying ways. Animals in this ecosystem have had their forms changed grotesquely, with goats who have two fused heads or horses with six legs. Giant bees may have venomous stingers which can fell even tigers, and predators may gain toxic spikes or armor-like skin. This warped wilderness will require caution and perception to handle and survive the monsters crawling through it.

A Monstrous Population (+50 CP): This world isn't filled only with animals (no matter how dangerous they may be). Rather, there is a massive number of monsters, as well, taking the form of various inhuman or mythical beings whose purpose is to attack and kill sapient beings. From slimes to monster dragons, and everything beyond that might be found in a violent fantasy setting, there will be a lot of angry monsters trying to attack the populace. If taken with the Enchanted option, there will be something differentiating monsters from mythical beings (such as monsters being mythical beings which have fallen to evil magic or corruption or something).

Mimics (+50 CP): That chair is a mimic. The table, too. And the tree over there. Now, there are many different kinds of mimics–from prey hiding away from dangerous predators to predators just waiting for unsuspecting prey to walk their way. That's this world, a world where everything disguises itself, whether hiding in natural environments or in man-made environments. Blending into the background by changing its own colors, or modifying their shape, or turning invisible, or something else, animals of all kinds use subterfuge to survive in this place.

Void-Touched (+50 CP): Everything here has been influenced by the abyss. Something tried to stare into the void, and the void did more than just stare back. Alien energies have brought the primordial emptiness here, influencing and reshaping life into something eerie, surreal, and possibly incomprehensible. Plants twist and coil infinitely, flowers bloom in reverse, animals are fragmented and flicker between existence and non-existence. Predators hunt by twisting space while prey run by fracturing themselves into countless copies. Trees bleed, animals bite with jaws that are too wide for their mouths, and memories are on the menu rather than flesh. Here, life flourishes on the edge of reality's knife.

Eternal (+50 CP): Within this world, the living live far longer than in a standard world. Life spans stretch far beyond the norm such that even sapient creatures have unparalleled longevity. All animals benefit from this, growing greater strength, skill, and cunning even should they not be sapient, as prey species gain phenomenal survival strategies and predators gain complex hunting techniques through behavior and epigenetics. Intelligent creatures, whether human or otherwise, are much more skilled and knowledgeable in general. They've had many more years to hone their capabilities and trades, accumulating greater power in every sense of the word.

A Little Safer (50 CP, Modifier): Rather than having the modifiers in this section affect the majority of life, this makes the world more akin to little pockets of the extraordinary. The ecosystems of this world are similar-ish to Earth's, and yet portions of it across the planet are affected by the above modifiers (with larger portions being affected by them as you select more). A nice meadow may give way for a venomous grove brimming with toxic plants, while a nice lake may be surrounded by a forest of massive flora. This is a more balanced approach to biodiversity, allowing for a nice blend of the normal and extraordinary.

Civilization Age:

Select one option.

Mythical (+50 CP): Sapient species have existed since the inception of the planet, since primordial times. Perhaps the ancestors found this planet after abandoning their own, or perhaps a twist of fate saw them gain life surprisingly early in prehistory. There is incredible history in this world, vast and stories, likely with ancient cultural melting pots of the arts to be found by archeologists. This also means that whatever sapient species is alive in this world has had eons to perfect their crafts, advance technology, increase their capabilities, and more.

Whatever level of technology or supernatural capabilities you select in the world builder will be on the cusp of the next level up, and have much more varied and unique uses with that magic or divine power and surprising technological advancements tangential to what you'd normally expect. In fact, in a couple branches of magic or science, things have advanced far beyond what you selected, existing two or more tiers higher. Even should you choose something low, it's entirely possible the ancestors of these lands had incredibly complex technology and magic waiting to be unearthed, and is likely coveted and abused by those in high positions.

Ancient (+25 CP): Intelligent life has thrived on this planet for ages. While not existent since the dawn of the planet's inception, recorded history is extremely long. Culture is more varied and rich, religion is more complex, science has likely evolved in interesting and unique ways, magic has greater variety, and there has been plenty of time for miracles to have happened and passed. You'll find whatever supernatural energy power and technology level you select is well on its way to the next tier, and there're more fantastical inventions tangential to what you may find on Earth along with tons of interesting uses for supernatural energy such that it can even replace much of technology if given the chance. A couple branches of supernatural energy or science have likely advanced a rank beyond what you selected in those sections, too.

Old (Free): This is the Earth option, with humanity having existed a similar length as Earth's humanity. The first recorded history, and the first cities as a result, are about 5000 years old. Intelligent life existed far before that, but only as hunters and gatherers, and perhaps a few smart cookies doing some farming. Magic is varied and holds many uses outside of combat, and there are tons of variations of combat magic (or whatever supernatural energy there is) which can accomplish a wide variety of effects, and science holds as many varieties of uses and branches as modern day Earth even should it not be as advanced.

Mature (Free): Recorded history is shorter than Earth's by a decent amount. Perhaps 2500 years or so. Intelligent life may have existed far before this, but whatever they had was lost to time. The most recent records that can be found are 2500 years, and if you were to find a more ancient civilization it will have been long hidden and few-to-no records remain. Culture will be less complex and varied, art will not have advanced as much, and religion will probably have a stronger hold on people.

Young (+25 CP): As far as anyone knows, humanity hasn't existed for more than 500 years. If there's a high level of technology, perhaps they lived longer and their ancestors created great strides in science, but all records show that 500 years is all there ever was. People probably believe in pantheons of gods, culture may be rich but still emergent, and everyone is still figuring out how everything works. Technology is not as varied and is fairly crude no matter how advanced, and supernatural ability usage is more overwhelming force rather than specific varied uses such as transportation or other non-combat uses.

Nascent (+50 CP): As far as anyone is aware, they're the first generation of intelligent life. Nobody remembers a time before maybe 50 years, and nobody alive is older than that. All records of life before then were lost if they existed at all. There is no culture because culture never had time to form. Natural phenomena, even if it can be measured by science, is as much religious belief as it is an understood act of the world. There is no knowledge of history or science or magic, even if such should exist, and all knowledge is passed from word of mouth instead of written down. This means there are nearly no varied uses of whatever supernatural abilities the denizens of this world may have, it's almost entirely brute strength with no efficiency or creativity.

Civilization State:

Select as many options as would make sense. Fanwank as necessary, but use some logic in determining what's mutually exclusive.

Forgotten (+200 CP): Civilization is gone. There may be cities, there may be history, there may be technology and magic, but it's all fallen apart. The cities are unlivable, life is untenable, an anarchy is all that remains. Groups of survivors live together in communes, trying to make it day-to-day. There may be one or two large settlements which sustain the vestiges of humanity, and a few smaller ones spotted around, but by far there is nothing left. Rebuilding the world is nothing but a dying dream.

Fading (+100 CP): Things… exist. Civilization and people are alive, they live in homes, they work, they feed their kids. Culture has been destroyed, though, whether from foreign nations invading weaker ones and destroying everything, leaving nothing in their wake or something else. Perhaps a nuclear winter covered the land and left society falling apart, held together by threads. It's likely dictators, despots, or totalitarian autocrats rule what's left, keeping everyone in line through force. It's difficult to live a normal life, and the new normal is being under the foot of someone else in power.

Declining (+50 CP): The world isn't doing so well. Economies are crashing, everyone is blaming each other for their own problems, idiots are in power, everything is tilting too much towards either liberal authoritarianism or conservative authoritarianism. Choices are slowly drying up, the homeless populations are rising erratically, too much power is being given either to corporations or governments, and money has become the new god. People are sold, alliances are bought, and everything is for sale if the government hasn't taken control of the product already. Things are on a slow, downward spiral, but it's still possible to do something about it.

Stagnant (+25 CP): Things just aren't really changing. Everything seems to be in a spiral of the same mistakes, the same problems, the same honeyed words to keep the same people in power, the same products and services, the same housing prices, the same everything, really. Nothing's changing and nobody really wants anything to change. The progress of society, both culturally and technologically, has come to a complete standstill. New inventions are few and far between, supernatural research has been halted if not outlawed, nobody's doing anything about whatever bandits or monsters are prowling on the merchants, and everyone is just trying to say what everyone wants to hear without taking action. Society has stagnated, and if nothing is done, it will begin declining.

Decadent (+25 CP): This is a time of decadence, of greed and gluttony. Perhaps this is the end of a golden age, or a time of celebration that dragged on too long. Everything has fallen to money. People are buying everything they see, factories are working people to death to meet the demand, debt is accumulating extremely quickly, and nobody knows when to stop. A depression is on the horizon, bad enough that the majority of the world will be living on the streets. For now, though, spend your money at the casinos and on all the things money can buy, because it's not going to last long.

Stable (Free): Everything is stable. There's nothing particularly good or particularly bad. Culture is advancing slowly, science is advancing slowly, the world will continue spinning on its axis and people will continue living their lives. This is a neutral age, one of the lulls between great change, because sometimes a break is needed when things have been breakneck until now. You arrive now.

Reformed (Free): Everything has changed. Perhaps it's the understanding of science, perhaps it's a massive change in the church which controlled most of the known world, perhaps it's a realization that the world should be ruled by people who stand beside the citizenry instead of above them. There has been a great upheaval that's thrown the world into a temporary chaos. Leaders are regaining their footing, people are rethinking their position in the grand order of things, and as the dust settles, nothing will be the same.

Expansionist (Free): Nations are spreading. Whether they've found another planet they can both reach and live on, or the world has largely been left unexplored until now, or everyone simply wants to take over their "lessers" and expand themselves into those territories, the borders of nations are moving. New territories are forming, land is being seized at an alarming rate, colonies are being founded, and countries are competing with each other to see who can take the most in the most profitable way possible. It's time for you to help enforce your nation's hegemony, proving that you're clearly the greatest.

Rising (25 CP): Society is on the rise. Everything is generally going well. Products are cheaper, there's less homelessness, more jobs, and leaders are generally competent (or at least good at one thing that happens to be needed for the betterment of society right now). Science is advancing relatively quickly, culture is richer, citizens are happier, and things are good. If something great happens, this could even turn into a golden age.

Scientific Revolution (25 CP): Science is god, and if it isn't then it will replace god. These are times of great scientific revolution. Science is advancing at a breakneck pace, far outstripping all preconceived notions of what science should be. What once was conceived to only be possible in science fiction has been created in mere years. Scientific laws have been all but shattered, textbooks are being rewritten from the ground up, and the world is competing to see who can create the newest marvel. There is all too much competition in the world of research, and all of it is succeeding.

Renaissance (25 CP): While not necessarily a scientific or magical revolution, society has entered a state of cultural revolution. These are times of great ideas and philosophies. Art has made a massive comeback, the world's eyes are on those that would become the greatest sculptors, painters, and musicians that have been seen in centuries, and even religion is being absorbed into these cultural changes, as well, changing how religion is viewed and the artistic influences on it. Things are changing for the better, whether from political debates between new political philosophies or ideas on how humanity should progress. This is a time of revelry, art, beauty, and new ideas.

Golden (100 CP): Things are going well. Extremely well. Everything is on an economic rise, science is advancing at a breakneck pace, everybody has money, homelessness is at an all-time low, culture is extremely rich, and governments are doing all the right things to care for their people regardless of the type of government. Even despots, despite ruling through fear, are doing it because they care for their people and are ensuring a comfortable life for their subjects. Everything is going the right way.

Enlightened (100 CP): Religion finally got it right. True religion has prevailed, preaching the correct things about the correct gods. Religion cares for the people and has integrated itself into every political philosophy around the world, making sure people treat each other right and helping everyone rise above their base instincts and work together for a greater world. This is the kind of civilization state where science is a branch of religion, and science actively proves religion correct. People have the freedom to improve and learn and progress society with the backing of the church. This is what leads to a truly just world, where crime is minimal, sinners have the opportunity to prove they've reformed, and good people prevail.

Utopian (200 CP, Cannot take options from the Geopolitics section): Civilization has reached a perfect state of utopia. Somehow, despite all reason, everybody has everything they want in this world. The law changes to favor what people desire, nobody is wronged or faces injustice, and politicians are no longer needed because everyone is truly equal. Nobody holds power over another, country and state divisions do not exist, and even you have the power to have your cake and eat it, too. Everybody works together and there's no need for a brighter future since there is nothing brighter than what already is.

Civilization Features:

Select as many options as you wish. These choices become regular features in the world, with each setting becoming commonplace.

Wolfborne (50 CP): Those with the ability to transform into animals, most notably werewolves or similar beings, stand at the forefront of society as leaders and heroes. They're revered for their strength, speed, and primal connection to nature. Civilization seems to revolve around these individuals, creating a social structure based on hierarchy similar to that of a wolf pack. Leaders are no longer chosen for their wisdom and cunning, but their strength and the divine blessing of transformation. Leaders are feared and loved, and the people are protected by such leaders similarly to how a pack leader protects their kin.

Artistic Differences (25 CP): Culture, art, history, and tradition have flourished in this civilization. Regardless of its current state, this world was at least once steeped in creativity and endless expression. History and customs have been lovingly preserved, reimagined, and adapted over time, resulting in a society brimming with diversity in artistic and cultural expressions. There are endless styles, techniques, and philosophies which shape every aspect of daily life. This is a world which cherishes the past, and it could potentially be one which embraces the future, too.

Snow Days (25 CP): There are tons of holidays, punctuated with gift giving and festivities where all people can set aside differences and celebrate together. There is a regular atmosphere of festivity and joy and the calendar is filled to the brim with occasions to gather and honor tradition for the happiness of all. Holidays may mark seasonal changes, cultural milestones, deeds of legendary figures, and more. Streets are adorned with decorations, musicians and street performers give grand displays, storytellers tell the tales of legends long past, and games and competitions allow people to enjoy harmless competition with each other. Every season brings something to celebrate.

Brimstone Brooches (Free): The legends of the Old Gods are being retold in grand sagas, and now you're going to have to witness it personally. Every aspect of life is steeped in Norse and Viking fashion, tradition, and mythology. People dress and build society in a homage to the age of Norse gods, and culture thrives upon a deep connection to the heroic ideals of the Viking era. Heavy cloaks, finely embroidered tunics, braided leather belts, gold brooches and torcs and arm rings, and even helmets which aren't exactly practical for daily use are common everywhere. Architecture depicts Yggdrasil and the Valkyries, while temples to

gods rise high above the city skyline. Shrines are dedicated to the Aesir and Vanir, and longboats are built as symbols of cultural pride. Martial strength and courage is generally viewed favorably, too.

Hard Ice (Free): This is a civilization of frost and fermentation, where alcohol is no longer a luxury or indulgence, but a foundation of society. Beer, wine, gin, mead, spirits, and more flow as freely as water, and nearly every aspect of life at least includes some form of alcohol. Drinking has cultural significance, where alcohol is a way of life and defined by revelry and a touch of fun chaos. Every city boasts a unique kind of alcohol, created through breweries, distilleries, and taverns where it's a centerpiece of the people. Taverns might even be described as the heart of every community. You can expect a lot of boisterous laughter, clinking mugs, endless toasts, and overindulgence.

Royal Royalty (Free): Crowns and thrones are the in-thing these days. The concept of monarchy reigns supreme, where nearly every government is ruled by a king, queen, emperor, or empress, with power concentrated in dynasties. Even in the rare cases in which a monarchy does not exist, those who wield power wield it with the same iron grip of a monarchy such that the distinction between them is negligible. Monarchies are venerated, held high above normal people, often ruling with divine right and authority. Regardless of whether they're revered or resented, the monarchs rule the land and people believe they are chosen.

The Seers and the Bees (+25 CP): Fortune and prophecy are supreme. Society makes decisions and molds beliefs based on superstition, where the words of seers, astrologers, and fortune-tellers are generally treated as undeniable truth. Love, trade, war, and daily tasks are influenced by omen readings, star charts, and other mystical interpretations. This can add some form of structure or order to society, giving people purpose, certainly. It's pretty easily exploitable by conmen, though, and it's probably unlikely any of them are anything more than self-fulfilling prophecies anyways.

Silver Tradition (+25 CP): Silver is no mere precious metal, it's a cornerstone of culture. From tools to weapons, jewelry to art, silver is used in just about everything. It's valued for its appearance, but it's also valued for its mystical properties, particularly when blessed. You see, blessed silver is extremely dangerous to many mystical creatures, from vampires to the undead, fae, and many other creatures besides. As such, this world relies on it for defense and build it into everything they can. This certainly might make things more dangerous to you should you have the qualities of a supernatural creature…

Gold Tradition (+25 CP): A large circumference around your waistline is strongly associated with nobility and wealth. Physical girth is a direct reflection of a person's status, where the wealthy and politically powerful proudly display their corpulence as a symbol of success. Conversely, the thin are seen as being in poverty, servitude, and generally being a failure. The social hierarchy values fatness over character in many situations, as the wealthy are the wealthy because of their excess. The powerful are literally larger than life.

Apocalypse Now (+25 CP): The end of days is never very far from one's mind… or their conversation. People are consumed by an almost theatrical obsession with the apocalypse, weaving doom-laden predictions, ominous metaphors, and absolutely way too much dark humor into everything they say and do. From a casual greeting to a political debate, the world's end is a backdrop to just about everything. Some people, like villains, are more likely to be fighting to just destroy the world than something like fame or money, even. Everyone does it with way too much gusto and melodrama, too.

Royal Obsession (+25 CP): There's loyalty, and then there's… this. A kingdom united under unquestioning devotion. The ruling class is viewed with a fanatical mixture of adoration, reverence, and entertainment, where every action no matter how egregious or trivial is celebrated or scrutinized with rapturous devotion. The king, or president, or supreme leader can do no wrong… or at least they can do no wrong as long as they're suitably entertaining. Nobility is treated as larger-than-life whose every decision is just. As such, they can do anything.

Caste System (+25 CP): There's a kind of social inertia inserting itself into society's hierarchy, a caste system where every individual's place in society is determined at birth, locking them into a rigid life that dictates their rights, responsibilities, and status. This structure permeates every aspect of life where inequality is the natural order. It could be based on the biological circumstances of your birth, traits such as race or ethnicity, what kind of creature you are associated with, your family's social status, or even religious doctrine. Movement between levels is impossible, and the treatment of individuals is dictated by their assigned rank. Upper castes are paragons of society while lower castes are inherently unworthy and often treated like criminals or inhuman. This is a place of systemic injustice.

Cold as Ice (+25 CP): Beauty and decorum are measured by one's ability to maintain an emotionless expression. Emotions themselves aren't taboo, as they're

natural parts of a person, but to display such feelings is seen as vulgar, undignified, and inherently ugly. A serene visage is one of elegance, and those who fail to adhere to this face ostracism or outright offense.

Necrophilia (+25 CP): This is a realm of death's devotion, where death is not feared or shunned but instead adored, celebrated, and pursued with fanatical zeal. The living are obsessed, dedicating their lives to understanding, venerating, and bringing back the dead. Ever facet of society seems to revolve around death and the undead, where cemeteries are places of religious reverence and mad scientists are seen as heroes who do what is only natural. Scientists, mages, and inventors work tirelessly to unlock the secrets of life and death, driven with fascination and insanity. Even death itself is idolized by some as an ideal, where people love the very concept of it. This might not be a good thing.

The Warg Sports (+50 CP): People love sports. This seems normal, right? Beneath the surface lies a grim reality, though, with sports harboring systemic cruelty against marginalized beings. Blood sports in this world are rampant, particularly involving lower castes or the poor, and especially sapient beasts such as werewolves, wargs, and other inhuman beings should they exist in this world. Violence against the marginalized is common here, even encouraged. Society is drunk on power and the elite cheer on in pride at the tradition of violence and brutality. The roars of the crowds will drown out the screams of the weak, the whimpers of the fearful, the cries of the lonely, and the silence of the dead.

Lycan Trials (+50 CP): Magical creatures are not beings with which people coexist, but rather beings which are feared and threats to be eradicated. Society lives in constant fear of werewolves, vampires, and other supernatural entities, and as such beast hunters have risen to kill these abominations. The hunt never ends, and even those who are suspected to be magical creatures in disguise will be hunted down and exterminated. Entire families can be slaughtered by baseless accusations, and magical creatures are forced into hiding if they haven't already begun taking their revenge and proving such preconceptions correct.

It's Witching Hours (+50 CP): Magic in this world… is not a good thing. Magic is shunned and reviled as evil and corrupt. It's a malevolent force which destroys and tempts, creating a widespread persecution of anyone suspected of having magical abilities. Locations associated with magic are seen as cursed and forbidden, and parents will kill their own children for displaying what could be magical powers or qualities. Such great potential is lost to hatred, and fear has eclipsed reason. Better keep your capabilities hidden.

Civilization Size:

Select one option, barring Modifiers.

Tribal (+100 CP): There isn't much intelligent life in this world. They tend to live in tribes, because there just aren't enough people living close to each other to create a town or city. There are perhaps a few dozen people at most in any one place right now, and the world is still largely dominated by the untamed wild.

Nodal (+50 CP): Society, while spread out, is large enough to have formed towns and cities. An entire nation is likely a city with a couple surrounding towns, and there are likely to not be more than a few of these around the world. A code of laws has likely been created to keep order, but it's likely relatively basic because larger and more complex laws aren't necessary for the size of the nation and its populace.

Concentrated (+25 CP): Countries have formed across a good chunk of the world, but they're relatively spread out. Cities are built on coasts and rivers and don't go very far inland, mostly because there's no need to with such a small population. Half the world is likely either uninhabited by intelligent life or is sparsely populated, while the other half is populated similarly to 1400s Europe. Some brave adventurers likely want to explore the new lands, but there's no necessity for it.

Populated (Free): Most of the world is populated to a similar level as modern-day Earth. If the planet's carrying capacity is 10 billion, then there are 7-8 billion people living there. There's plenty of countryside left, but cities are getting pretty populated. Some parts of the world likely have overpopulation problems, while richer nations are working on limiting people moving there to keep their nice population density.

Congested (+25 CP): The world has reached, and then exceeded carrying capacity somehow. The world is largely very congested, with overpopulation rampant. Richer parts have less problem with this, but poor nations are extremely overcrowded with dozens of people living in the same small home. There's countryside in some places, but mostly for the purposes of growing crops. There's less meat to eat in this world, and it's much more expensive, because meat requires far too much space compared to crops. Disease is more common as a result of the overcrowding.

Megapolitan (+50 CP): There is no more room to expand civilization outwards. Most of all space is gone, there is nearly no countryside, and all crops have to be grown in creative and odd ways and places. Cities have had to be expanded to cover oceans, either overtop of them or underneath them somehow. The entire world has become something akin to a single supermassive city. It's come to a point that infrastructure has to be built upwards or downwards now, into either the sky or the earth, and layers are being created to maximize the room people have in this ever-expanding population. The poor live in eternal darkness in the lower levels of the planet, and the rich see sunlight at the top.

Maximal (+100 CP): There is no more space. There are simply too many people. Dozens live in a single house, only the rich live alone. People kill each other for space and privacy. Society has already been built upwards towards the sky as well as downwards into the earth, and it's impossible to build deeper or build higher. The only hope for expansion is to develop some kind of technology to generate oxygen from nothing, but that would require the highest levels of technology or mystical power. It's coming to the point that a culling may be required, a depopulation where the poor and worthless will be removed from society permanently so that the rich and useful can continue to survive.

Beyond the Stars (+50 CP, Modifier): Society has expanded beyond just its initial planet. Whether through science or magic, or perhaps something else (divine elevator?), the entire galaxy has been populated by a variety of societal groups. This takes the option you selected above and applies it across the entire galaxy. With the Populated option, it would be something akin to Star Wars, with some potentially overpopulated planets but with several planets that are underpopulated and plenty somewhere in the middle. Nodal would see a lot of space-faring civilizations who are small in size, the vast majority of which haven't conquered their entire planet, while most habitable or resource-rich planets are completely untouched. Megapolitan would see nearly all planets reaching the limit of how much they can hold, with few planets in the galaxy left to expand to and even those hold many people already colonizing them.

Geopolitics:

Select one option.

True Peace (100 CP): The world is at peace. Various governments from around the world are all allies, everybody loves each other, and no single country believes

itself to be better than others. There's no competition between nations, no war on any level larger than personal, and this is a situation that will last indefinitely. Nobody wants to rock this boat, everybody is working together for a greater future where everyone can succeed.

Alliances (50 CP): Most people want to work together. The majority of nations are not just peaceful with each other, but are actively working to help each other and advance society. These are times of general peace and stability among friends. There are a few nations that would see this peace end, though, unhappy with their allotment in life. Whether it's a couple nations who believe themselves superior, or nations that feel they're being oppressed by the great world alliance, they wish to kick the hornet's nest. It may not occur in your time here, but there are certainly tensions rising, and if they do something you can expect them to be squashed under the heels of the majority whether right or wrong.

Entente (25 CP): This is a world relatively similar to modern Earth's. There are many different nations vying for supremacy, and many different nations creating alliances and working together to combat each other. There's a sense of mutual benefit, though, even across nations that are against each other, spurring competition that helps rather than harms.

Most nations are good sports in this global competition. They may be against each other, but they know it's really to help each other and themselves. Nations have a tentative mutual peace even when they disagree, and it's relatively rare that war and fighting breaks out since things are usually dealt with before then. Trade wars are uncommon but possible, and most "war" in this world is a fight to see who can develop superior scientific or magical advances compared to others.

Average (Free): This world has a mix of beneficial and antagonistic relationships between governments. You can see this as something akin to the current Earth if singular nations hadn't risen above the rest as world powers, where many nations form treaties and stand against each other. Authoritarian governments form coalitions to assist each other while democratic nations form other coalitions, and while they don't always war with each other, there're regular enough wars or fights. Perhaps there's a large-scale war every 100 years or so. People tend to be for themselves over others, and good sports rarely actually exist here. The balance of power tends to shift between the East and West every 200 years or so.

Hegemony (+25 CP): The nations across the world have their very own self-perceived caste system. Some nations believe themselves to be clearly

superior to others, and most want to prove it through force. Countries will simply invade their neighbors to “help” them, changing their culture to suit the narrative and casting out the “monsters” and “subhumans” that used to be in control. Even nations which don’t do so and tout peace will attempt to heavily influence other states through economic and political coercion, forcing changes to “superior” ideals. There will be common threats of invasion and violence, nations attempting to prove they’re superior through money and power, and a general sense of hyper-Nationalism and hyper-Patriotism across various countries.

Rivalry (+50 CP): Not everybody hates each other, but there are constant rivalries between countries over things as complex as political and economic systems, or as simple as overt threats. Nations send assassins to kill each others’ leaders or simply their detractors. War is declared over and over, and states attempt to eradicate their enemies through any means necessary. The general populations of countries are relatively safe as long as they’re not the target of assassinations for talking shit about another country, but there’s a level of xenophobia across different cultures where foreigners and their customs are definitely not welcome.

Forever War (+100 CP): Everybody hates each other. This even goes beyond nations in a constant state of war, as even territories within individual nations hate each other with a passion. War is regular even on a personal level. There are certainly friendships and love and great people in the world, but even great people fight with other great people over politics, and fights in this world often get deadly even if such a thing is illegal. People fight in this world, it’s just a thing that happens. Watch your words and opinions, as those only ignite the fire in others.

Supernatural Sources:

Select as many options as you wish. These choices become regular features in the world, with each setting becoming commonplace.

Mundane (Free, Cannot take other options from this section): This world is entirely mundane. There are no supernatural powers, no demons enacting pacts, no gods or divinity, no psychics and no magic. While the world may hold magic or divinity, depending on your selections in other sections, it can’t be wielded directly by humanity and must be relegated to technology in order to harness it.

Pactmasters (+25 CP): Magic flows through the veins of humanity. They study it, harness it, grow it, and use it to affect the natural world. Witches and warlocks roam the lands, learning their curses and icy magic, and using it for their own benefit. They enact change, oftentimes self-serving change which takes from others and gives to themselves. Will you learn to harness this magic, yourself?

Unseelie Court (+50 CP): Demons litter the land while the fae hide under it. They all desire the same thing–power, and control over those who wield it. The demons enjoy moonlighting as humans, offering bargains with honeyed words in order to take everything from those they target. Fae prowl the night, always exacting their due from those they help, always ensuring nobody can escape their help, nor their retribution. These are dangerous lands, one in which you should always watch your words. One wrong agreement is all there is between life and death.

Seers (+25 CP): Ice is nothing but a mirror into other possibilities, and the psychics who walk the world specialize in manipulating these possibilities to their own ends. This world is filled with psychics who utilize their psychic energy for scrying and future sight. They view vast distances both in space and time, planning their plans and twisting fate to their whims. Most do so for the purpose of good, but there are certainly those who would exploit their power for evil. Certainly there are many who focus on other aspects of being a psychic, such as telekinesis and cryokinesis, but there are those who fully specialize in reading destiny and twisting it.

Necromancers… (+25 CP): There are a lot of crazy super-science inventors in this world. They focus a great deal on undead, too. They've found ways to stitch together abominations, raise undead en-masse, and other ways to desecrate the dead. Be wary of these individuals, as they delve into eldritch science and put their creativity towards bizarre ends. These are people who should never be underestimated, as they often make physics die a slow, cold, painful death.

…And the Abominations They Make (+50 CP): This world is just jam-packed with undead. Most of them aren't even being created or summoned, they're simply coming back from the dead as vengeful spirits. Zombies, skeletons, ghouls, ghosts, spirits, abominations, and eldritch monsters rise over and over again. Only the holy seems to be able to make them rest permanently. There's a good chance anyone you kill in this world will end up coming back at some point.

Kings and Queens (+25 CP): You've found yourself in a place where a lot of kings and queens live. This world is full of them. This isn't news to you, but what might be important is the fact that they carry such vast, insurmountable charisma that they can even command the environment to move and physics to change for a while. Shield your mind from these enchanting words, and shield your body from the reality warping that such words encourage no matter how temporary.

Legacies (+25 CP): The ice giants aren't the only ones with a connection to Ymir. There are now a lot of descendants of the primordial frost giant, individuals capable of interacting with the World's soul. They can hear the whispers of Ymir, the long-lost secrets such a primordial entity once knew, and they can manipulate the terrain that is Ymir's body. The world is full of such individuals, though whether they continue Ymir's legacy to instill chaos in the world or they use their powers for themselves is yet to be seen.

World Souls (+50 CP): Great, primordial beings cross the cosmos. The Ginnungagap has formed more than just a few creatures, and now incarnations of vast concepts exist. They all have their own purposes, their own ideas of how reality should be. Ymir would seek the primordial chaos, plunging all Order into its natural state once more. Perhaps a primordial of fire would seek to grant enlightenment to humanity, and a primordial of Fate would seek to ensure everything goes according to Fate's tapestry. The primordials are rising, or perhaps they've always been.

Lycan Anthropology (+25 CP): This world has… a werewolf problem. There are a lot of werewolves in this world, to the point it's somewhat noticeable. Especially when the cattle and some people go missing. And then turn up mauled and half-eaten in a frenzy. People who change into various creatures under the full moon roam the land, hunting and staying in their packs. For better or for worse, civilization has to deal with these individuals.

Ice Pack (+25 CP): Wargs, ice-foxes, and other beasts of ice who wield vast intelligence are numerous in this world. They may live like people, alongside people, or they may live separately. They hold great power over ice through their unique frozen physiology, with genetic improvements such as icy claws which inflict frostbite or thick hides that deflect steel. As with all life, there are those who would seek to keep the order and those who would seek to destroy it.

Divine Spirits (+50 CP): Gods are real, and they roam the Nine Realms. Beings such as Odin, Thor, Loki, and Hel exist out there, interfering with mortal lives. They

hold phenomenal power, that which shakes the foundations of the world. Some seek to maintain peace, some seek power, some seek to avert Ragnarok, and some seek to set the world on a collision course with Ragnarok. While there are not many, there are enough that it will matter. This also means that divinity has infested the land and its people, allowing them to wield divine energy.

Entropy's Children (+50 CP): The inheritors of heat death walk the earth. They herald Ragnarok, the end of times, leaving nothing but death in their wake. They walk the path of endings, bringing annihilation to all who cross their paths, such is their nature. The endless winter is coming, and the fall of civilization is sure to come after. All is part of the plan to reset the universe, granting a new story and a new beginning. Amen.

Supernatural Level:

Select one option, barring modifiers.

Innate (200 CP): The majority of the world has nearly no magic, if they have any at all. Nearly nobody has any supernatural power, not a single drop, other than a select few. Those few who have such power will have that power at a level likely even below that of the basic ice manipulator's instincts. It's a rare individual who has power in this world beyond that of the basic ice manipulation, and only a couple people would have something approaching anything over beginner ice manipulation.

Touched (150 CP): Most individuals in this world still have no magic or nearly no magic, but there's a large community of supernatural entities out there. They can use elemental manipulation at the level of a beginner or basic usage, with perhaps a couple capable of Intermediate manipulation.

Sensitive (100 CP): People are gaining in power now. Most individuals have access to some kind of magic or psychic power, but there are still plenty who don't have any. Beginner manipulators are common, but there are still only a couple of intermediate manipulators. It's extremely unlikely to find anything greater than such, though.

Gifted (50 CP): Everybody has some form of elemental manipulation or powerset, now. While nothing goes above Intermediate, most are at the beginner level. They've gotten some more variations in abilities, with some even harnessing

abilities similar to your perks, though certainly not fiat-backed in any way. This can make things a little interesting and occasionally challenging.

Attuned (25 CP): The bar has been raised. There are a fair bit of people with intermediate-level supernatural abilities, and even a few whose power reaches into advanced territory. Most are still relegated to beginner and basic classes, but plenty of people have found ways to use their manipulation in unique and powerful expressions, replicating what would be perks for you or having abilities unique of their own.

Empowered (Free): There's a large variety of power in the ice manipulators in the world. The majority of people are at basic or beginner level at most, but a fairly large number of people can use their supernatural powers at the level of an intermediate. You'll find a couple dozen people who can use their abilities at the level of an advanced ice manipulator and perhaps one or two experts in this world. A small percentage of these individuals may have found ways to use their abilities similar to some of the perks in this document, empowering them somewhat or diversifying their capabilities, but these are non-fiat-backed expressions of their powers.

Mystic (+25 CP): Ice manipulators are generally powerful in this world. There are a lot with power similar to that of basic ice manipulation and most fall into beginner ice manipulation, but a huge number fall into the intermediate ice manipulation category, able to crush a city block with relative ease. You'll find a decent number of advanced ice manipulators and a couple dozen expert ice manipulators. At the upper end, there are a couple masters wielding transcendental power. A decent number of people have learned to manipulate their ice in ways similar to the perks in this document, though they're still a relatively small percentage of people.

Sorcerous (+50 CP): The average ice manipulator can level city blocks. There are some people with power and knowledge below that, but there are also plenty with power above that, as well. At the upper end there are still only a few masters, but there is an increased number of individuals wielding advanced ice manipulation which affects entire cities and a few extra who can shatter continents or planets. The biggest change, though, is that enough are trained and knowledgeable enough to utilize the full power of several of the perks in this document, and odd or unique abilities are much more commonplace.

Sovereign (+100 CP): The average power level has increased once more. Instead of most having the power to level cities, most now have the power to level

countries. Most individuals are equivalent to entire armies, walking natural disasters. A lot of power is thrown around whenever a fight occurs. Most hold at the very least weakened versions of many of the perks here, though nothing cataclysmic.

Transcendent (+150 CP): Things are heating up… metaphorically, of course. Those in this world hold phenomenal power, and many believe that might makes right. You'll find yourself surrounded in a world filled with a vast number of intermediate, advanced, and expert ice manipulators. Even those with no experience find themselves with instinctual knowledge of how to expertly use their abilities, and they're often born with incredible reserves and power. There are even several individuals on the level of a master ice manipulator, wielding power enough to leave the very stars frozen. Most people in this world have versions of several perks in this document, wielding natural power related to them.

Godlike (+200 CP): This world is a dangerous one. Terrifying power is wielded by master ice manipulators the world over. The vast presence of these supernatural entities is such that few can survive outside of the strongest and greatest powers in this world. Every one of them has facsimiles of perks within this document and beyond. Their power dwarfs solar systems and may encroach on annihilating galaxies. While they tend to go out of their way not to destroy the world, the force of their attacks will leave even gods as nothing but dust. Beware, though, those whose power cracks entire universes, for there may be a few of those as well.

The Elements (+50 CP, Modifier): While there is nothing specifically preventing those who seek greater power from using varying elements beyond the ice manipulation of this jump, there is still a strong prerogative from those who wield power to focus on the power of ice and frost. Things just happen to be that way, whether by chance of machination. This world modifier changes that, making varying elements beyond ice extremely widespread across the world, even beyond the typical Ice, Lightning, Fire, and Spirit manipulation associated with this Elements series. This will certainly make it more difficult to anticipate what a foe will use next, and you'll have to adapt to new situations more frequently.

Great Gap (Free, Modifier): This is a modifier which changes how the Supernatural Level works. Instead of the supernatural power being commonplace among people, there's now a much larger gap between individuals. The majority of people with supernatural powers are on the weaker end, with power around the level of basic or beginner regardless of what level you select. There are a sizable

number of individuals with power a fair bit lower than the selected level as well, along with a good percentage being at the level you selected. The upper level, though, is increased at least one tier, and those who chose Godlike will find that there are a few individuals with power that dwarfs multiverses.

This essentially lowers the bottom and moves most people to that low, while raising the cap and moving a few people there. This makes things generally more survivable, but with plenty of danger and increased risk should the wrong person be messed with. If taken with Secret Society, most of the population is mundane, and you can choose whether the supernatural society is actually secret or not.

Secret Society (25 CP, Modifier): The supernatural forces of this world are hidden beneath the surface. The general populace of the planet, society as a whole, doesn't know anything about the supernatural. Magic, mythical creatures, divinity… it's only known to those who were born into this secret life or those with great power and prestige. There's likely some kind of enforcement preventing more people from knowing about this secret world of magic, whether the world itself is working to keep it secret or there is widespread enforcement of it by supernatural police.

Contractual Magic (50 CP, Modifier): Magic, or whatever kind of supernatural power which exists in this world, requires some kind of contract to use. Whether a demon contract, a pact with a fairy or fae, a bargain with the world itself, or something stranger, it's a give-and-take relationship. The individual gets to wield great power beyond the ken of mortals, but they must give up something equally precious in return. This makes supernatural forces less active and less common, and those who do hold mystical power will be lesser in some way as a result. You, yourself, aren't bound by these restrictions, though.

Technology Level:

Select one option, barring modifiers.

Stone Age (+200 CP): The world has never advanced beyond stone tools. Rocks are used for everything, whether as a hammer or as a chisel. Knives are formed by smashing rocks together to sharpen the edges, and basic spears are made by attaching sharpened rocks to wood. Fire has been discovered, but that's the extent. Permanent housing isn't even a dream, as all of humanity hunts for their food and eats berries they've gathered.

Agrarian (+150 CP): The world has advanced to small settlements. Language has been invented, along with writing. Laws have likely been codified. Wheels have been invented alongside agriculture, animals are domesticated for food, and plumbing may have been invented by this point. Swords made of copper are commonplace, iron and silver are used for silverware, and some places may have discovered a way to create bronze from copper and tin for stronger weapons.

Classical (+100 CP): Technology has advanced to something akin to ancient Greece or ancient Rome. Physics is being developed alongside basic mathematics such as algebra, trigonometry and, in some places, calculus. Engineering has become widespread, with complex plumbing systems and aqueducts to bring water from far away to the city. Incredible structures can be designed and built by people, from the pyramids to great temples. This is the first age which has seen concrete and road networks, lighthouses, advanced seafaring ships, clocks, a calendar, and celestial navigation. Surgery is created, along with basic medicine and public health systems and education for the wealthy. Armor and weapons are standardized for mass production. The beginnings of metallurgy have been discovered, and gunpowder has been created (but mostly for things like fireworks).

Pre-Industrial (+75 CP): This is the typical medieval Europe technology option, perfect for a fantasy setting. Advances in mining allow for more and deeper resources to be extracted, a pre-modern form of chemistry and medicine called alchemy has become mainstream, printing presses have made literature more accessible to the public, and early machines have been invented. Mechanical looms allow faster weaving, for instance, along with spinning wheels to create yarn and textiles, windmills and water mills to power these mechanical contraptions, and astrolabes to help find your position in relation to the stars. Shipbuilding has advanced, allowing for much more maneuverable boats, and now people have soap to help clean themselves. This is also where firearms are discovered, with simple black powder used to propel inaccurate leaden balls from a musket or flintlock pistol. Closer to the upper level of technology, some may discover how to add rifling to barrels in order to make a bullet more accurate.

Mechanized (+50 CP): The industrial revolution has hit, and technology has begun progressing at an accelerated pace. Steam-powered machines have been invented, allowing for ships and trains without the need for human power. Factory systems have allowed production to be consolidated, making manufacturing much more affordable and efficient. Interchangeable parts have become more common, allowing easy replacement of broken machine parts. Canals are being constructed

to allow more efficient water travel, roads are being designed to be much more weather resistant, bicycles have been invented, and more. For communication, a high-speed rotary press has been created, photography is becoming prevalent, and the Telegraph has been created for long-distance communication. There is gas lighting, coal power for heating homes and iron smelting, and electricity has been discovered to create (absolutely way too bright) street lights. It's much cheaper to produce steel for widescale projects, new alloys like stainless steel have been discovered, farming now has fertilizers and breakthroughs in chemicals allow for synthetic dyes. Also, medicine has been invented, as well as penicillin and germ theory, early vaccines prevent the spread of disease, and people now realize why it's important to be clean and sanitary. Also indoor plumbing and deathtrap cars.

Electrical Age (+25 CP): This is something akin to Earth's late 1800s to the early-mid 1900s. Everything is converting to electricity as a valuable and useful energy source to power a great number of advancements. Traffic lights, electrical heating and air conditioning, sewage treatment, radar and sonar, analog computers (greedily hoarded by the military), the electron microscope, X-Rays and hospital sterilization, electric cars (before gas cars, along with some newer gas cars), subway systems, refrigeration, radio broadcasting, telephones, fluorescent lighting, and more. This is a time of rapid change, innovation, and possibly war. Guns can now shoot a dozen bullets a second, nuclear bombs are being discovered, and the march of progress has nearly become a physical force.

Information Age (Free): Technology has advanced to modern times. This is perhaps the 1960s to the 2060s. Smaller and smaller electronics are being invented, electrical computers allow the world to be connected at all times, phones have evolved to fit in your hand and then computers have evolved to fit in your hand and be phones. Nuclear power is within reach, satellites broadcast television and collect data all the time and everywhere, medicine has become increasingly complex and varied, and people can live in luxury.

Post-Industrial (50 CP): Technology is becoming increasingly advanced, turning science-fiction into science-fact. Superconductors have become ultra-efficient allowing for affordable and easily-accessed quantum computing. The internet may have transitioned to a quantum server grid, allowing for extremely secure encryption and entanglement (at least until quantum encryption is broken by quantum hacking). Perhaps some brain-computer interfaces have been created which allow not just information to be extracted from the mind (such as thought-to-text keyboards or controller-less video games) but perhaps also allow

the direct insertion of knowledge into the brain (such as true virtual reality). AI has evolved to handle most basic tasks, leaving people to become scientists, engineers, technicians, and thinkers. This is a time of advanced materials production, space habitats, autonomous vehicles, automation, personal robotic companions, basic genetic engineering, and portal technology which allows data to be instantly sent from one location to another.

Neural Age (100 CP): Things have advanced quite far. This is the age in which cybernetics are commonplace, with fully-integrated neural networks which allow humans to process faster and connect directly to the internet. Genetic engineering has allowed people to be stronger, faster, smarter, and more capable. It wouldn't be odd for genetics to have come to the point that it's possible to integrate animal characteristics into people to make them better, or even just for fun, splicing people to have wings or fluffy tails, and genetics may be fully customizable. Nanomachines of various kinds perform various duties, fully sapient AIs are possible if not already being used, android and robots can appear as humans (or customizable pets), digital immortality is possible by uploading the mind (and with the correct level of other options in this document, uploading the soul and essence of a person). The weather is controlled and harnessed by humanity, and most if not all common sicknesses and diseases have been extinguished.

Stellar (200 CP): This is the post-scarcity ideal. Matter-generation machines allow for nobody to ever go hungry. Dyson Spheres harness the power of stars to generate nearly limitless energy. Material science has created the most advanced biosynthetic materials allowing for the full restoration of anyone from nearly any state. Houses and habitats are fully modular and able to be restructured at-will. Cities may be built in the sky or in space with no issue. Nanomachines can heal any injury in minimal time, life can be created from practically nothing, the world is intricately interconnected with signals that can reach beyond comprehensible distances. Travel faster than the speed of light, or if such is impossible in this world then travel through wormholes and portals allows for instantaneous movement between arbitrary distances. The basic needs of the many are met, leaving them time to do what they want (or get into wars for idiotic reasons).

Specialization (25 CP, Modifier): Select a branch of technology. That branch of technology is now 2 tiers higher than it would otherwise be. For instance, should you wish for a cyberpunk world, you could take a Specialization in cyberware/cybernetics with the standard Information Age to make such technology available. Similarly you could have steampunk computers if you take Pre-Industrial

and take Specialization twice for computers. You can take this as many times as you'd like in order to significantly improve another branch of technology.

Location:

*You may select anywhere that would make sense in this world as your starting location. For **+50 CP** you may select a starting location from the following list. For **+100 CP**, you may roll on the following list. For **+200 CP**, roll on a D10 using the options 11-20 as your starting location. Lastly, for **+300 CP**, you may select the most dangerous location to you from the following list.*

1. **Summoning Circle:** It seems you are not originally of this world. You have been summoned, adventurer, by a witch or someone utilizing some sort of technology to call others to these lands. They expect great things from you in order to spearhead their own success. They likely have something to hold over you to prevent you from simply killing them, and even if you do kill them you'll have no identity or knowledge of this world. Will you strike out alone, or will you play along for a while?

2. **Frozen Cave:** For one reason or another, you're camping in an abandoned cave in the middle of a freezing blizzard. Snow is as far as the eye can see in the distance. Perhaps you came to practice your survivalist capabilities, or perhaps you fled society. Regardless, you're stranded with a limited supply of food and resources and must wait out the snowstorm before you can begin your path back to society.

3. **Warg Den:** You're in the home of a particularly evil, vicious den of Wargs. Perhaps this is in the wilderness or perhaps it's closer to society, but you've been deemed to be, if not the dinner of these individuals, then their meaty little plaything. How do you plan to survive this encounter, and will you keep all your limbs in your escape?

4. **Blood Falls:** Despite its name, there isn't really any blood involved. This is a glacier in the South Pole where waterfalls drop into a frozen lake. The interesting thing about this place is the waterfalls seem to be red, appearing like a river of blood which falls into the lake. Some say this is cursed, and it's certainly a strange phenomenon, but your biggest worry is finding the nearest research base or similar structure so you can get back to civilization.

5. **Death Zone:** Are you a famous hiker and mountain climber? Because for whatever reason, you're currently standing on the very crown of the tallest and most unforgiving mountain in the world where most people's lives hang by a thread and one misstep would mean death. The wind here howls, the sun pierces down upon you and clouds drift below you. This is where most climbers die, too high for even a helicopter to come safely to extract you. Can you get back down?

6. **Castle Dungeons:** Whether you're a real criminal or just a tourist, you're now enjoying your time in the all-inclusive resort that is a castle's dank dungeon. You start this jump locked in a cell with no light besides the guards' torches. The bedroll is uncomfortable, it's cold, there's a thin layer of water on every surface, there are bugs everywhere, and they don't give you enough food. The guards also hit you if you talk too much. Will you wait out your sentence, or will you break out with gusto?

7. **Executioner's Gallows:** You've been put on trial and found guilty, Jumper! You begin this jump having been put to death by the lord of the land… you've gotten the thumbs up, the verification that your life is forfeit, and you're about to be hanged. Or beheaded. Or put in a pot of water and boiled while being paraded around the town. I've heard being crucified is particularly painful, as it's the infection from dislocated shoulders that kills you. You're not first in line, so you have a few minutes to do something about it, but the clock is ticking and the axe is being sharpened.

8. **The Shivering Hollow:** In a mountain range far from civilization is a deep valley covered in lush snow. There is a perpetual mist which shrouds the black, stripped, frozen trees that thrived here once upon a time. The spirits of lost travelers roam this valley, forever wandering, lost and forgotten. You begin your journey here as a lost traveler, and if you don't escape quickly you'll find yourself joining the leagues of travelers no longer truly of this world.

9. **Witch's Hut:** Within a twisted clearing sitting in the center of a twisted, frosty forest sits a dark and withered hut. An air of menace is exuded from it, ancient and decrepit. Within it is a repository of magical implements and tools, grimoires stacked high on the shelves and a potion rack filled with liquids swirling with unknown energy. There is a place in the back filled with human bones, arranged such that it could be a summoning circle of some sort. For whatever reason, you're within this hut and you know within your bones that if you don't manage to escape before the witch returns, you'll find yourself facing a very

horrifying end.

10. **Undead Laboratory:** Deep beneath a forgotten sea lies a laboratory of a psychic necromancer. Unholy experiments cover every corner of this place, an amalgamation of rusted metal and cracked glass long abandoned. Now its halls echo with the unsettling groans of the undead who have since escaped their bonds. To escape, you'll have to fight your way through abominations both strong and weak, numerous and expansive. Make your way out of this necrotic maze as these grotesque experiments try to devour you.

11. **Asgard:** Towering above the clouds and shimmering in an otherworldly light, this is Asgard, a realm of the gods separate from Midgard, the realm of humanity. Asgard's golden spires split the heavens while crystalline towers cover the skyline. Streets are paved in marbled and silver, and runes of power pulse across every surface filled with divine energy. Gods themselves, who maintain Order and administrate the Nine Realms, live in this realm, walking the streets and living their lives. Within every inch of this city-world exists technology beyond what any mortal can imagine such that it could be considered akin to magic. These are unbelievably powerful entities, so I hope your origin has a good reason to be there lest you risk the wrath of Odin.

12. **Frozen Tower:** Somewhere in the faraway lands of magic and fantasy lies a giant tower of ice. This is a dungeon, filled with exotic monsters which take the form of people, wielding varied powers to kill intruders. Somehow you're at the top of the tower, the peak where it is most difficult to escape. To get out, you'll have to travel through the entirety of the tower and make it to the entrance, through the hall of mirrors and the shifting ice bridge. Only once you've found your way through the tower and all its traps and dangers will you be free to roam these lands.

13. **Mausoleum:** Far beneath the ground lies a mausoleum, expansive and labyrinthian. Its corridors stretch far and wide, this long-forgotten gravesite filled with secrets and mysteries of the past. Ancient, weathered scripture is scrawled on the walls, telling of pasts and histories long lost to time. Unfortunately, monsters of various kinds have taken up residence here, cursing its grounds. You start this jump deep in the pits of this place for whatever reason. Will you continue deeper, seeking the grand crypt far within the recesses of this place, guarded by phenomenally powerful monsters? Or will you try to escape back to the entrance?

14. **The Wyrdwell:** At first glance you may consider the area you find yourself in enchanting, perhaps even beautiful despite it being a swamp. That's nothing but deceit, this is where the deadliest and cruelest fairies call home. This swamp's waters are black and bottomless, the terrain shifts constantly, and gasses released by the swamp are extremely deadly. Soft, insidious voices call out from beneath the waters, asking for help or promising everything you've ever wanted, ready to pull you under to a watery grave. The fairies themselves delight in agony, leading wanderers towards traps and danger, offering to "help" if the traveler just enters a simple contract with them. If that fails, the fairies will happily strip your skin from your flesh and torture you until you agree. I hope you have a plan to survive.

15. **Throne Room of the Frost Tyrant:** Deep within the heart of a shattered kingdom is a vast, cavernous hall carved from ancient stone. Its walls shimmer with ice, the air is bitterly cold, the shadows of the dead stretch across the floor. At the far end is a massive throne upon which sits the Frost Tyrant, a king who rules over nothing but death. His people, the undead abominations who now roam this land. Did you come here to bargain with him for the return of a loved one, or have you approached with the intent to finish him once and for all?

16. **Cocytus:** This is the frozen abyss of Hell, where demons of betrayal lurk in waiting, hoping for another betrayer to find their way here to torture. The air is deathly cold, and a feeling of soul-crushing despair is always present. This is where you start this jump, as a betrayer whose soul has already passed on. To escape this place, you must fight your way through all nine Circles of Hell starting with this one, arguably the worst and most devastating. If you are caught, you will have to suffer the cruelest of psychological torture in the Ninth Circle, having everything you love stripped from yourself and left as nothing but a husk dreaming of human connection. Should you escape, you will find yourself resurrected and free once more.

17. **Niflheim:** There are two entities which existed long before even existence itself, before time and space came into being, and long before any life was able to form. One is called Muspelheim, the land of primordial flame, and the other is Niflheim, the land of primordial ice. You find yourself on the latter for whatever reason, this desolate ice planet from which creation spawned from. This planet is one where nothing but ice exists, and it has been that way for eons.

18. **Hel's Domain:** It seems you're dead, Jumper. You've found your way into the arms of Death, or Hel as she calls herself. The daughter of Loki runs this afterlife filled with ale and warmongers. And you're not allowed to leave,

apparently. Unfortunately, you have to escape this place if you want to continue your chain, as your time in this world doesn't start ticking down until you've escaped the revelry and bar fights of the underworld. Please note that while you can't die while you're already dead, your life can be made pretty miserable if you're caught trying to walk out the door.

19. **Deep Space:** You begin this jump on an abandoned, derelict spaceship in deep space. There is no civilization or life anywhere nearby. The ship has barely enough life support to last another week unless you manage to restore the systems. You have an engineer's datapad which describes how to restore the ship's functions throughout it, along with what's broken and how to get it all back online. Unfortunately, this ship is also crawling with monsters (and possibly undead looking for another snack). Ready for a survival-horror nightmare with an impending demise if you don't do anything about it?

20. **Chained By Gleipnir:** You are chained down, imprisoned by the chains which hold back the apocalypse. You're likely somewhere within Asgard, or perhaps in another remote location entirely, far away from anything you may be able to harm or influence. The chains hold you steady, unable to move even an inch, keeping you and all of your powers under lock and key. Perhaps one of your companions might be able to find you and break the chains?

Origins:

*You may choose your age for free. For **+50 CP**, you may roll 2d12 + 16. For **+100 CP**, you may roll 2d12 + 60, and you will both look and feel old. For **+200 CP** you may roll 1d6 + 4.*

*You may choose your sex for free. For **+50 CP**, flip a coin to determine your sex. For **+100 CP**, select the sex you would least prefer to be.*

Witch: You have harnessed the power of ice. Bring with you the cold of death and freeze all who dare stand in your way. Shoot shards of ice with your magic, erupt glaciers on your enemies, lay traps of explosive ice, or encase your foes entirely. Legends speak of witches even able to make pacts with mortals, forging an entirely destructive contract with them, or summoning demons from the frozen Hells. Perhaps you might learn to do such yourself?

For **+100 CP**, you are in a pact with a powerful demon. You must work towards their ends, whatever those ends may be, though doing so will be unlikely to inconvenience you too much until the demon's final command is fulfilled. Instead, for **+200 CP**, this contract is extremely inconvenient, and you will be forced into continual dangerous situations on this demon's behalf.

Seithr: All your life, you've seen nothing but death. The cold, frigid death of everyone. You've seen the end of all things within the ice. The glaciers tell stories, they tell the tales of endings, as well as how to avert such omens. You're special, because you have the power to make a difference.

You're a psychic, a cryokinetic with a specialty in reading the future through ice and reflective surfaces. You're particularly skilled in seeing death, and bad omens which plague others and places. You can control ice with your mind, generating it and freezing areas, chilling others, and creating weapons wholecloth of ice, or you can focus on your powers over reading the future to avert disaster.

For **+100 CP**, you find that you can only view horrible futures for the duration of this jump. You'll see them every time you see a reflective surface. You can help avert such futures, though, extending the life of people and possibly averting catastrophes. Instead, for **+200 CP**, you will find that these horrible futures you see are set in stone. You can only watch as they come true.

Necrotech: Once upon a time, stories of the dead once more rising as abominations spread far and wide. The apocalypse was nigh, the dead would not rest and the living would only join the army of darkness. From the frigid Northlands, the dead overwhelmed the world until a band of heroes finally stood up and protected the world with their great fires and light. Or so the story goes.

You have decided, in your interesting hobby of disturbing the dead, that you will succeed where the others have failed. With your vast knowledge of undeath and the sciences behind it, from creating cheap-but-useful footsoldier skeletons to stitching together your horrible amalgamations of monstrosities to act as your commanders, you will be known as the greatest necromancer to walk the world. Or perhaps you'll retire early with your staff of undead maids.

For **+100 CP**, the world has a habit of cremating the dead. This leaves you with quite a few less bodies to use for your great works of art, especially those of high quality. Instead, for **+200 CP**, unless you immediately put bodies in stasis or preserve them somehow, bodies just disappear entirely.

Monarch: A king is great. A king is unstoppable. A king is law. A king is absolute, and so too shall you. You have spent your entire life learning how to lead, how to inspire, and how to rule. You have frozen your heart from the life of a normal person, and frozen it with such perfection that its ice pervades the world around you. It draws others in, the icy wisdom, the icy charisma pulling them like it has its own gravity. And as such, you've begun to create your kingdom. With such power, you are capable of turning your icy charisma to the universe around you, commanding the world to change to your command even if temporarily.

For **+100 CP**, people with strong wills find your icy charisma to be unnerving, as if it's an unnatural force of nature that's trying to obliterate their egos. Instead, for **+200 CP**, your frozen heart is so overwhelming that it actually erodes the egos of those you're around. This causes them to lose their sense of self, losing their wisdom, their experiences, everything that makes them useful to you as anything more than a laborer.

Ymir's Legacy: You're not like the others. You're a direct descendent of Ymir, like the frost giants who sow chaos across the Nine Realms. As such, you've developed a direct connection with Ymir, even so many years after its death. The World Soul calls to you, whispering secrets of the universe into your mind, asking you to join in its cause for chaos as opposition to Order. With your connection, you'll find yourself able to interact with the soul of the world, Ymir, shifting Ymir's body which makes up the land, the sky, and the environment itself.

For **+100 CP**, your presence inspires chaos. Things become more chaotic around you, events not going the way you or anyone expects. Luck stops working, Fate breaks down, and the future becomes scrambled. Bizarre outcomes happen fairly regularly, with people reacting strangely and causality having some strange interactions. Instead, for **+200 CP**, your existence erodes Order itself.

Warg: You are a divine wolf, the child of some kind of divinity. Perhaps you have siblings, perhaps you don't. You don't know why you are the way you are, so different from others. What you do know, though, is that you have a divine purpose, a role to play in the grand play that is fate. Are you the one to take up the mantle of Fenrir, the herald of Fimbulvetr and Ragnarok? Will you take up the role of the wolves of the sun and moon, who will one day devour those celestial bodies? Or do you have another place in this play, the frozen wolf scraped free from the body of Ymir which became the world?

Regardless, the one thing you have learned is that all is created originally from the primordial ice, even yourself. And as such, all is malleable. You use your powers to shape yourself, strengthening yourself and granting yourself greater and more varied abilities as you grow.

For **+100 CP**, you are weak. A runt. You can overcome this with hard work, but you will always have to put in more effort than others to gain any form of strength or prestige. Instead, for **+200 CP**, you are destined to fail. The great Norns have weaved it into fate. If you do not put all of your effort into everything you do, it will not succeed. Only your hardship, your blood, sweat, and tears, will see you succeed and make something of yourself. If you don't care enough to die for it, to put in that monumental effort, then you may as well crawl back into bed and cry.

Elementalist (200 CP, Discounted if you've selected an Elementalist origin before): You gain power over Fire, Ice, Lightning, and Spirit as your choice of magic, psychic or technological power set. All perks purchased in this jump are reduced to 50% of their normal capability and power, but they now affect all 4 of your elements.

Spirit is the element of balance and unity. It balances other elements and empowers them, and allows its wielder to empower others.

For **+100 CP**, you only gain knowledge in a single element of your choice and must train up your other elements separately. All other elements are learned at a reduced rate compared to your selected element. Instead, for **+200 CP**, you're limited to only using your chosen element for the duration of this jump. You regain access to the other elements once this jump ends.

Fimbulvetr (300 CP): You are a herald of the end, one of the many agents of chaos who seek to grant the universe the reset it requires. Fimbulvetr is the death of heat and life, and it is with that ideal which you take up the mantle of endings in order to bring about Ragnarok, a cosmic force of annihilation which extinguishes light.

The walking apocalypse of Fimbulvetr has granted you such power to wield it and restore chaos to a universe in which the gods have rebelled and instituted order. It is your job to fix this, to bring back the chaos of the end and then annihilate life and matter such that Entropy can finish the job and Ragnarok will bring about new life once more. It's a cycle which must be completed no matter the cost, as it is the natural state of existence. You are the Bringer of Stillness, the whisper that will

bring about the end. Will you take up this duty, or will you abscond and use this power of annihilation for your own ends?

For **+100 CP**, you cannot help but destroy. Everything you do happens to hurt someone or destroy something. There will always be collateral damage, and people will die. Loss follows you, whether it's you who loses something or others. Even passing through a town will have unintended consequences. Instead, for **+200 CP**, you find that you're compelled to hurt others and destroy everything around you. You're a true herald of Fimbulvetr and, as such, must bring about the end of times. You feel a constant need and desire to kill, whether it's killing people or killing nature or even killing the happiness of a town.

Perks:

100 CP perks are free for their origins, and you can discount all other perks if you have the origin.

Special:

Another Life (200 CP, Can be taken multiple times): People are multifaceted. They have many stories, many sides, many sources of power. Take another origin for each time you buy this perk. This only affects this jump, and you cannot take more origins in future jumps through this perk.

General:

Basic Ice Manipulation (Free): You know the very basics of how to safely manipulate ice and frost. Whether you control it through magic, psychic powers, or something stranger, you can control ice with enough skill not to accidentally kill yourself. You also have a small reserve of whatever energy you need in order to perform such manipulations.

Witches simply know the basics of ice magic, able to freeze drinks or create patches of ice, freeze people or parts of people, conjure snow, and direct ice bullets at their foes. Perhaps they know some basic spells for defensive barriers and shields, too, and some general magic. Nothing crazy, though.

Seithrs can perform rudimentary scrying with frozen pools or ponds and see recent history through them. You can perform basic psychic powers such as limited

telekinesis and cryokinesis, creating localized cold zones and such. You might also have some vague danger sense which is stronger in the cold.

Necrotechs have only just begun exploring the fundamentals of their craft, having devised a method of turning corpses into undead creatures using custom advanced technology and performing light augmentations on them. You can use various forms of technology to reanimate simple undead such as skeletons or zombies and use them for automated tasks like carrying machines or attacking mindlessly. You also can perform some upgrades like converting their fingers to wicked claws or adding useful mechanical enhancements like augmenting their defense.

The monarch is a strange yet powerful origin. They have frozen their hearts in order to take upon the wishes of their people, and as such they gain the charisma and power over wishes to make temporary changes to the world around them. At this level, a monarch gains notable charisma such that they know how to command and lead others. They can use this charisma to give small, localized commands to reality which can do things like temporarily freeze a puddle or momentarily quieting the wind.

Ymir’s Legacy has begun to sense the presence of the World Soul, identifying various points where it is easier to connect to and influence it. You can hear the whispers of the World Soul, speaking secrets directly to your ears about local events and useful tidbits about your surroundings. It’s possible to slightly influence the World Soul, reshaping portions of the local environment such as smoothing out terrain, pushing back forests, and summoning small manifestations of primordial chaos to add randomness to the environment.

The ice of the self has just been discovered by the Warg. It comes from an understanding that all life descended from the primordial ice, and therefore all life is ice to be manipulated. The Warg specializes in manipulating the ice that makes up its own body, and as such you are capable of strengthening your body beyond your normal limits. You can grant yourself resistances to various elements, changing what element you are resistant to, and grant yourself natural weapons such as frost-touched claws and teeth which inflict frostbite.

Lastly, the Fimbulvetr learns of its connection to Ragnarok, gaining the power to annihilate heat and life. You will be able to extinguish heat in the area around you, sap the vitality of those in your vicinity, slow the movement of those around you by advancing entropy, and weaken life.

Beginner Ice Manipulation (50 CP, Requires Basic Ice Manipulation): You have the equivalent of 10 years of training in ice manipulation. You have greatly expanded abilities, able to perform feats generally capable of killing their foes and crushing walls. You won't be fighting cosmic entities, but it's a step up.

As a witch, you wield enough skill to use impactful magic. You can create icicle projectiles and weapons, freeze bodies of water, generate frostbite-inducing cold, and use various spells to modify the properties of cold and such. You also can use some more powerful generaled magic, from reasonably powerful telekinesis and some matter generation spells.

A seithr is capable of using their psychic powers to view immediate outcomes of situations through ice at this level. You can view wide-spanning events through glaciers and pools, too, and shape ice with your mind into various shapes and sizes. Cryokinesis comes easier to you, and you can probably sense emotions through frozen mediums such as see one's intentions when you look through frosted glass.

Blending machines and corpses is simple for a necrotech now. You can use technology to reanimate more complex undead, even raising things like wraiths and incorporeal poltergeists. You might specialize in resurrecting multiple undead rapidly, or using more meticulous methods to fuse corpses into hybrid creatures which retain some of their biological abilities from life. You can enhance the strength of your undead using components to add weapons and abilities into them, too.

Monarchs are capable of greater levels of charisma, understanding how to easily influence crowds and towns to rally behind their causes. You can lead an army if you wanted without much trouble, and your commands to reality have risen to animate inanimate objects such as commanding a door to shut or the ground to form a barrier. Even calm a raging storm by ordering it to cease.

With some experience, Ymir's Legacy can access the memories and secrets of the land, learning not just the past but of events far and wide in the present, gaining insight into some secrets of the cosmos. You can reshape the World Soul to reshape the terrain, creating hills, lakes, craters, and forests at will. Primordial fragments of the World Soul are also within reach, allowing you to pull out chaos which destroys supernatural effects and disrupts the use of other supernatural powers if used correctly.

A Warg's ice has strengthened and grown, increasing their size and allowing them to enhance their own attacks with ice which freezes flesh on contact. You can release frozen breath which freezes foes, reinforce your body and bones to increase your defense and offense, and enhance your own agility to make yourself more precise and quicker in combat.

The power of Fimbulvetr has been enhanced, allowing its heralds to annihilate all flame. Even the fires of progress fall under this umbrella, letting you destroy technology and render it useless. You could steal life directly from those around you and crush the vitality of others in a wide radius to render them useless. Your very passage leaves the land barren and unable to sustain life, and it's as easy to crush the fire of magic or other supernatural powers as it is to extinguish the fires of life in another.

Intermediate Ice Manipulation (50 CP, Requires Beginner Ice Manipulation): With 30 years of experience, you now can be considered an intermediate in ice manipulation. Your abilities tend to be strong enough to finely manipulate ice as well as affect a city block's worth of area with enough force to leave it frozen and in shambles, all life in the vicinity extinguished.

Wielding the ice magic of a witch, you can summon blizzards which rage for days and cast magic which freezes areas completely solid. You can shape glaciers and summon ice golems to fight in your stead.

A seithr is capable of reading the future and past of large areas in the near term with surprising accuracy, allowing great strategic planning and preparation for many different kinds of events. You might even learn to distort other future powers at this level, obscuring the past or future from the sight of other psychics by muddling the method used to discern such things. Cryokinesis allows you to manipulate the ice in a city-block area, creating sculptures which can replay past events for all to see or trap foes in barriers.

With decades of knowledge, a necrotech is able to create complex and powerful undead. You can create methods for undead to resurrect themselves from death, or use machines to mass-raise undead and modify them in vast numbers. It's possible to create massive undead abominations with various incredible powers and abilities, or design undead that have intelligence and can operate independently. Augmentations are easy such that you can give undead unrelated powers, from the ability to throw fireballs to granting them actual magic systems.

A monarch has used their frozen heart to amplify their charisma to near-supernatural levels, able to inspire awe and worship among normal people and cause them to all work together towards a mutual purpose–to serve you as you serve them. You can use your charisma to even enforce laws of reality for short periods of time, commanding no fire to burn within your domain or denouncing magic as make-believe to dissolve all magic constructs and enchantments.

With some decades of practice, Ymir's Legacy is able to manipulate and shape the World Soul on a larger scale. Reading the history of entire regions is not out of the realm of possibility, especially learning secrets of lost civilizations and gaining whispers of cosmic secrets of reality and how to exploit them. You can easily modify terrain on a regional scale, redirecting rivers and raising mountains without trouble, and you can create matter using the primordial chaos and shape it into various tools.

Wargs gain a significant size increase and the ability to manipulate their own size from anything much smaller than themselves to even the size of a building. You can create large-scale changes in your own body, generating powerful and even poisoned spikes or armored plates along your back and limbs. You can manipulate your own ice to heal quickly, especially in colder climates, and you can grant yourself various powers such as a frozen aura which weakens and freezes your foes in place.

At this level, the heralds of Fimbulvetr obliterate heat and life on a city-wide scale, bringing absolute stillness to existence. It would be simple for you to envelop a town in heat annihilation, instantly rendering all life nonexistent. You could extinguish the heat of life in anything in a massive radius, killing and absorbing the vitality of anything around you. This extends to being able to create dead air, places where no life can exist and which kill any who enter, and annihilate even the powers of others such that they can no longer use magic or psychic energy.

Advanced Ice Manipulation (100 CP, Requires Intermediate Ice Manipulation): You have 100 years of experience now, granting you increased power, increased reserves, and increased capabilities such that you can annihilate a city. Ice bends to your will, obliterating the world around you and freezing all life and matter.

Witches have vast strength in their magic, able to unleash city-wide blizzards which bury metropolises under ice. Form fortresses from ice, generate siege weapons from snow, and freeze rivers, lakes, and entire coasts under the power of your magic. Or just summon a massive glacier to drop on your foes.

At this level of power, a seithr can not just read the history of a city through a snowstorm, they gain hidden truths and insights as well. You can even create frozen archives, unmelting, glacier-like structures which hold knowledge of the past and future which you and others can peruse to relive past and future events and store vast knowledge. Cryokinesis at this level allows you to freeze landscapes and draw upon their memories and history, generate glaciers which can be hurled with telekinesis, and other such things.

Necrotechs can develop extremely varied and powerful undead at this level of power. You can create what are essentially undead-creation factories to create armies in your stead, generate undead which can generate more undead, resurrect even powerful monsters with unprecedented strength, augment all of the capabilities of the undead you create, and grant phenomenal powers to the undead under your command. With this level of skill, you can even remove the normal weaknesses undead have, changing them to strengths, and giving your undead vast elemental powers or unique abilities like teleportation.

The charisma of a monarch becomes unassailable. Your voice reaches entire nations, uniting even bitter rivals under your banner. You can issue commands to the environment to alter it for periods of days before the environment returns to normal, and you can make your own laws of reality for small periods of time such as ordering swords not to cut, ordering gravity to allow you to fly, and demanding rivers to flow in reverse.

It’s not outside of the realm of possibility for Ymir’s Legacy to modify landscapes on a continental scale, generating deserts from nothing, country-spanning forests, and turning fertile lands into frozen wastelands. You can interpret the knowledge of the World Soul such that you can easily find out just about anything related to the history of a place on a massive scale along with the location of anything you desire within a continent’s reach, along with how to actively exploit the bizarre phenomena of the universe and reality. The primordial chaos is at your beck and call now, able to slightly modify physics in your favor such as allowing your flames to burn longer, your energy to last longer, and your body to work just a bit better.

A Warg has grown to tower over cities like a glacial titan, body rippling with crystal and raw strength. Manipulating your own form is relatively simple, adding and removing your own limbs such as growing additional arms, growing wings, adding a spiked tail to trip opponents up, and more to create more dynamic combat and allow yourself a greater advantage. You can even pull parts of your body off and manipulate it as ice as necessary, always having a source to mold into weapons and armor which can be manipulated even at range.

Rendering advancement impossible is not impossible for a herald of Fimbulvetr. All it would take is for you to put out the fires of advancement and evolution. Life would cease to advance, technology would become stagnant and research would become impossible. You could crush the vitality and energy of hundreds of thousands or millions across entire cities, adding their life to your own and augmenting yourself. Your catastrophic power could see the end of armies, obliterating not just their lives but their afterlives as well.

Expert Ice Manipulation (300 CP, Requires Advanced Ice Manipulation): With 500 years of experience, you have both vast amounts of energy and vast power to affect entire planets, covering the surface in ice and leaving it barren of all life.

As a witch, you can easily freeze entire oceans, plunge the world into an eternal ice age, and reshape the ecosystem. Your magic can encase cities in unmelting ice, create entirely sapient ice creatures, and draw power from the planet's reservoirs to empower your ice to even greater levels. Alternatively, use your magic to instantly drop the temperature of anything to a point it simply shatters.

Accurately foreseeing continent-wide events even years in the future is simple for a seithr at this level. With an ice medium, you could even guide the events of history hundreds of years in the future on a planetary scale, seemingly rewriting the future and changing how people view the past. Summoning blizzards is simple, and doing so may allow you to make vague distortions in time such that time stretches or compresses for those caught in them. You might also gain some level of psychokinesis at this level, warping reality on a small scale.

A necrotech has become a global threat at this point. You can create self-replicating undead, undead which can absorb all energy attacks, design entire necromantic biomes where the environment itself becomes animated undead, create undead from bizarre materials including plant undead, undead magical animals, and undead monsters even in worlds where such couldn't exist, and build

colossal undead capable of stepping on cities. Deploying continent-spanning undead armies with the infrastructure to endlessly sustain them is second-hat to you.

Monarchs force the world to bend to their will with their charisma. They influence hundreds of millions of people with their very presence, reshaping the destiny of civilizations. Your command over reality allows them to lock the movement of the sun and moon, the rotation of the planet, and time itself for periods of time. You can shape the elements of the world with an order, commanding the sky to halt or asking mountains to crumble and oceans to freeze solid.

It's possible for Ymir's Legacy to modify landscapes on a planetary level and possibly beyond, creating new continents and altering climates into new biomes. You can tap into and manipulate the entire World Soul, uncovering all the secrets of reality and the history of everything, tapping into even the collective human unconscious and drawing knowledge from that. Even chaos bends to your command, causing pure destruction wherever it's summoned and twisting nature and life.

Wargs have become large enough to be a literal force of nature, their size eclipsing continents at their largest. The primordial ice which makes up their existence allows you to freely modify your appearance, changing your own biology as necessary in order to utilize the abilities of other animals and creatures, becoming massive serpents or spiked monstrosities. You can turn your entire body into a weapon, even. It's nearly impossible to kill you as you can simply reform, augment your own defenses, and grant yourself icy powers capable of calling forth snowstorms and tempests or freezing others on touch.

This is not just death, this is the end for all who encounter the heralds of Fimbulvetr. You can lock entire continents or planets into death, where life cannot exist nor be created, where energy no longer exists and even physics cease to function. You leave everything, even reality, utterly dead. Magic, technology, cosmic energy, electricity… all of it is just gone as you pass by. You devastate life through your very existence, leaving vast swathes of the planet simply… gone.

Master Ice Manipulation (500 CP, Requires Expert Ice Manipulation): You have reached a perceived pinnacle. With 100,000 years of experience, ice and frost bend to your whims. You can freeze and shatter galaxies and your power borders on the frankly absurd. You have nearly limitless energy to enact your whims on the universe.

Witches have learned to use their magic as a cosmic force, freezing stars and extinguishing light. Sculpt constellations with your magic to wield as weapons, encase solar systems in ice, and summon storms that sweep across creation. You can easily terraform planets with your absurd level of spells and magic like a god of frost.

A seithr who is a master of their craft can freeze solar systems and halt the entire passage of time on planets, even rewinding or accelerating time in small, localized areas. Your cryokinesis is phenomenal, your psychokinesis can affect entire towns and cities and rewrite how reality works on a small scale, and your other psychic abilities are boosted to alarming heights. Particularly, you're capable of seeing every timeline approaching in the future simultaneously and without end, guiding or dooming civilizations which do not even exist yet across eons.

As a necrotech, you are now a master of the undead, capable of turning your undead into cosmic forces. It wouldn't be out of the realm of reason to create undead with psychic powers capable of psychokinesis and local reality warping, altering gravity, modifying the state of heat and cold, generating a hive-mind, or surviving the collapse of the universe. You can give just about any power to your undead creations with the right materials and technology, and no level of undead is out of your scope. You can create an entire undead planet from scratch and have it continually generate more undead for yourself at a rate of millions per minute.

The monarch transcends mortal limitations, gaining the power to command the fabric of reality with their charisma. You can influence civilizations across time and space, even giving commands retroactively in the past. It's simple to establish laws of the universe which persist for periods of time such as a decree that no life shall end, the dead will not rise, or the star shall be extinguished.

At this ultimate level, mastery of the World Soul extends beyond just Ymir and reaches all primordial planets in the Nine Realms. It's a direct connection to the Primordial Chaos from which all things were born, allowing you to reshape solar systems and galaxies, turning even barren worlds into thriving ecosystems or wiping star systems clean. It wouldn't be odd for you to command chaos to create new primordial life, generate new galaxies, or create a new universe for yourself.

Transcendental cosmic power is within reach for Wargs. You can grant yourself total immunity to various elements and damage types, shifting such immunities at will. Your size dwarfs planets, a living glacier of unfathomable size and strength

whose presence can extinguish ecosystems. Forge weapons from your own primordial ice and infuse it with your essence, allowing them to gain incredible power and unique abilities which you then wield as extensions of yourself. Modifying your own molecular structure is possible, allowing you to shift yourself even between different states of matter or restructuring yourself into greater forms.

As Fimbulvetr itself, you are the cosmic end of heat on a universal scale. Because you exist, fire and heat cannot exist. Advancement cannot exist. Improvement cannot exist. Life cannot exist. You are the eternal darkness and cold, that which drains all civilizations of their knowledge, life, heat, souls, and essence simultaneously until there are nothing but husks left, and then even the husks of planets will be gone once Entropy has caught up to them. Afterlives are crushed in your passing, dimensions crumble, timelines twist and warp. Time itself dies in your presence and reality unfolds and evaporates. You are a true herald of the end of times, that which will allow Entropy to unmake the universe such that a new universe can be born.

Cool Head (50 CP): Panicking in a stressful situation is human. There's nothing wrong with the fear that courses through your body, the paralyzing ice that courses through your veins. It just tells you that something dangerous is coming, and to have no fear is to lie down and die. You still have fear aplenty, and yet you find that you can stay calm and collected in this fear. You let it pass through yourself, unparalyzed, unphased yet conscientious of it. You use fear as a guiding hand and act just as well and skillfully as if you held no fear at all. You display no adverse effects from fear.

Lord of Gifts (50 CP): Once upon a time, a great gift-giver existed. He went from land to land, nation to nation, world to world to deliver his gifts. To some, he was a saint. To others, a poison. You have a similar skill to his own: the ability to tell at a glance what gift someone else wants at the moment. No matter what, no matter how well-veiled or hidden someone is, if you are capable of seeing them then you can see through all of their lies and know immediately what material item they truly desire.

Freeze! (50 CP): What use is a voice when nobody will listen? Without ears willing to listen, there is none. It is lucky, then, that you have a voice which carries undeniable authority, the kind of voice that nobody can ignore once it's reached their ears. Your voice is such that, should you speak with purpose, it will be steeped with authority such that anyone not actively against you will immediately follow the order or listen to your words until they realize what they're doing. Even

those who are antagonistic will find it difficult not to initially fall in line. Only those who are prepared for it can more easily resist.

Chill Dude (50 CP): People tend to like you. No matter what you do and where you go, people tend to get the impression that you're a good person to be around as long as you haven't done something that impacts them negatively. You're the fun guy at the party, the relaxed woman at the show, the robot who has caught the interest of everyone and keeps it through its relaxing personality. People around you tend to be more relaxed, as well, and overall less highly-strung or overbearing.

The Name's Icepick (50 CP): A lot goes into a name. Time. Thought. Careful study and selection. Inevitably a name becomes a part of who somebody is, perhaps even beyond the physical and into the spiritual and supernatural. Many people even end up hating their name. You'll no longer have this problem, as you can now retroactively change your name to anything you desire. Every document will display your new name, everybody will remember your new name as if that was what it always was, and the new name will be your name for the purposes of any spiritual or supernatural force that requires such to function. Never have a name you dislike, and should you ever grow tired of a name, you can always change it again.

If you have the perk Shattered Pact, you have some enhanced features. Rather than just being cosmetic, you can change your "identity," letting your previous identity be considered "dead" while your new identity gains its own history retroactively in the setting.

Cold Comfort (50 CP): Hope is what brings people together. Hope is what gives things purpose. Hope drives humanity to keep working towards a better future. Hope is what makes Hell terrifying, and what makes Heaven alluring. Hope is what everybody yearns for, as when there is no more hope, there is no more progress. A lack of hope means total destruction of the self, and of everybody else. When hope is shattered, everything just dies a meaningless death.

It's good, then, that you have hope. No matter what, you will always find hope in the future, in everything you do. You will find reasons to go on, reasons to stay motivated and continue your trek towards progress. You're also very good at sharing this hope with others, giving your friends and allies the hope to keep fighting despite insurmountable odds, never giving in. With such hope, you might even be able to make the seemingly impossible become probable.

Chilling to the Bone (50 CP, requires Cold Comfort): There's another side of hope, though. By knowing what gives others hope, you also know how to take such hope away. You've weaponized it.

You have a near-supernatural ability to discover and drown out the hope of others. No matter who it is, you will be able to figure out what makes them tick. As you find out their cracks, their little weak points that drive them to never give up hope, you will be able to chip away at it until you've destroyed their hope and force it to give way to despair. You'll destroy who they were, cracking them like ice, shattering them across the lands. They will beg for their own death, embrace it as the only way to feel any kind of fulfillment. By the time you're done with them, there will be nothing left but endless nothingness surrounded by a body.

Still (50 CP): You are still. You are serene. There's an unnatural stillness about you, everything simply ceasing as you desire it to. Unless you wish for your body to move normally, it is now completely still and efficient. Should you wish to be still like a corpse, not even the rising and falling of your chest will remain. Once you've entered a position, you can simply not move from that position, as no amount of force will be able to make you bend. You can still be cut, yes, or simply picked up and hauled away, but your position is immutable.

This also has the side-effect of making you somewhat less noticeable when you're not moving.

Stuck (50 CP): An enemy who moves is an enemy who can hurt you. It's good that you've trained in ways to make sure they can no longer move. You have vast knowledge in grapples, using an opponent's weight and momentum against them, along with ways to leverage your own strength and size to your advantage. You also have an encyclopedic knowledge of knots and rope, able to tie up and imprison others extremely effectively.

Frost Armor (50 CP): Your skin is strong, like ice. It resists anything attempting to cut or pierce it, requiring much more force than usual to puncture it in some way. This is a flat increase, something powerful but not infinite, raising your skin-deep defense to the durability of extremely compact ice. It would require something akin to an ax or pick wielded by a skilled laborer to chip your skin, and it would take many strikes of a similar scale to pierce it and get under it. This is pretty good for a start.

Pact Resistance (50 CP): It would be unfortunate to be entered into a contract against your own will, but if you should, you'll find that any negative effects of being entered into such a contract will be greatly lessened. By pure happenstance, such requirements on your part are simple to handle, requiring little effort. The contract will never sell your soul, or require any dangerous work. At worst, it will be a requirement to occasionally do a favor for a demon such as grocery shopping or something else relatively mundane and not really out of your way.

Pact Immunity (50 CP, Requires Pact Resistance): Or you can simply be immune to such circumstances entirely. Nobody can enter you into a pact or contract without your express permission or unless you otherwise would want to. You will also always know when you are entered into a pact or contract, or when someone attempts to, along with who that person is.

Shattered Pact (100 CP, Requires Pact Immunity): What fun is it to simply not enter any contracts, though? They offer such great rewards, so much power, vast resources and joy. Who could possibly turn down such incredible offers? But they come with such drawbacks, many of which you could never guess until it's too late. In the time of need, when you need to get rid of such harrowing chains, you'll be given a unique power.

You now hold the phenomenal ability to simply break any contract you wish with no negative repercussions. You will lose the benefit you gain from such a contract, but you will no longer be required to abide by that contract. This encompasses all contracts and agreements, and this power can be activated at any time to completely remove any trace of the contract binding you, whether legally or supernaturally. You are free of obligation.

Ice Resistance X (100 CP): In a world such as this, it would be unfortunate to die so early to a stray shard of ice or having your body frozen. All ice-related powers, spells, abilities, attacks, etc. have half effectiveness against you unless you wish otherwise. Your body will be frozen over at half speed, enough for you to escape. Ice spears will only have half their normal effect on you. This only protects you against the physical effects of ice, though.

Ice Resistance XVI (100 CP, Requires Ice Resistance X): But some of you wish for total immunity, and for those individuals there is this. You are now immune to ice. You cannot be trapped within it, you cannot be damaged by it, and you cannot be physically affected by anyone who uses ice in their abilities. This doesn't apply to the other effects of ice, though, such as suffering from the cold or being

affected by the supernatural effects of ice which may strike your soul or slow your body.

Frost Resistance X (50 CP): For those who cannot abide by the supernatural effects of ice beyond the physical, they can take this. You are now immune to effects of ice outside of the physical, such as ice striking your soul, your mind, or your spirit. Your soul will not be frozen without your consent, your mind cannot be shattered from the ice, and even those attempting to divine your future through the glaciers will be left with murky visions.

Frost Resistance XVI (50 CP, Requires Ice Resistance X): Even more than that, though, you now have immunity to all status effects ice may cause. You cannot be supernaturally slowed by ice, nor will you be subject to a frozen corpse's necrotic ice touch. Your wounds can never be supernaturally slowed by ice, nor can your fate be changed from ice, and you can forget your corpse being resurrected as an undead abomination through ice powers unless you personally would like that (you weirdo). All non-physical effects of ice and the cold are nullified in their entirety when used against you.

Cold Resistance X (50 CP): You're highly resistant to cold temperatures, able to survive below freezing temperatures for vast lengths of time without feeling more than a little chilly. This is quite useful for when you want to get off the grid and no longer worry about pesky things like electricity or friends.

Cold Resistance XVI (50 CP, Requires Frozen Resistance X): What use is it, though, if you can't just exist anywhere, like the vast expanse of space? Head somewhere like Pluto and you'll quickly find yourself freezing to death unless you have some way to brave the absurd cold. That's why you have this, though… you can now survive any level of cold, no matter how cold it becomes. Even at absolute zero, the worst that'll happen is a slight chill unless it's an enemy's attack. And even then you won't feel cold from it as your body is sealed behind a frozen wall of ice.

Climate Resistance XVI (100 CP, Requires Ice Resistance X, Frost Resistance X, and Frozen Resistance X): Ice is simply a side-effect of the absence of heat. With this, heat is now taken into account, as well. All ice-resistance perks and abilities now also affect heat and fire, as well. Your fire resistance, your immunity to having your soul burned, your ability to exist in extreme heat… could be quite useful if you ever need to do something strange like

eat a sun. I hope you're radiation-proof if you do that, though… might give you indigestion otherwise.

Undead Resistance XVI (200 CP): There are quite a few undead creatures roaming around some out-of-the-way locations. It would be a shame if they decided to eat your brains. It's wonderful that you're immune to all damage caused by undead beings, then! No more poltergeists throwing books at you, no more zombies trying to give you a haircut a little too deep into the head, no more skeleton warriors with bones to pick with you. Well, they'll all still try, but they won't get very far, as you cannot be harmed from any of these creatures and more.

Note: This doesn't protect you from shadow monsters that *look* undead, or puppeteer demons inhabiting a dead body.

Pact (+200 CP to use here for Witches): A pact is a contract made between two parties. You, as the arbiter of this contract, can freely enter any contract with another being so long as it is of the other being's free will. You may omit information about the pacts, but you must be truthful when speaking about what they entail. A Pact cannot be exited once it's been enacted.

You may gain ½ the cost of a pact as additional CP by becoming the target of it. You will have made an unbreakable pact with a demon. For the first 10% to 50% of the duration of this jump, you will have the benefits. Then you will lose it to the demon and then some. These drawbacks and what you lost are lifted at the end of this jump.

…of Fate (50 CP): The next time the target of this pact attempts to perform a meaningful and impactful feat, such as passing a written exam or performing at a sporting event, they will succeed. They will not see the long-term benefits of this, though, as you will reap the benefits of this action instead. Perhaps the written exam is mixed up with yours, or you're mistaken for the target after the sporting event, but you will inevitably see the rewards.

…of Creation (50 CP): The next major item the target creates, whether a piece of art or a forged weapon, will be created at a skill level far beyond the normal. The resulting work will inevitably find its way into your hands, legally yours for one reason or another. While you won't get the fame for creating it, you'll have ownership of the creation itself.

…of Knowledge (50 CP): People face problems, that's a fact. Sometimes those problems are insurmountable. You can offer a solution. When you make a pact with a target, they gain supernatural and phenomenal knowledge about the issue that they're facing, along with an array of solutions. All of the solutions will end up leaving the target in a worse state than before while leaving you in a similarly better position than before, however that manifests.

…of Wealth (50 CP): Money is power, so why not offer economic power to any who desire it? You can create a pact that guarantees the target a great windfall of wealth, more than they'd know what to do with. They will inevitably lose all this money and more, becoming destitute sometime in the future, while you inherit at least a large portion of the wealth they gained through this.

…of Love (50 CP): Love is supposedly the greatest power of all. You can guarantee your target finds their true love in the immediate future with this pact, someone who is perfect and compatible with them. They will fall in love, be together, but it will not be forever… for whatever reason, the true love will end up leaving the target of this pact, shattering their heart, and joining you. This individual will be useful for your trials ahead for one reason or another, whether through their skills, their strength, or their strange, obscure knowledge.

…of Protection (100 CP): When the target of this pact most needs it, they will gain phenomenal luck and protection from consequences for a good period of time. This will help them in all of their endeavors until the benefits of this pact run out, at which point their luck and protection from consequences drops to a point lower than would be natural. You gain the difference between their normal luck and their new low level of luck as a permanent boost to your own luck and protection from consequences.

…of Artistry (100 CP): The target of this pact will create a work of transcendental art beyond what should be possible. This work of art is guaranteed to gain a vast following beyond what is natural, becoming a globally-acclaimed work of writing, sculpture, painting, music, etc. which enthralls and mesmerizes the world over. It is something that's so visceral that, even should it be offensive or ugly, it can only be viewed positively. The target will have a period to bask in the fame and fortune of this, but soon it will come out that this individual only made it because of your help. You will gain all of the fame and fortune of this piece of art, while the target of the pact becomes scorned as a fake and a thief.

…of Secrets (100 CP): Secrets are a fun, little thing. They can drive people to murder or suicide. You can initiate a pact with a target which instills some great, powerful secret somehow relevant to them into their mind. This can be anything from a secret entrance to a location they wish to enter, the closest kept secret of their ex-lover, or even a cosmic secret of the universe ripe to be exploited. Upon the target using this secret for whatever reason, whether selfishly or selflessly, they will suffer great consequences related to the secret they exploited. You will gain the knowledge of the secret which will always be useful to you somehow.

…of Longevity (100 CP): It's never nice getting old, decrepit, sad and feeble. You can give people back their vitality, at least for a while. The target of this pact will return to their prime, appearing and feeling like they are in their perfect youth. They will have the energy, stamina, and general health of such a person. This only lasts for a while, though, as soon enough they will return to their normal state and then some. They will become even more decrepit, even more feeble, almost as if they were wasting away. You will get the difference in vitality between their normal health and their new health for yourself, becoming just a bit more youthful and a bit more healthy.

…of Glory (100 CP): The target of this pact will soon perform a feat of great heroics that's extremely beneficial to just about everybody. This could be something like slaying a demon king, or saving their country from annihilation. This will always be something beneficial to you, as well. This will raise them to the status of a great hero among the lands, someone who can be worshiped and looked up to. They will eventually fall from grace, scorned and hated, perhaps labeled the next coming of what they stopped once upon a time. You will be the hero who stopped them, even should you do nothing, as you will happen to be at the right place at the right time to gain the vast fame as the next hero. And you will not fall from grace as they did.

…of Unity (100 CP): Political power is where it's really at. Power over people can get you all other kinds of power with enough time. You can guarantee the target of this pact gains a powerful political position, whether wielding nigh-absolute power in a community or getting political weight on a national or even planetary level. They will enjoy this luxury for a period of time, but eventually they will end up in a scandal or situation that will turn everyone against them. As they're ousted from power, losing everything they had and more, you will end up in a key position to either take over from them or gain an equivalent amount of influence over the community even without an official position.

…of Cruelty (200 CP): For all the targets who have all those little, hidden inhumane and criminal desires, you have this pact. The target of this pact will find opportunity after opportunity to commit their sadistic and depraved acts. It will draw them in, allowing them to fulfill every monstrous desire they have, performing every heinous crime they wish to perform. Every crime they commit directly or indirectly helps you, whether killing a gang lord who was coming after you, or torturing information out of someone that is exactly what you needed to continue your adventure and that information getting back to you. Eventually this individual will be caught and dealt with, usually through mob justice, and their end will come in a way where they feel at least a fraction of the pain and misery they've dealt others.

…of Reverence (200 CP): The target of this pact will find someone worth looking up to, someone worth fighting and dying for. This is an individual, perhaps even a greater spirit or a god, who will inevitably give the target' life meaning, propelling them to greater heights, giving them courage and a will to live and improve. The individual receiving the devotion will grant gifts and favor in return, whether blessing the target with boons and blessings, granting money or weapons of power, or even granting power itself. This cannot last, though, as the one who is receiving devotion will grow tired of the target or the target will fall out of favor, causing the target to be cursed and for their blessings, boons, money, weapons, and other favors to transition over to you.

…of Power (200 CP): Pure, unadulterated power is a dream of many, from the weak to especially those who've tasted the fringe of power. You can grant that with the Pact of Power, giving a direct upgrade to your target's capabilities and power. The target will typically get an increase to all of their physical and mental capabilities, along with a general boost to their supernatural abilities, but of particular note is they will get at least one to three superpowers and all necessary supporting powers to use them properly. The powers they get are based on their personality and the problems they're facing in the moment of the pact, with more dangerous situations or problems granting more powerful abilities.

All greatness must end, though. The target of this pact will eventually die. This might not be soon, but they will die before your jump ends, either from battle or assassination or natural causes. When they do, you will inherit the power that they gained from the pact for yourself.

…of Leadership (200 CP): Charisma befitting a god. The target of this pact gains charisma far outstripping anyone and anything else, amplified phenomenally. They

understand the psychology of everyone, every race and group of people, every ethnicity, every creature and more. They gain the ability to communicate with all of these groups, and the force of personality to draw any number of them in and lead them. The target also gains great leadership and military tactics and capabilities. But it's only a fleeting thing, as before the target has the opportunity to fulfill their dreams or goals, they will lose all of it, from their charisma to their followers, and all of their followers and the kingdoms they've attempted to raise up will fall under your command instead.

…of Justice (200 CP): Everyone wants justice against those who've wronged them. They dream of revenge, of their ire seeing results, of schadenfreude, of misery, of all the evils of the world befalling any who stand against them or sleight them. "Suffer with me," they think. You can give that with this pact, a guarantee of revenge. The target of this pact will get revenge on the target of their ire, but in agreeing to this pact, they give up control over how that revenge will be received. You can not only decide how the revenge will come about, and events will conspire to make it satisfying for the target regardless of what you decide, but you also get to decide many of the events leading up to this revenge. It should go without saying that this can't make anything impossible happen, and you can only directly control the actions of the one who your target seeks revenge against, but this pact can make even unlikely events occur if it befits the narrative of revenge.

…of Insight (200 CP): The target of this pact will be destined to inherit phenomenal wisdom and make only the greatest and wisest choices. One decision after another will succeed, like a path to victory, with every decision benefiting you in some concrete way. These great decisions will slowly lay the groundwork, though, for a cataclysmic bad decision that causes every previous decision to implode, fall apart, crash and burn (though in a way that won't harm you or your own plans). They will lose everything they worked for, and you will only gain from it. They will lose their infinite wisdom, and end up with less wisdom than before, and you will also gain the difference between their original wisdom and their new atrophied wisdom.

…of Time (300 CP): Everybody wants to fix their past mistakes. It's a dream of many, to simply go back in time and right their wrongs. It's such an opportunity, a fantasy, but this fantasy is one you can make closer to reality. Upon entering this pact, the target can select a past event within their own life to fix or change. You, as a result, can create some vague decisions on how events will change as a result of this to better suit your own desires, but regardless of what you choose, you will always end up in a significantly better position than before while the target

of this pact ends up in a much worse position as their life spirals out of control from the change. Fixing the past isn't always a good thing.

…of Life (300 CP): Upon taking this, you gain knowledge of the exact natural time of death and nature of the death of anyone you intend on making this pact with. The target of this pact will be able to choose a time of death anytime before their natural time of death, as well as a cause of death and the events leading up to it, and this will be guaranteed to occur just as they described it. They can choose to die as a rich and wealthy lord, and they will gain great wealth and political power and live a life of luxury until they pass, with the only stipulation being that their life will be cut short. You will gain the difference in their new lifespan and their natural lifespan as your own lifespan, becoming completely and entirely unkillable for such a duration.

…of Wishes (400 CP): A wish upon a shining star. An impossible dream manifested in reality. A beautiful desire to come true once upon a time. Your target, upon entering this pact, will have their wish granted. It will be brilliant, a true miracle upon this world and upon them. Unfortunately, all dreamers wake up eventually. Sometime in the future, the target of this pact will find their own wish, their ultimate dream, betray them in the worst way possible. It will leave them devastated, a reversal where everything they loved and wished for in this world will be the very downfall of them. Then, when everything is over and done, when the story has ended, you will gain your target's wish for yourself in full, a miracle for yourself and not for anyone else.

Commandment (+200 CP to use here for Monarchs): A Commandment is an absolute rule a lord gives to their subjects. Through your supernatural charisma, or perhaps something else, your orders, your Commandments physically impact those that work under your command. All Commandments affect all who work under you while in your presence (meaning anyone capable of seeing you physically without supernatural powers). They stop affecting those under you once they're out of your presence, or if they're not working under you (such as being a partner, a fellow leader, or someone of higher social standing than you), and Commandments specifically **do not affect your Companions**. You can selectively give individuals the effects of these commandments, choosing some to gain the effects of one while others will gain the effects of another.

You can take any number of these to gain CP equal to ½ the cost of these commandments. This will cause the inverse to affect not just those working under

you, but also your allies and your bosses/leaders. These drawbacks are lifted at the end of the jump.

…of Competence (50 CP): Everyone affected by this commandment becomes slightly more competent in what they do. They slack off less, focus more on their duties, make less mistakes, are just slightly more precise with their work, etc. This is an overall booster in everything they do under your command, but only slight.

...of Loyalty (50 CP): Everyone affected by this commandment becomes much more loyal. They view loyalty as a standard, and frown upon any sign of disloyalty. Anyone speaking of rebellion while in the presence of one affected by this commandment will be condemned and possibly dealt with, while those disobeying your orders (unless you order them to disobey) will be hated and retaliated against. This isn't absolute, but it's certainly a powerful change in mindset. This doesn't modify personality beyond their view of loyalty, and it fades upon the commandment losing its hold on them.

…of Luck (50 CP): Everyone affected by this commandment becomes much luckier. They happen to find more money, they just happen to have the tools they need to carry out your orders, they just happen to be taking a break when something malfunctions that might harm them, your scouts are very likely to stumble upon those who might wish you harm such that they can report back to you, and more. The dice are weighted in their favor.

…of Understanding (50 CP): Everyone affected by this commandment becomes an expert in the psychology of anyone they come across. They can read the microexpressions that cross people's faces and bodies, performing a form of semi-accurate cold-reading, for instance. They can easily follow the thought processes of those who they are speaking with. With effort, they can pinpoint what drives people to work and create incentives to get them to dance to their strings. Very useful when you need to identify who's a spy, for instance.

…of Balance (50 CP): Everyone affected by this commandment becomes both physically and emotionally balanced. They gain balance enough to cross a tightrope with their eyes closed. They also gain the emotional stability to not act irrationally while affected by this commandment, keeping a level head despite any emotions they may be facing. They won't lose themselves in bloodlust, they won't go on a psychopathic rampage, they won't go on a self-indulgent murder spree, etc. They will make the logical choice based on their current wisdom and intelligence.

…of Inspiration (50 CP): Everyone affected by this commandment gains the ability to think outside the box, coming up with novel but effective solutions to the problems they face. While this may not be the best solution available, it will certainly be a working solution that very few others would've thought of. This can also help inventors come up with better and more interesting inventions, or spur research into an all-new direction that previously wasn't thought of.

…of Determination (50 CP): Everyone affected by this commandment will never give up. They will continue forward despite all adversity in order to fulfill their purpose. Whether fate fights to get in their way, or personal situations crop up to divert their attention, none of it will work. They will continue marching forward into the new dawn you seek to create, unperturbed no matter the hardship or setback. They are your righteous warriors, scholars, bishops and pawns, and they cannot surrender.

…of Perception (50 CP): Everyone affected by this commandment gains a supernatural awareness of their surroundings. It will be nigh-impossible to spy on them while physically in their presence, and even supernatural attempts to spy on them or gather information will be met with an uneasy feeling of being watched. They will notice more about their surroundings, identifying anything out of place, and take note of anything important or pertinent to their tasks.

…of Skill (100 CP): Everyone affected by this commandment gains skill in any task they perform. Not only will every task they perform be done at minimum with the skill of a journeyman with many years of experience, but they will rapidly gain additional skill in such professions at an enormous pace. Should they gain enough skill in the profession while under the effects of this commandment, they will keep such skill even after leaving your service (unless you wish for them not to).

…of Wisdom (100 CP): Everyone affected by this commandment will make much more educated and wise decisions. They will have superior judgment, able to make significantly better choices for both themselves and for you. Everything they do will be guided by supernatural insight into the problem, with divine foresight into what the consequences of their actions will be. They also become quite skilled in philosophy.

…of Intelligence (100 CP): Everyone affected by this commandment becomes significantly more intelligent. They process information at a vastly faster rate, they understand concepts at a glance, they compute mathematical and natural

phenomena near-instantly, and have significantly greater memory. Not only that, but they also adapt to new situations extremely quickly, able to pick up rudimentary skills required for changes in plans or changes in the environment or situation as necessary such that they can perform them with some competence.

…of Communication (100 CP): Everyone affected by this commandment gains the incredible superpower of communication. Not only do they talk about problems and issues when it's necessary to prevent compounded problems and issues, but they will always say what they mean and not misspeak unless it's beneficial to you. They know what to say to get the outcome they want and are incredible at first impressions, as well. Additionally, those affected by this will never be afraid of public speaking and are great orators, with a beautiful or powerful voice and a cadence to their speech which draws others in. All of their speeches are empowering and inspiring.

…of Elemental Resilience (100 CP): Everyone affected by this commandment is protected against all elemental damage. They gain a moderate amount of protection against things like fire, water, ice, electricity, and all other elemental attacks or hazards, along with a high resistance to all supernatural elements and status ailments related to them. Those fighting beneath you will be sturdy, especially against those who would wield the elements against you.

…of Ice Resistance (100 CP): Everyone affected by this commandment is protected against ice damage. They gain a massive protection against ice attacks and hazards, along with immunity to all supernatural elements and status ailments related to them. Combined with Commandment of Elemental Resilience, they will have total immunity to ice in all its forms.

…of Defence (100 CP): Everyone affected by this commandment is protected from all forms of damage. They gain a small-but-sizeable amount of resistance against all damaging or negative effects. If taken with Commandment of Ice Resistance, they will have total immunity to ice in all its forms. If taken with Commandment of Elemental Resilience, they will have immunity to status effects related to elemental damage and a high amount of resistance to other elemental damage such that they can brush off all but the strongest elemental attacks.

…of Endurance (100 CP): Everyone affected by this commandment is protected from all forms of damage. They gain a miniscule amount of resistance against all damaging or negative effects. More importantly, though, they gain incredible endurance, able to continually work or fight for days on end without sleep. They

also require less food and have a high threshold for pain. They have enhanced vitality, too, able to take a lot more damage before succumbing to their injuries and will be longer-lived than normal if they stay within your commandment zone regularly.

…of Coordination (100 CP): Everyone affected by this commandment works extremely well together. For every individual working together while affected by this commandment, their capabilities are proportionally increased and the end result of their work will be multiplicatively greater for every person working on it (within reason). They will always get along despite any differences or clashes in personality or opinion. They will always put work above personal conflict. They will be a cohesive unit able to function together naturally without the requirement of any training.

…of Stealth (100 CP): Everyone affected by this commandment is much stealthier than normal. They always happen to find hiding places when they need to hide, shadows seem to be drawn to them to stay unnoticed, they blend into the background even in their normal lives and don't stand out at all whenever it's to their benefit. They also gain a lot of inherent and natural knowledge in stealth, knowing when to hide and how to hide to be most unnoticed, along with instincts on how to move their body to best be silent when moving.

…of Strength (100 CP): Everyone affected by this commandment is significantly stronger than usual. The way this works is by taking their normal strength, then add on all enchantments/powers/upgrades/etc. which would increase their strength further, and then this stacks on top to provide a x2 multiplier. Laborers are, after all, quite useless if they can't even carry the supplies you need carried.

…of Knowledge (200 CP): Everyone affected by this commandment gains supernatural knowledge in everything they attempt to learn. So long as they begin researching or studying something, their minds will be filled with knowledge beyond what they're learning as if the cosmic knowledge of the universe is feeding their minds. This snowballs quite quickly, with greater knowledge filling their heads the more knowledge they gain so long as they're continuing their research or search for knowledge. Beyond this, they're guided to locations where they can greatly further their research at an accelerated rate.

…of Clairvoyance (200 CP): Everyone affected by this commandment is capable of seeing the immediate and long-term results of their actions. This works by giving a brief glimpse of the future along with various bits of supplementary

knowledge in order to allow the individual to make an informed decision. This doesn't spoon-feed all the relevant information… they won't be able to read a book by just looking at what the action of reading will do, but they'll get a gist of whether it was a good idea as well as seeing how their actions (and the actions of others) will change based on whether or not they decided to read it.

…of Agility (200 CP): Everyone affected by this commandment is significantly faster and more agile than before. This takes their normal speed and agility, then takes all powers and abilities which increase their speed and agility, and adds a x2 multiplier to it all. If they couldn't parkour before, they certainly can now. If they could, they'll be performing feats far beyond what they originally could perform.

…of Harmony (200 CP): Everyone affected by this commandment gains massive compatibility with nature in all its forms. The most basic boon from this is their sudden knowledge in wilderness survival and various kinds of plants and animals. Next, nature actively works to protect them and hinder their enemies, with tree roots making way for them and tripping their enemies or animals coming to their aid. Nature spirits favor them greatly, and there is always great bounty within natural areas. Lastly, those affected by this commandment find nature magic and natural abilities much more effective.

…of Elemental Majesty (200 CP): Everyone affected by this commandment gains massive compatibility with elemental powers. Every elemental ability and power they have access to are boosted a massive amount, allowing even a novice elemental mage to pierce the shields of a learned mage, or a journeyman ice manipulator to devastate a master. Elemental abilities come easier to them, they learn elemental powers faster, and all elemental attacks strike with much more force. If applicable, this also boosts the effects of elemental-related perks and items they wield.

…of Precision (200 CP): Everyone affected by this commandment is obscenely accurate with their attacks. In fact, so long as they can see their foe and have an attack that can reach that foe, they will hit that foe barring future sight, bullshit powers, or divine intervention. This goes to the point that those affected can ricochet bullets to hit enemies, anticipate the most unlikely actions to account for them when targeting a foe, and anticipate how a bullet would be affected by outside forces such as wind, water, or the shattering of glass. Your underlings will never lose a game of darts again.

…of Limitless Power (300 CP): Everyone affected by this commandment gains access to a single perk each at your discretion. Select any single perk for each individual, or just a single perk for all of them as you desire. They gain that perk so long as they're affected by this commandment, regardless of power or effect so long as the perk is not a commandment. You can change the perk each person has at any time in an instant.

…of Chains (300 CP): Everyone affected by this commandment becomes a companion so long as they're affected by this commandment. If they are not affected by this commandment when a jump ends, they will no longer be a companion. They keep all perks and items they gain when imported into a jump even when not affected by this commandment, as those have become a part of them, but they would have to be within range of this commandment to maintain their status as a companion for the purposes of automatic resurrection or continuing with you along your chain.

…of Healing (300 CP): Everyone affected by this commandment gains a frankly absurd healing factor. The personal healing factor makes it so they can recover from any wounds that aren't lethal within moments. They can also survive any single lethal attack, regenerating quickly, so long as they don't sustain multiple lethal wounds simultaneously. It goes without saying that this makes your workers and army extremely hard to kill.

…of Perfection (400 CP): Everyone affected by this commandment finds all other commandments are boosted by a massive amount. Ability multipliers are increased from x2 to x4, resistance easily becomes immunity, and even the Commandment of Limitless Power would see all of your perks shared among everyone under you (at your discretion). This brings all upgrades from commandments to frankly stupid levels, raising ordinary men and women to levels not seen outside of divine beings. This also makes every single one of the endeavors by those affected by your commandments have a much higher success rate, and works as a moderate general booster of all of their attributes and capabilities even without any other commandments.

Deep Freeze (100 CP): Have you ever needed a minute to think, but everything around you is too chaotic to get that moment to think in? You'll never have to worry about that again. You are now capable of stopping time for everything except your own eyes and mind, freezing your body and everything else, everywhere else. This gives you as much time as you need to think of your next plan, determine what's going on, analyze the situation, see where all your foes are, etc. Never feel

like you're in a rush to make a decision, as you now have all the time to make a decision that you need.

The World Over (100 CP): Time becomes strange whenever you travel anywhere. So long as you don't want to deal with the time it takes to get somewhere, you will arrive at your destination the moment you begin your journey. No time will have passed, as if it were just teleportation, but this isn't teleportation. You've traveled to your destination, you even have the memories of everything in-between (despite no time having passed), but it's like you zoned out and ended up at your destination in a weird lapse of time.

Snowballed (100 CP): Your actions just seem to reach further than normal. This isn't an increased range for your ice abilities specifically, but when you help one person in a town it will somehow snowball into helping the entire town. When you defeat one of your enemies, the organization that enemy belongs to takes a hit also. Should you slay the avatar of a deity, it will somehow wound the deity itself. Everything you do is just… more. All of your actions affect a greater deal than what they normally would so long as you mean them to, however that may end up manifesting.

The Thin Ice (100 CP): When you're in a dangerous situation, a stray bullet or spell can be your end. It's difficult to focus on everything happening around you, not knowing whether to focus on the assassins coming up from behind, the mortars firing in front, the mages throwing ice at you from the left, or the undead army being raised on your right. This perk should take some of that burden off of you, raising your chances of survival in deadly situations.

Your luck is raised specifically when the situation is dangerous and there's a high chance of bodily harm to you. You'll certainly never die from an unintentional attack, whether the machine gun was aiming for someone next to you and crossed your path or the ice lance was thrown with total abandon. Beyond this, you'll almost certainly survive any area-of-effect attacks that hit a wide area unless it's being used specifically on you. For you to really die or be seriously injured, you'd have to be targeted specifically by your enemies, as your luck will get in the way of all other dangerous acts around you.

Chilling Grasp (100 CP): Fear is a powerful tool. It can be a great motivator for short-term goals, a wakeup call for the uninitiated, or a force to make your enemies' ranks fall apart. You have access to this tool in an interesting and unique form, as your ice now inflicts supernatural fear on those who are affected by your

ice manipulation. Imbue your ice lance with fear and a single cut will leave the target shaken. Freeze your foes in a block of ice and they'll experience total and utter fear for the rest of their days. The amount of fear you inflict scales with the amount of ice you're manipulating at once, the total amount of contact the ice has on your targets, and how much damage you've inflicted upon them with your ice. With enough fear, you'll find them easily suffering a heart attack as their mind shuts down and they die in terror.

You can toggle this effect on and off at will.

Frozen Grip (100 CP): It would be a shame if you go into battle with a phenomenal sword and it gets torn from your hands moments into the fight. Imagine putting all of your power into a few trinkets only for them to be stolen from you, leaving you powerless. This is no longer a worry, as you cannot be disarmed or have any belongings currently on your person stolen from you. Whether an amulet of power or your sword of cosmic wrath, you need not fear them being acquired from you or thrown across the battlefield. They will stay firmly affixed to your body and your grip will stay true.

Snowglobe (100 CP): Your natural affinity for ice has seen a thin layer of ice form over your body. It's so thin that it's not visible except by the most intense scrutiny and inspection. Despite how thin it is, it's extremely durable, starting at the durability of compact ice, but as your mastery of ice manipulation grows, though, your defense will grow an equivalent amount. With time, your ice armor will be as tough as diamond, and with more practice and mastery it will rise to levels unheard of, beyond even adamantium or orichalcum. At some point, it will likely even be protected from anything besides conceptual damage, but that would require nothing short of mastery of ice manipulation.

Celestial Armor of Asgard (100 CP/300 CP/Free/+200 CP): It seems I was wrong, you aren't a human at all, that's just your transformed state. Instead, you are a piece of armor (or clothing) that once belonged to a God.

Select one of the pieces of armor or clothing from the items section (such as gauntlets, greeves, mail, a cloak, etc. Not weapons or accessories.) You "get" this armor for free, not because it's a fun little item for you to have, but because it's now your true form. Optionally, you may import a piece of armor from a previous jump instead. For 100 CP, you're the favored armor of a powerful God. You can transform into this form and the form(s) you would otherwise have at will. The God won't expect you to stick around, but should you wish to be wielded by the God,

the God will always find excuses to use you for various purposes even if it's just wearing you around to look stylish. Because of the God's favor, you will quickly gain great renown across the realms.

Everyone who wears you while in your armor form gains a temporary copy of your powers and perks, though you can limit which ones they gain access to. You can also freely limit who is capable of wearing you, making yourself impossibly heavy should an unworthy individual attempt to exploit you. You can use a weaker version of the armor's supernatural abilities while in your other forms, but you don't get any of the natural defensive enhancement you'd get actually wearing the armor (that being from the material and armor style), though you still receive the supernatural defenses the armor may have. You cannot summon your own version of this armor unless you can duplicate yourself, as you are the armor.

You can take the armor set composed of "Monarch Cuirass," "King's Greaves," "Gauntlets of Rulership," "Helmet of Eminence," and "Sword of the Sovereign" and have the entire set be your alt-form for 300 CP instead of being a single piece for 100 CP.

For free instead of 100 CP, you have the opportunity to be the armor of a common person who has just joined the military. They cannot be swayed away from the military for at least 5 years. You cannot trap or work against this person, and if they die you will fail this jump and move on without your purchases here. They will expect you to transform into armor whenever combat arrives so that they may gain fame and glory and save their country, and for whatever reason you will inevitably agree.

If you take this for +200 CP, you're stuck as a piece of armor this entire jump and all of your alt-forms are locked, with the same stipulations of the free version of this perk.

Waxing Gibbous (50 CP/100 CP/200 CP/+100 CP): The moon is often associated with water and ice. Do you know what else is often associated with the moon? Werewolves. Or weresharks.

You now have an alt-form similar to a Warg, but without any perk discounts. This alt-form isn't limited to a Warg, though, it can be any form of canid (dog/fox/wolf-like) or feline (cat-like) ice entity. It's essentially a huge wolf that can tear someone's body in half pretty easily. It grows in strength and power as your ice manipulation increases in scope, always keeping it a viable option for dealing

with situations. It comes with a basic ice breath-weapon, ice claws, a bite which freezes those it chomps on, and perhaps a couple other supernatural ice abilities depending on what it is.

You additionally gain a hybrid form between this alt-form and a human. This has humanoid features and walks on two legs, has hands with opposable thumbs, and is generally in the shape of a person. The features are greatly overshadowed by the beastly features of the body, though, with a coat of fur covering the body, fluffy animal ears on the top of your head, animalistic eyes, claws, and sharp teeth. You can choose whether you want a human mouth or a more animal-like mouth with a snout, along with human or digitigrade feet.

You have the normal weaknesses of a werewolf while in these forms, that being a severe weakness to silver, a deadly weakness to fire and cold iron, and a general (but mostly just annoying) aversion to religious symbols and holy water.

For 50 CP, you get what's detailed above, but can only access these forms on Full Moons. For 100 CP, you can freely switch between the forms. For 200 CP, you can add this to your body mod. Adding this to your body mod caps your ice manipulation at Intermediate, but grants you the ability to use all forms of ice manipulation you have access to in future jumps where you would otherwise be locked out of your other powers. If you take this as your body mod, you lose your human form entirely and the hybrid and animal form becomes your new true bodies (though you can get human forms back as alt-forms by taking a human race in your next jump).

For +100 CP, you get the 100 CP version of this perk in future jumps. For the duration of this jump, you're in your human form and forced into a painful transformation on every Full Moon. You will lose control of your body and go on a hunt for fresh meat unless you take wolfsbane beforehand, in which case your transformed form will be too exhausted to hunt.

For free with any of the above options you can be some bizarre fish/fox hybrid, but who would ever want to do that?

Waning Crescent (50 CP, Requires Waxing Gibbous): I guess you really don't want any werewolf weaknesses. Having weaknesses sucks, it just gives your enemies another avenue to eventually stop or kill you. In order to satiate your hunger for life and freedom, this perk will take away all severe weaknesses of your non-humanoid alt-forms (and the humanoid alt-form you got from Waxing

Gibbous). While as a vampire you would still burn in sunlight and as a zombie you would still be eviscerated by holy energy, as a werewolf in your wolf form you would have no particular weaknesses. Similarly, all other animalistic or alien forms you have will never feel the bite of weakness so long as they're suitably different from humans.

Full Moon (50 CP, requires Waxing Gibbous): The moon has power, and it smiles upon those who covet it. The closer to a full moon it is, the stronger all of your non-humanoid alt-forms become. During a new moon, all of their capabilities are normal, but during a full moon, all capabilities are tripled in power. Once a full moon has passed, the power returns to its base level until the next new moon has passed.

You also gain a humanoid hybrid form for all of your non-humanoid alt-forms with the same specifications in the perk Waxing Gibbous. Whether you're a fish, a dragon, or something else, you can now take on a form similar to a human while still having most of the features and all of the capabilities of the alt-form. Waning Crescent, if you have it, also now affects all of these hybrid humanoid forms, removing their weaknesses.

New Moon (200 CP, Requires Waxing Gibbous): Death is… scary. Final death, I mean. What comes after? Is it bleak nothingness? Or is it only Hell which awaits a Jumper like you? Is it symbolic of the end of an adventure that you wish to never end? Whatever the reason, it's now that much further from you than before, as now upon death, you will be reincarnated into a new form.

The way this works is relatively simple. For every non-humanoid alt-form you have, you have another life. Every time you die, upon death, you will be reincarnated into the form of one of your non-humanoid alt-forms. If you took the perk Full Moon, you gain a new human form related to the alt-form you were reincarnated as, too. You can choose whether to be born to a human or, if possible, be born to an animal or being whose race is closest to your alt-form. You can choose whether to be newly born, continue the jump in the future after having aged to the same age you were before, or retroactively have been born and continue the jump at the same point as your death at the same age as before with the relevant memories of your new life. You can also choose to continue the jump at any age between newly-born and your previous age.

Any time you die, you lose access to the alt-form that you were previously. If you have a dragon and a Warg alt-form, then your first death will see your human form

die and you'll be reborn as either the dragon or Warg at your discretion. If you choose the dragon and die, then you'll lose your dragon alt-form and have only your Warg form along with, possibly, a human form based on the Warg. The alt-form becomes your "true" form, while the human form would be considered an alt-form.

You regain your normal human form and all lost alt-forms 10 years after you lost them, or you regain all of them at the end of each jump, whichever is sooner.

Slow (200 CP): Your ice has been augmented with an interesting effect. All ice you manipulate inflicts your enemies with a slow status ailment, slowing both their movements and reaction speed. This scales with your ice manipulation, with greater mastery slowing your foes further. With a high enough skill in ice manipulation, you could even slow a foe such that they appear totally stopped in time. Strike an enemy enough and they'll be entirely vulnerable to anything you decide to do to them.

You can toggle this effect on and off.

Brittle (200 CP): Rather than slow your enemies, you can make their bodies increasingly brittle as you pelt them with your ice. This slowly turns their bodies to ice, with greater power over ice manipulation increasing the speed at which this happens. This has two effects that can be exploited by you… first, this makes it so their limbs and bodies can shatter like ice, allowing your physical attacks to deal phenomenal damage to them the more brittle they become. The second is that the more brittle their bodies become, the more difficult it is for them to move, until they turn into a solid block of ice in the shape of a person.

You can toggle this effect on and off.

Iced (200 CP): You're… extremely good at killing things. Like, absurdly good. Beyond good, as you're the scale from which others are judged against when it comes to killing. Your obscene skill at murder, assassination, and deadly combat is such that you could easily face enemies much stronger than you, who outclass you in sheer power, and come out on top pretty easily. It would take a power gap of obscene proportions for you to fail to find a way to kill your foe.

Everything around you is a weapon to you. From bubblegum to pencils to staplers to the desk chair, you can find multiple ways to kill others with them. Every those holy weapons that don't accept you as a master, you can find a way to use their

inert power to your benefit, such as using the unliftable Mjolnir to trap an opponent by destroying the ground beneath it just as your foe is running underneath.

You're especially good at coup-de-graces. You can kill any trapped opponent with 100% efficacy, guaranteeing their death. A trapped opponent has no defense against your strikes, and cannot defend no matter what. You will kill them, there is no other option.

Wendigo (200 CP): A wendigo is an undead monster which feasts on the flesh of humans. It has the body of a human, but its hands are serrated claws and its head is a deer skull. They prowl the night, haunting forests and snowfields. You are now one of these wretched creatures.

You gain a wendigo alt-form. Within this form you're highly resistant to every form of damage besides fire, which you are extremely weak towards. You're undead and therefore no longer need to eat, drink or sleep while in this form. Your stamina is limitless, your strength and reflexes far outstrip your normal capabilities by magnitudes, and you are capable of flight at around the same speed as your normal running speed. Should you feast on human flesh, all of your capabilities will grow quickly.

You can also take a spiritual form temporarily, allowing you to possess other living beings to drive them violently insane. Anyone who devours human flesh while in your presence will become a wendigo under your general control, but it is difficult to truly control a monstrous undead abomination bent on devouring humanity.

Frozen Arms (200 CP): You'll find that you no longer have to worry about the state of the weapons you use. No weapon, armor, or really anything you are currently using or wielding will break under any circumstances. Even the most corroded and warped weapon will never strain under the force you're using, and your armor will never be sundered or torn apart. Your tools will never fail while you're using them, either. It may all break the moment you set it down or take it off, but until that moment you will never have to worry.

Flurry (200 CP): Your actions just… do more. Everything you do simply happens 50% more than usual. It's a strange phenomena, a flurry of action and potential. If you were to do a flurry of blows, you would end up striking 3 times where you would normally strike twice, for instance. If you were to do a flurry of cleaning, you would end up cleaning 50% more than normal in the same amount of time. A flurry of crafting would either produce 50% more of what you're creating, or it would

happen 50% faster as you strike the iron 50% more, cool it down 50% quicker, etc., to reduce the crafting time by 34%. It's a flurry, any repeated actions you perform happen to produce 50% more of the same action without a reduction in quality. This effect only occurs if it would be beneficial to you for it to occur.

Demon of Cocytus (300 CP): It seems you're a demon. You now hold the form of a great ice demon from the deepest pits of Hell. You're now generally stronger, more durable, faster, and more physically capable in all forms. You also gain a decent amount of natural skill in interrogation and torture.

You're a demon of the 9th circle of Hell, though, an embodiment of the punishment for treachery! As such, you shall have power befitting your station. You can draw compassion out of the body and soul of others, freezing their hearts and preventing them from ever feeling the love of others forevermore. They will feel isolated and alone, as if nobody cares for them, like they're nobody and can never be anybody ever again. Supernatural protections can block these powers, but should you break through those protections then even the strongest and greatest will fall to your torment.

You're somehow not affected by demon-culling weapons, and you get a cool demon-like alt-form which further enhances your physical attributes and grants you somewhat greater control over ice. Your ice gains demonic attributes and is particularly effective against holy beings such as angels while in this demon alt-form.

You get an additional +100 CP to use specifically on Pacts.

DEATH (300 CP): The ice you manipulate now carries the gravity of death. It's steeped in death and despair. It brings about the end of life, driving those it touches towards their inevitable destruction. Your ice is the cold of corpses, the icy blood that freezes within the dead and leaves them unmoving. Your ice is unyielding.

When your ice strikes a foe, it begins its frozen destruction by sapping their will to live. It destroys the part of their minds and wills that allow them to cling to life despite all odds. Their desire to see another day, the warmth of a sunrise, is replaced with the despair of a frozen tundra.

When their will is torn apart, at least enough to truly grant them ultimate death, your ice will begin to sap away at their energy and vitality. The target's endurance

and stamina will be gouged from their body, leaving them powerless and exhausted far beyond what is natural. Their health will be left in freefall, failing to keep their organs running. The cold of death will encroach upon them, destroying all that they were.

You can toggle this effect on and off.

Weighted Scales (300 CP): Negotiation is difficult. There's just so much that goes into drafting contracts or negotiating changes to them, designing the pacts and bargains in order to try and come out ahead instead of behind. There's too much you have to give up to get anywhere in a deal, it sometimes just doesn't seem worth it with the time it takes to make a difference. That's where this perk comes in… this perk guarantees that every contract, every negotiation, and every deal you strike will leave you in a better situation compared to the other party. You will come out ahead 100% of the time, no matter how negotiations go. The drawbacks of a contract or pact will always be outweighed by the benefits, and the only thing negotiations do will be to determine how far ahead you'll be when it's all said and done.

If you have the perk Shattered Pact, you also gain the ability to immediately end a contract you've entered while still keeping all the benefits for yourself. You no longer have to deal with the drawbacks or downsides, you no longer have to give anything at all. You can simply get all the rewards without giving anything in return. As a result of this, you gain the ability to skip the giving portion of all pacts and fast-forward straight to the point where you get your own benefits from them.

This perk acts as a booster to pacts, increasing their effects and benefits to you wherever applicable.

Splintered (400 CP): Like ice, you have been shattered. This is not the end, though, as each shattered piece of you has reformed into its own entity, ready to stand beside you and fight. An army of yourself, if you will, but they're not really yourself… they all have their own thoughts, emotions, desires, and different specialties and interests. Even so, you still control and direct them, as they are still your body.

Every time you die and use a 1-Up, whether a standard revival, resurrection, or something else, your original body will regenerate, while you end up with another body. The new body, rather than being an exact replica of you, will be distinctly different from you, with a different appearance, different interests, different ideas,

different skills, and different drives. You, being the original you, will become an overmind for both your original body and the new one, controlling them both while processing both of their thoughts and ideas simultaneously, driving them while indulging their desires. You can have them share skills, but they'll both have different specialties, meaning one will likely progress in some skills faster than another, and attempting to do something one finds boring with the one that finds it boring will see you quickly getting bored.

Each death you have in which there's a 1-Up will see another splinter of yourself formed. This cannot and will not cause any form of insanity or dissociative identity disorder within you, it's simply a matter of each body having its own brain and mind which you exist within all of. They're their own people/creatures/beings, connected through you who is all of them at once. Because they all have functioning brains which belong to you, you think with all of them at once, increasing your collective intelligence and incorporating the wisdom of all of them into each of them. Because all of your bodies have a different worldview and way of thinking, it can also allow you to come up with incredible and novel solutions to problems. All bodies get the benefits of all of your perks, but not your non-fiat-backed powers unless those powers are from the jump you obtained the alt-form in or you have a way to share them.

Each body that you have, when it dies, gives you the opportunity to use this perk. If a body dies without using a 1-Up, it's actually dead. All of your still-surviving bodies follow you to the next jump.

Extra bodies are not considered subordinates for the purposes of Commandments, but are considered you for the purposes of granting the effects of Commandments.

Lich's Domain (50 CP, META): It would be a shame if, by moving to another jump, all of your items suddenly stopped working. Metaphysics tend to work differently depending on the world you're in. Not all planets have magic to power your magical weaponry, while some worlds reject all technology altogether and force fantasy physics upon you. Not anymore, as all of your items and technology will continue to function in future worlds. This doesn't just affect you, though, as metaphysics will change in future worlds to allow others to eventually recreate the technology, weapons, trinkets, and other items you have collected from previous worlds. While it's unlikely they will discover how to create that paradox engine within 10 years, they may certainly make some headway on smaller wonders you've created or brought with you.

You can turn this on or off before starting a jump. This doesn't give the inhabitants any knowledge of anything, but metaphysics has changed to allow everything from previous jumps to work should someone decide to try reverse-engineering your tech.

King's Domain (50 CP, META): It's unfortunate that the metaphysics of various worlds aren't always compatible with your powers and abilities. For instance, many abilities in magical worlds require external mana which just doesn't exist in a mundane Earth. This perk will bring the metaphysics of all previous worlds with you such that all of the powers and abilities you've acquired will continue to function properly. This obviously has the side effects of making those metaphysics available to everyone else in the world, but what are the chances that anyone manages to figure out how to recreate the magic systems of previous worlds? Even dealing with a couple 7 year old kids who are born as Mutants from the Marvel universe shouldn't be too bad, right?

You can turn this on or off before starting a jump. This isn't retroactive and doesn't give the inhabitants of the world any knowledge of anything. This only changes the metaphysics to allow all of the powers and abilities you've acquired from previous jumps to function, also allowing others to use them also.

Bargain (100 CP Each, META): A bargain is a chance you take. A sacrifice for greater power. Each one of the choices below allows you to sacrifice something, at least temporarily, in order to receive great boons. Are you willing to take the chance of total destruction in order to get ahead? You can turn these on and off at the beginning of each jump, including this one. If you take at least 2 of these (excluding Bargain of Overwhelming Greed and Bargain of Eternal Unrest) and don't turn on any of them for a jump, you receive a flat +100 CP.

…of Total Asceticism: Well all know that it's the perks that you're really here for. Items? Who cares about items? You can just build better and cooler items later anyways. Powers and perks are what really drive the chain, whether it's that cool frost bolt power or something else. You can give up your ability to purchase any new items in a jump, including foregoing all free or required items. Doing so will grant you +200 CP to use in that jump for Origins, Perks, Companions, or other sections as necessary. You can't go wrong with that.

…of Materialistic Wealth: Items are boring. Why would you need those when you could take all those sweet, sweet perks? I'll sweeten the deal for you, then. If you

forgo the ability to purchase new perks for a jump, including all free perks you'd receive, you will gain +1000 CP to spend on items, companions, origins, and other sections. Who could turn down a juicy 1000 CP that you can shove into your companions or that superpower table to make up the difference?

If you only take perks from this Bargains section, you can use this Bargain for this jump.

…of Absolute Oblivion: You have jumps that have all those amazing perks, but the difficulty level of the jump is just too great. You can now take that jump without having to live through it. Bargain of Absolute Oblivion allows you to fill out a jumpdoc without having to live through those 10 years in the jump, instantly skipping it. The catch? You have -800 starting CP, meaning you will typically start with 200 CP in the jump (barring supplements and meta perks that modify your starting CP). You can take Drawbacks to get more CP, but those Drawbacks will affect the next jump you actually enter.

…of Excessive Burden: You may disable all strength and speed-related perks and abilities from previous jumps for the duration of a jump (including things like casting speed and biological upgrades to lifting strength). If you do so, you get a discount on all defense, resistance, and vitality-related perks and items. This includes things like elemental resistance, physical defense, and increased endurance or health perks. You can only take a discount on an undiscounted perk.

…of Liberating Elements: You may disable all magic perks, items and abilities and elemental perks, powers, and items from previous jumps for the duration of a jump, including all perks and items which grant elemental affinity, deal elemental damage, increase casting speed, grant magical knowledge, allow you to cast magic in general, etc. If you do so, you get a discount on all ice-related perks and items so long as it has to do with ice in some way. You can only take a discount on an undiscounted perk. No, this doesn't include every single perk and item in this jump, only the ones which majorly have to do with ice.

…of Revitalization: You may disable all 1-Ups, healing, and vitality-related perks, powers, and items from previous jumps for the duration of a jump. This includes stamina, health, regeneration, and magical healing perks and powers. If you do so, you gain a discount on all death-related and necromancy-related perks and items. You can only take a discount on an undiscounted perk.

…of Silent Thought: You may disable all psychic and mental-related perks, powers, and items from previous jumps for the duration of a jump. This includes telekinesis, mind-reading, intelligence-increases, intuition, etc. perks and powers, but specifically doesn't include learning or training boosters. If you do so, you gain a discount on all stealth and perception-related perks and items. You can only take a discount on an undiscounted perk.

…of Regressed Smithing: You may disable all technology items, powers, and perks from previous jumps for the duration of a jump. This includes cars, spaceships, supernatural knowledge of creating cybernetics, integrating technology into yourself, technological upgrades to yourself, etc. (basically all electronics, advanced steampunk things, and machinery). If you do so, you get a discount on all crafting-related perks and items. Examples of discounts include discounts on crafting materials, crafting knowledge, crafting boosters, crafting speed-boosts, and similar things, including technology perks specifically from that jump.

…of Constricted Time: You may disable all space and teleportation-related perks, powers, and items from previous jumps for the duration of a jump. This includes portals, teleportation of self and others, flight, manipulating distance, remote viewing such as clairvoyance, etc. If you do so, you gain a discount on all time-related perks and items, including paradox protection, time travel, future sight, and such. You can only take a discount on an undiscounted perk..

…of Forsaken Knowledge: You may disable all knowledge, training, and learning-related perks, powers, and items from previous jumps for the duration of a jump. This includes all training boosters, knowledge boosters, perks that insert knowledge into your mind, and other similar things. If you do so, you gain a discount on all offensive combat-related perks and items, including weapons and martial combat boosters. You can only take a discount on an undiscounted perk.

…of Frozen Assets: Everybody wants to improve themselves in a more permanent way. Perks only last until you lose them. Would it not be more beneficial to add those perks to yourself permanently? The Bargain of Frozen Assets can help you with that, as it allows you to permanently add perks you select to your body mod.

You may take any jump as a gauntlet. Failure is no longer a chain fail, but you start with 1000 less CP. You could certainly take this with Bargain of Absolute Oblivion, but you'd start with 1800 less CP in that case. Any perks you selected in the jump,

upon completing the jump, will become part of your body mod. Is this worth the difficulty?

…of Overwhelming Greed: Do you have the overwhelming greed to chance the possibility of your original homeworld being annihilated? Do you crave power so much that you are willing to face potentially insurmountable gods and monsters at the end of everything? Will you sacrifice your original life, the people you loved once upon a time, the innocent world that birthed you and gave you this opportunity?

You get +300 CP each jump. You don't have to do anything for it, you just get it. You don't give up your chance at any perks, any items, you lose nothing in the moment. This is a permanent increase in starting CP that affects all jumps, gauntlets, etc. That sounds nice, right?

The second part of this Bargain…? Well, every Jumper who takes this perk will happen to be from the same original world as you. Most will probably have failed their chain at some point, grasping at too much power and being burned for it. Many will have Sparked and gained phenomenal magical power along with the ability to travel to other multiverses as a result, plus whatever perks they gained on their Chain whether dozens or hundreds of jumps. A few were likely powergamers trying to become as powerful as possible, as early as possible, and their mere presence could shatter the reality of your homeworld.

Is the +300 CP worth it? You best prepare for the worst when you get home, and have the power to survive the world of Jumpers.

…of Eternal Unrest: And eternal unrest you will get. You can no longer fail your chain or fail a jump. Ever. Period. You also can never select to stay in a jump or to return home, though why would you want to? Your chain will only end when you Spark, and nothing else. So what happens when you're struck with a chain-fail or jump-fail condition such as your final death? That's the funny thing.

Your body will cease to exist. All of your perks will be disabled until the end of the jump. You will proceed to spend the rest of the jump in null existence in excruciating pain, unable to escape no matter how much you'd want to, until the next jump begins. You won't go insane from this, your mind won't fracture or anything silly like that. No, you'll remember in full clarity and horrifying detail what you went through. This will be traumatizing, though I guess if you have the right

perks you can just hide it from your memory… but your soul will always remember. It's better than failing your chain, though, right?

Absolute Zero (400 CP, Perk Capstone Booster): The weight of your ice is more than just a physical thing… no, the ice you manipulate gains a conceptual weight. The fact is that your ice is simply greater. Reality has decided that your ice surpasses that of things even stronger than it, even. It's not that your ice manipulation is stronger, or that you have any extra skill, or your own power is superior; the ice you manipulate is inherently beyond anything it goes against in some kind of unknown and invisible way.

When matched against ice manipulation even a magnitude stronger, your ice will crush your foes' ice. Should you have some kind of conceptual perfection with your ice, when matched against another's who also has conceptual perfection, yours will win. Your ice will pierce conceptually perfect defenses so long as it's strong enough, fire cannot melt your ice without being a magnitude stronger, and your ice just does more than it otherwise would. Everything about the ice you manipulate is enhanced on a level that cannot truly be perceived, making it more real than everything else it interacts with. This is the ice that *exists*.

Boreal Entropy (1000 CP, Perk and Item Capstone Booster): Entropy. The final heat-death of the universe and everything beyond. The creeping end that will inevitably consume everything. Fimbulvetr is but an instance of that, a representation of what will one day arrive, the annihilation of heat. Even so, Entropy is so much more, so far beyond what even Fimbulvetr can encompass. Despite it all, you have found it, the truth of Entropy and the end of times.

Your ice is now imbued with the final stage of Entropy, the boreal annihilation of all heat. Your ice is final, there is no matter which can exist upon being touched by your cataclysmic frost. No matter what it is, how powerful or how vast, your ice will reduce it to less than atoms. The ice you manipulate restores the universe to its rightful place, devoid of all matter and all concept of space and time. Absolutely nothing can survive Entropy, as your Entropy is absolute. A strike from your ice spear, or your glacial cascade of frost, or your encroaching prison of snow will leave nothing of what once was. The target will be erased from existence and everything beyond.

You aren't a mere harbinger of the end of times, you are truly the final end of everything. Let it be known.

Witch:

Faewild Fancy (100 CP): You wouldn't be a proper pact-maker of doom unless you looked the part, would you? This grants you not an alt-form, but more of an alternate look that you can assume at-will. You'll gain the usual pointy elven ears except extra long, blue skin covered in interesting designs similar to tattoos, and butterfly wings which allow you to fly. While in this form, which you can add the traits of to any of your alt-forms, you exude a feeling of otherworldly intrigue which draws others in against their better judgment. You can choose to be invisible to anyone who isn't specifically looking for you or is either searching for a contract or deal with someone, or if they would be interested in making a pact with you if they knew you were there. You also count as a fairy, spirit, or elemental whenever being a fairy, spirit, or elemental would be beneficial to you.

The other half of this perk is that you gain the ability to enforce contracts and pacts that multiple parties agree to. Whenever someone makes a deal with you, or a deal with another that you're overseeing, you can make it binding in a way that forces all parties to complete their side of things. This can even enforce things that people say "jokingly," so long as it's something they say they will do and another party (such as you) agrees to it. If it's impossible for them to do then they will find themselves in your debt, allowing you to exact an equivalent favor later. All of these binding agreements count as Pacts for the purposes of all perks related to Pacts.

Pact Empowerment (200 CP): Pacts are powerful. They always exact a price eventually, but that usually takes time for the price to swing back to you and give you something substantial. It could be months or years before you receive anything, and during that time you'll be left watching them succeed in preparation for their downfall. This perk will change that, as now you'll find your own capabilities enhanced for every Pact that's currently active.

You can feel the words crawling up your arms and legs, wrapping across your body, binding yourself as you bind your target. You gain the benefits of every Pact you make at 10% of its scope, power, efficacy or capability while it's benefitting your target along with a flat 1% increase in all of your capabilities. As soon as the Pact's benefits cease on your target and they face the backlash of it, you lose the benefit you gain from this perk as well. Every Pact that's currently active grants an additive stacking bonus, with 2 active pacts granting 10% of each Pact's benefits along with a 2% increase in all capabilities.

If you have the perk Faewild Fancy, you can feel where important events are occurring. Diverging moments in time that can lead to far different futures, whether a hero is starting his journey or a villain is ending theirs. Great cataclysms, incredible miracles, places of change and power. These are locations where things are changing, and change brings fear, and fear brings a willingness to enter into even the most dangerous contracts and Pacts.

Proxy Contract (400 CP): You're only one person, which means you can only make one contract or Pact at a time. That's just so… limiting. Therefore you've delved into the arcane and bizarre arts, finding methods to spread your influence far beyond the normal. Of note, you've picked up the secret art of demon summoning to expand your power over Pacts.

You are capable of summoning and binding demons. Your level and knowledge of summoning is equivalent to your capabilities and mastery of ice manipulation, allowing you to summon demons and completely control them up to your knowledge and control over ice. You can summon stronger demons, but doing so will prevent you from totally shackling them. You can also summon weaker demons and control them such that you share their senses and can manipulate their bodies and speak through them. Demons come in many various sizes and shapes, the vast majority not anywhere near human, but you can also summon humanoid demons or ones which can change their appearance to human if you'd like.

Demons (as well as those you grant the ability to) can make Pacts on your behalf. As long as the demon is at your level or below, they will always have your intentions and goals in mind when making Pacts or deals for you. Those you give the ability to gain access to your Pacts as well as Weighted Scales if you have it. Unfortunately, demons *usually* aren't the best negotiators…

If you have the perk Faewild Fancy, though, you gain the ability to summon your very own Winter Court. This is a group of powerful fairies who specialize in negotiation and contracts and who are loyal to you. They number in the dozens and, while not necessarily powerful, they have the effects of Faewild Fancy and can negotiate with competence bordering on the supernatural.

If you have the perk Pact Empowerment, those you negotiate with can make Pacts and deals on behalf of others so long as they know each other reasonably well or have a connection in some substantial way (whether supernatural, connected by blood or Fate, etc). You no longer have to make deals with extremely competent

lawyers, you can make a deal with their particularly dimwitted sibling to sell their soul away.

Blood Debt (600 CP): All those times spent saving people, making a difference in the world, granting assistance and restoring the destroyed. And for what? Some admiration and a bit of money you don't need? A sense of *self satisfaction?* You've earned your dues, put the world in your debt, and you will extract that debt from them one way or another.

You can now perform "favors" for people. Any intentional action you've done with the purpose of helping others or getting them closer to where they want to be, which benefits them in some tangible way, you can now turn that into an enforceable debt. The debt is a Pact in which you've already fulfilled your end of the bargain and can, at any time, request the other party to provide you with an equivalent payment of some sort. The payment can take the form of assistance, money, items, knowledge, or something else. You can determine what category the payment will be, but it must be roughly equivalent to the aid you directly provided to them (based on their standards, if they knew everything about what happened and how it affected them). This Pact is enforced by fiat, they *will* give you your end of the bargain.

This doesn't include situations you create which you then proceed to fix.

If you have Weighted Scales, you can get an unreasonable amount out of your debts, entirely disproportional rewards and favors in response to your assistance. Saving a princess could net you a kingdom, and helping a man find the love of his dreams could gain his eternal loyalty.

With Faewild Fancy, Blood Pact grows to include perceived assistance. So long as someone either thinks you helped them or expresses thanks for an action, even if thanks is literally only a pleasantry for holding a door open, you can enforce it as a pact. This also sets a minimum favor, meaning the smallest actions that you're thanked for will at the very least require moderate assistance in a quest or a decent monetary offering relative to the target's net worth.

If you have Pact Empowerment, every debt you don't cash in counts as a Pact for the purposes of empowering you. You don't receive 10% of anything, but you do gain the 1% power increase. This can grow in power extremely quickly, but you lose it all as soon as you enter the next jump until you Spark, in which case you can re-enforce all debts from across your chain.

Proxy Contract extends these effects to unintentional assistance. Everyone affected by your actions in a positive way, even the cascading effects of your actions that weren't intended, will create a Blood Debt pact. This also allows you to enforce debt Pacts for any actions all companions, followers, and those under your command such as summons perform which help others.

Fate Sealing (Blood Debt, Capstone Boosted): Your contracts, Pacts, deals… they now have a form of gravity that draws those in your debt towards your desires. It's as if the fate of those who you create a deal or debt with has been altered in a way favorable to you. In fact, you seem to have *become* the fate of those you've formed a Pacted connection with.

Anyone affected by your Pacts will find themselves performing actions, even subconsciously, which assist you. It's as if their entire world has been consumed by you, even if they don't realize it. Many, if not most, of their actions and decisions will have a positive impact on you and your goals, slowly moving your plans and desires into tangibility and reality. You even find yourself getting glimpses of the futures of these individuals, giving you the power to modify these futures to better suit your needs, editing them in subtle but monumental ways.

Seithr:

Fractured Future (100 CP): The future is never set in stone. It's a flow, a series of branches and choices. They split off, every which way. That's the burden of free will–no guarantee that any one thing is going to happen. Even so, many futures are significantly more likely than others to the point that you don't need to see the future to know the likely outcome of some actions. It's too bad that some of those futures are ones you distinctly don't want to deal with, whether it's consequences of killing someone in broad daylight or toppling a nation.

That's where this perk comes into play. While normally a psychic who reads the future is limited by their own knowledge of the future, this perk allows you to randomize the future and the chances for each possible outcome to come true. For instance, should you be looking into the future to see what would happen should you kill a politician and the most likely response would be getting placed on the most wanted list and hunted down, you can randomize likely futures for that action and it might become the nation devolving into a despotism ruled by a robot golden retriever. Or perhaps a future where the politician somehow survives and punches you in the face before letting you go.

You can randomize the future as many times as you'd like, modifying the chances of every outcome of any action anybody takes. Alternatively, you can normalize all the outcomes, making every one of the near limitless outcomes have an equal chance. This would make it difficult for anyone to predict the future, though, in case you wanted to still view the likely futures through your ice. It's a great way to screw with precognitives, though, such as equalizing the chances of outcomes related to what they're trying to see the future of.

Omen Reading (200 CP): The Seithr were famous, or infamous for supposedly cursing others with their omens of ill fortune. They specialized in predicting horrible tragedies and events in the near and far future, and then were exiled when they came true. Whether true or not, you've found a way to curse the future of others, changing their futures to something darker and more ominous, dragging their luck through the mud and letting them suffer tragedy after tragedy.

The ice you manipulate has gained the qualities of an omen. By striking another with ice you're controlling, you now modify their future, skewing it towards a more negative outcome. Any actions they perform for the near future will be fated to backfire or hurt them with a higher probability, and the more damage or contact your ice has with the target, the longer and greater this effect would be. A master of ice manipulation coating a foe's body would likely curse them to fates worse than death in the near future. You can also use this to curse areas you've affected with your ice, granting short-lived omens to all who tread on that land.

If you have the perk Fractured Future, you're capable of skewing the outcome of everything towards a negative tilt. Every randomization you perform, you're capable of picking and choosing any of these futures to end up more negative than they originally were, ensuring a worse end to every action.

Moments in Time (400 CP): They say time is immutable, that the past cannot be undone. It's the one resource we can never get more of, the one resource that is forever lost once it's used. The future may be one of limitless possibilities, but the past is one of stone: lost and ephemeral. It is not so anymore, as you've gained the ability to poke holes in reality with your ice manipulation, leading to different points of time, and then influence them both from the outside or the inside.

What this allows you to do specifically is to briefly travel to a time in the past or future and alter events. You can't stay there for longer than a few minutes at a

time, though with greater ice manipulation mastery you can extend this time somewhat, perhaps up to an hour for an expert and a couple hours for a master. You will inhabit your own body in the past or future for this duration unless you aren't alive in that time period, in which case a temporary ghost-like body will form for you to inhabit. You'll be free to manipulate events, changing the outcomes of things and modifying the future, perhaps drastically.

Poking holes randomly will lead you to completely random places in time and space, though. To use this efficiently, you'd need to have a clear vision of where you wish to appear. This is especially necessary when traveling to the future, as the future branches every which way, meaning you could end up in an extremely bizarre or unlikely future without meaning to. A photograph or strong memory is plenty for traveling back in time, while traveling to a specific future would require a decently visible future vision. You can use this multiple times in a row, traveling to the past of a past or something else, or even use this to temporarily jump to an alternate timeline by chaining it together.

If you have Fractured Future, you gain insight into influencing the future towards good outcomes. Any future you wish to randomize or equalize with Fractured Future you can now influence it to have a better outcome for everyone or anyone. While it may not end up significantly greater than the average outcome, it will always be at least better than the average outcome for your desired targets. For instance, if normally your average future for an action would be the loss of your limbs, you'll likely instead at least only have some major injuries, and you might even come out on top and win whatever fight would cause the loss of your limbs.

If you have the perk Omen Reading, you gain insight into influencing the course of history depending on your actions while using Moments in Time. You have a supernatural instinct when it comes to knowing what the actions you take will do to change the future. This doesn't affect your knowledge of your present actions, but it will allow you to know what actions were taken to cause any future you went to as well as what actions you take in the past will change the present and how such a present will come to be.

Convergence (600 CP): Your ice manipulation has gained a type of gravitational pull, a self-perpetuating force of nature which pulls time itself in towards it. It's a singularity of fate, pulling in the futures which benefit you and those who stand beside you. You'll find that you will passively have good luck so long as you're manipulating ice in some way, drawing in positive outcomes no matter what, scaling with your ice manipulation. A beginner would see a small and

possibly nearly-unnoticable benefit from this, while a master would have nearly every possible good outcome drawn towards themselves like a cheat code.

Should you be capable of viewing the future in some way, you can use your ice manipulation to draw that future into your orbit. While this won't guarantee that future unless you're truly exceptional with your ice manipulation, it will likely make at least portions of that future true in some way and make the full future more likely. This only affects futures in which you are personally present for, though, as well as futures which personally affect yourself. You cannot modify the future of others through this unless you have a presence in the outcome of those futures.

With the perk Omen Reading, though, you're capable of drawing futures into the orbit of your friends and foes. By viewing a future which involves anyone other than yourself, you can use your ice manipulation to make those futures much more likely to come true, even if such a future would've normally been extremely unlikely. This can bring low even the greatest of foes, or bring high even the lowest of allies with the correct machinations.

With the perk Moments in Time, you can now use the gravity of your ice manipulation to solidify yourself in that time period. No longer are you limited by time in the time you travel to, as your ice's gravity anchors you to your past or future body. You will truly have moved to your past or future self. You will truly take upon the consequences of your actions, living through the moment and into the new future, making the past your new present.

Frozen Eternity (Convergence, Capstone Boosted): An eternity of languish in a world not of your choosing is a fate worse than death. Suffering from a future come to pass is no way to live, and yet even with the convergence of your destined future, it can lead to an outcome truly miserable. It's difficult, nearly impossible to account for all variables and possibilities, and even harder to see beyond the rose-tinted veneer of the immediate outcome of a decision. Such is the way of life, and the destiny of a seithr.

This is not your destiny, though. The gravitational pull of your ice abilities has strengthened, allowing your ice to directly interact with the timeline. You are capable of "pruning" timelines from possibility by freezing those timelines with your ice manipulation. Any timeline you're capable of seeing you can make impossible. You'd have to find that particular timeline to do so, and with infinite possibilities such a thing can be difficult, but you're also capable of freezing individual pieces of timelines and spreading that impossibility across all timelines. Take, for instance,

someone you hate might win in a fight against you… you can freeze and prune the possibility of them ever winning against you, and such will become fate.

Necrotech:

Power in Age (100 CP): It's a common trope that things grow stronger with age. Ancient civilizations hoarded all the greatest technology, ancient monsters continually grew in power and size with time, and ancient secrets hold the most phenomenal capabilities. The old secreted away their greatness, letting the new wither and atrophy. You've gained the benefit of this now, too, allowing age to empower everything you have and everything you are.

Anything you create, whether an item, a nation, an organization, or something else, becomes stronger and greater with age. They don't gain any new abilities, but their existing abilities, fame, and physical attributes will continually grow so long as it's not damaged or destroyed. Damage will temporarily weaken its effects and, if the damage is great enough, prevent it from growing until it's repaired. Destruction is, well, destruction… it's kind of hard to come back from that.

You, personally, grow stronger with age as well. The older your current form becomes, the stronger it becomes, though at a fairly slow rate. This doesn't affect perks, only the innate abilities of your current form, and all alt-forms grow individually based on their relative age.

Necrotic Ice (200 CP): When flesh comes in contact with ice, it eventually dies. Necrosis kicks in and it spreads, frostbite slowly eating away at the living cells until nothing is left but dead skin, dead flesh, and a hole where once was life. It's the kind of death and necrosis that only ice can truly be. A slowly spreading icy death that kills the living slowly and without mercy.

The ice you manipulate, and therefore the undead you raise, gain the touch of frozen necrosis. All they touch will face decay, the living dying to the touch of the dead. Cells die, the poison of slow death spreads, and the flesh will slosh off the bones of your prey. Unless the source of the necrosis is cut off, the skin and ice removed from the wound, it will continue spreading until it's killed a far greater swath than the original strike. A frozen scratch would see a large wound form, while a frozen spear through the arm may end with the muscle, sinew, and even portions of the bone dead and removed entirely.

If you have the perk Power in Age, this further empowers that perk. Anything that dies as a result of you will grow your own power proportionally to how much stronger or weaker the foe is compared to you. Any items you've crafted, including any of your undead, will grow in strength through death and bloodshed, as well, increasing their capabilities as they are used to slaughter.

You can toggle this effect on and off at will.

Scrap of Life (400 CP): An exquisite crafter of the undead requires viable resources to perfect their arts. Finding only a crushed hand of the hero you wished to incorporate into your army would be quite a drawback for one such as you, as then you cannot extract the already-departed soul for your experiments, or draw out their abandoned magic for your own reserves. Perhaps you wished to keep their mind intact to pilot your new meat-puppet with greater efficiency and precision, or to use the powers they had in life. You need a full body for that.

You can now treat any piece of biological material as if you had the entire body. Even if you only had nothing but a hand of a great hero, or a couple of living cells from a great king, or one rib from a cataclysmic monster, you need not worry. A hand will resurrect the entire hero, a couple living cells would hold the full knowledge, mind, and charisma of the king, and that one rib would be able to be crafted into a weapon or armor as if you had the entire skeleton of the beast along with all of its natural powers. Body, mind, soul, wisdom, power, and everything else is held in its entirety within even the smallest bit of biological matter for your purposes. Should you use a few cells to craft as if you were using the full body for something, though, it will use the rest as if you had the rest of the body as well.

Should you have both Power in Age and Necrotic Ice, items you create grow as they're used rather than just when they kill. How they grow depends on how they're used, allowing them to gain properties related to their use. A sword commonly used to turn coals and keep fires raging may gain the ability to light on fire. A hammer used regularly would find its face seemingly magnetically drawn to the flat of a nail. Everything you build or make will always and forevermore grow greater to fulfill their purpose.

Cold Forging (600 CP): You have found the true power of ice. Ice is an element of creation far more than anything else. It's one half of the origin of all life, it represents primordial creation. From it spawned Ymir, the Aesir gods, the Nine Realms, the oceans and the mountains, all originated from ice. You find yourself with the knowledge of how to use ice in a similar way.

You can now substitute any crafting material you may need with ice. Any ice used this way will never melt. No, instead it will gain whatever qualities are necessary for the result to function properly. You will require an understanding of the material in question, as in order to use ice as a substitute you'll need to mold the ice into an equivalent form, but you'll easily be able to piece together what kind of essence and qualities the ice needs to act as a substitute with even cursory knowledge of the true material. From there you can copy even your own unique materials, replicating your greatest and most finely crafted materials en masse to turn into a true finished product.

Divinely crafted swords with ice-forged blades, frozen semiconductors which work as well as a normal semiconductor, even impossible materials entirely are within your reach should you have even the faintest idea of their make. It will be a question of what you can't do rather than what you can with this power and knowledge.

Impossible Elements (Cold Forging, Capstone Boosted): Gleipnir was crafted by the dwarves using six impossible elements. It was one of their greatest creations, one of the many which Loki challenged them to create as a test. The spittle of a bird, the breath of a fish, the sinews of a bear, the roots of a mountain, the beard of a woman, and the sound of a cat's footsteps were used in the inception of Gleipnir, and it could hold the sheer force of Destruction, Fenrir, until the dawn of Ragnarok.

You are now capable of both finding and utilizing impossible elements in your crafts. No matter how conceptual, how metaphorical, or how bizarre the material is, you have an instinctual capability to find it as well as the ability to craft with it as if it were steel. By choosing the correct ingredients, you may craft wonders the likes of Gleipnir, Jarngreipr, or Suld. You can imbue metaphorical concepts into what you create, using the stench of betrayal as an ingredient as easily as the color of despair, or the warmth of love, or the sound of silence.

It would be simple to incorporate these impossible elements into the creation of your undead, utilizing the cold of entropy to forge powerful ice abilities into them, or utilizing the fire of ambition to grant them incredible fire powers. It's only a matter of collecting these ingredients and using your instinctual knowledge to forge the future.

Monarch:

Crystal Kingdom (100 CP): Ice is nothing but crystal water, a gem of cold dew. You've internalized this concept, expanded upon it, learned from it. After all, what is a king without his treasury? So you've put your incredible mind and phenomenal charisma upon the task of controlling not just one kind of crystal, but all kinds. You've succeeded, and now you can control crystal as if it were ice. Whether you form crystals, gems, and other stones from nothing, or you manipulate them from existing substances, it's now yours to do with as you wish. Your crystal manipulation scales with your ice manipulation, with higher levels of skill allowing you to create more exotic crystals and gems, harden them to greater degrees, and control them on more expansive scales.

Divine Right (200 CP): Your eminence is so absolute, your aura so overwhelming, your charisma so exalted that reality itself warps around you. The first and primary use of this ability is to spread your influence. On a scale equivalent to your ice manipulation, you can slowly claim territory as "yours." Places closer to you are claimed more quickly than those on the fringes of your power. These locations, while not necessarily yours by law, are yours conceptually and count as your property for any perks or effects that care about such. You can selectively allow anyone who is your subordinate or working under you, who is also on any of your properties, to gain the effects of any Commandments you purchased in this jump without being in your presence.

If you have the perk Crystal Kingdom, any and all of your properties, to include any you take through Divine Right, will warp into a form that is most habitable and fitting to you. This occurs at a rate slower than claiming territory, but over time anything you own will take a form that embodies you and what you represent. Whether turning a city into a mausoleum, or a house into a castle, or a country into an eldritch watercolor painting world, you will always find yourself more at home in these locations. You're also more empowered the more the world around you has changed into something representative of you, up to 200% of your power when fully changed.

You can turn off either or both of these effects if you wish.

Tyrant's Reign (400 CP): Your subjects just take and take and take. You grant them power, you grant them wisdom, you give everything you have and everything you are to them. It's your duty as a monarch to inspire, empower, and lead your people, is it not? But it's about time they start paying you in more than taxes and

tithes. It's time you reap the true rewards of those you rule–pure, unadulterated power.

For anyone who is affected by a Commandment, you gain a copy of all of their powers and skills at their original level, with similar powers and skills granting upgraded versions of powers and skills with diminishing returns (each further gaining about ¾ of the stronger one). Super strength, super speed, ice manipulation, defenses, stealth skills, and more… it's all yours for the taking. This perk doesn't grant you any boosts from Commandments, though, only the original capabilities of your underlings.

A King's Power (600 CP): A king without power is useless. It's a paradox of vocabulary. A king requires his power, and his power grants authority to him. You are a monarch who has limitless power to grant yourself everything you grant your subordinates. This is a simple perk. There's no complex interaction, no strange use-case or confusion. All this perk does is one thing–the Commandments you choose now affect you, as well.

Dominion (A King's Power, Capstone Boosted): A king shall not be restricted by anything under the sun. No power can block a king's influence. No effect, whether mundane or magical, can block your charisma, charm, beauty, or the effects of your Commandments. It is simply impossible to suppress or avert your greatness, whether it's an attempt to reduce your beauty or an attempt to silence your charisma. Even magical wards to protect against influence, or even pure mind control are useless against you, as those who are being controlled by others are still affected and find the control slipping when confronted by your greatness.

Similarly, no force can weaken anyone affected by your Commandments, or interfere with your connection to them. They will not have their power sapped, their will reduced, their energy devoured, or their defenses sundered. You can now share the senses of everyone affected by your Commandments, looking through their eyes and hearing through their ears, and telepathically connect to all of them. You can even affect the world around them as if you were present, an invisible specter interacting with the space in your subordinate's immediate vicinity. Anyone affected by a Commandment now counts as you for the sake of allowing subordinates to be affected by Commandments by being in your presence.

If you have the perk Divine Right, though, this expands to the point that there is no more range limit for your presence. Now your Commandments affect everyone

who is subordinate to you no matter the distance. A King rules all that's under the sun, after all.

If you have the perk Tyrant's Reign, any buff you are capable of using on others now counts as a Commandment, granting a constant effect with no time limit or cost of magic or other supernatural resources. You can apply as many of these at once as you'd like so long as you know how to apply them normally. Two buffs which affect the same statistic or capability will only apply the most recent one as a Commandment, turning off the older one.

Ymir's Legacy:

Blood of the Origin (100 CP): Ymir was the primordial giant, created from nothing where Fire and Ice collided. From the primordial giant, all of creation was formed. From its body came the planet, from its sweat came life, and from its blood came water. You are as the origin of the planet, Ymir.

Your body is the earth. You can mold your body with ice manipulation, changing its shape, and your body has the hardness of rock such that it requires reasonably great strength (around peak-human, or an average human with a suitably strong sledgehammer) to cut and chip.

Your blood is the ocean. You have significantly more blood flowing through your body, and it's extremely difficult to die from blood loss alone. You would have to be bled dry for hours in order to suffer an end through this method.

Your bones are the ore-filled mountains. Your bones gain durability equivalent to a mountain, requiring a strike which can shatter a mountain to break.

Your skull is the sky. So long as the sky exists, your skull cannot be damaged, any attack simply cutting the skin and then vanishing the moment the skull would be struck, sending the attack somewhere else.

Ginnungagap (200 CP): Ymir was born where primordial fire and primordial ice meet, created from the Ginnungagap–the chaos which forms when such unstoppable forces fuse together. Within this place both creation and destruction coexist. You come from a similar place, same as the primordial beings which came from the chaos, a being of nothingness and potential.

To you, ice manipulation and fire manipulation are the same thing. You formed where fire and ice met, where raw, untamed forces stir. All perks which affect fire will also affect your ice, and all perks which affect ice will affect fire. You control fire at the same level as your ice manipulation, and you control ice at the same level as your fire manipulation.

If you have the perk Blood of the Origin, you will find that your blood truly is the ocean. All water across the planet is your blood, and all of your blood is all the water across the planet. You can treat all water across the planet as if it were your blood for any effect or ability for which such a thing matters. You cannot bleed out unless all water across the planet is gone, and your blood will guarantee healthy blood to your brain and organs unless all water is polluted beyond reason or your blood flow is blocked entirely. You may even control your own blood with your ice manipulation and water manipulation, and it will gain the effects of all your water-related perks and abilities.

Spirit of the Jotnar (400 CP): When Ymir faced its demise, its direct descendants continued its legacy. The Frost Giants spread the wild forces of creation, the chaos, sending whatever lands they could to the brink of destruction and, consequently, a new creation. They challenged the order which the gods of Asgard imposed upon the universe, refusing control and imposing chaos upon such futile forces.

Just as the children of Ymir continued its legacy, your children will always continue your own legacy. No matter how much your children may wish to challenge you, face off against you, tarnish your spirit and destroy your life, they will find that their own legacy will only advance your own. Your children's actions will advance your own goals, their very fate is to stand by you in the end no matter your relationship. The Norns, Destiny, all of existence bends and twists to make your children inevitably assist your ambitions to the end. Such is the reality of the primordial origin of life.

If you have the perk Blood of the Origin, your skull truly is the sky. You are capable of filling the air with your ideas, covering the planet with thoughts and concepts which will find people around the world and influence them. The very wind flows with your ideas, blowing them across all life. You are able to draw out your thoughts from your mind and manipulate them through your ice and wind manipulation, too, as your thoughts are akin to the wind, flowing and encompassing. Your wind-swept thoughts gain the benefits of your wind perks and abilities.

Primordial Giant (600 CP): The Ginnungagap is the source of all life. Where fire and ice meet springs the void of nothingness and possibility, and you've learned how to harness such a primeval force for your own means. By drawing on the endless potential of nothingness, you are capable of using your ice manipulation to shape this nothingness into various forms, sculpting it into all forms of life from frost giants to humans to all the animals of the world. From Ymir, the frost giants sprang from its very sweat, and from you so much more will flourish.

So long as you can think of something, you can create it. You can't create things which cannot exist within a jump you've been to before, and you cannot create things as powerful as gods, but so long as it's the average or normal of a jump, you can sculpt it to your imagination. Each creation is as your child, for you are the progenitor of them, though this perk alone does not guarantee any form of loyalty.

If you have the perk Ginnungagap, you are also able to fuse your fire and ice together into pure chaos, the true Ginnungagap, capable of utterly erasing anything it touches… though such forces are extremely difficult to control, and it will disappear the moment your focus wavers unless you spend time to master this power.

If you have the perk Blood of the Origin, your bones have truly become the mountains. Your bones are the mountains themselves, and the mountains are your very bones. You can control the mountains across the world as you could control your bones, bending and twisting them, or releasing the ores and minerals from them with your control over ice. Your bones cannot break unless a force capable of shattering a mountain strikes them, and even should they break they will heal quickly so long as there are mountains. You can control your bones through ice and metal manipulation, reshaping them or taking them out entirely to use as weapons. They gain the effects of all metal and weapon-related perks and powers you may have access to, as well.

Progenitor (Primordial Giant, Capstone Boosted): The very gods who oversee the universe–Odin, Vili, Ve, Borr, Bestla… they were created from Ymir, and they were those who would eventually slay Ymir. They created the world from Ymir's corpse. Like the greatest of gods were once created, you are now empowered to create the very gods who would administrate reality itself.

From the nothingness of the Ginnungagap, you are capable of sculpting even the greatest beings from each Jump you travel to. You are no longer limited by the average power of a setting, as so long as you can imagine it and have the level of ice manipulation to create such a perfect sculpture as to capture the greatest aspects of the being you're making, you can create gods and all-fathers. You can craft the very fibers of the universe with your ice manipulation, sculpting the Norns which govern Fate and a new lord of the Underworld.

If you have the perk Blood of the Origin, your skin and flesh is truly the Earth. Your skin and flesh is the Earth itself, and as such you can control the Earth as if it were your very flesh. To pierce your body, one must strike with the force to shatter the Earth, piercing to the core. So long as the Earth still has stone, your flesh will always regenerate, though this does not extend to your organs. It also gains the benefits of your earth manipulation perks and abilities. You can take off pieces of your own body and regrow them, using the bits as rocks and manipulating them through your ice and earth manipulation.

Warg:

Divine Child (100 CP): Many gods bore children. Loki, who was the progenitor of Sleipnir the 8-legged horse, Fenrir the monstrous wolf, and Jormungandr the world serpent was one such god. You are now the child of such a god, whether the child of Loki, Thor, Odin, Freya, Hel, or another god entirely. It need not even be Norse in origin, it could just as easily be from Greek or Roman mythology, as prevalent as such gods are.

You are an inhuman child of that god, though. Like Sleipnir or Fenrir, you have the form of a great and powerful beast. You're associated with ice in particular, likely with an icy coat of fur or fangs made of frost. Your bite inflicts a frozen venom, or your claws inflict the icy bite of a frozen death, and your fur pierces those who might think to touch you recklessly.

In addition to your inhuman form, you gain a godly domain related to your parentage. This godly domain scales in power with your ice manipulation. The child of Thor may have a domain of strength, able to strengthen themselves at lower levels and weaken foes at medium levels. The child of Loki may have a domain of trickery, able to create and physically interact with illusions, and at higher levels make illusions real. At the greatest levels, you'd be capable of administrating such a concept across the entirety of the Nine Realms, deciding what such a concept even means.

Dynasty (200 CP): Ancestry is powerful. Gods give birth to gods, the great end up with children who are similarly great. Ymir is the ancestor to the strongest of beings, the great Jotun. You, too, deserve to reap the benefits of your ancestry and gain the power you rightfully deserve.

While you may not have the exact powers of your ancestors, you will have the full potential of them no matter how far removed they are. Should a god be somewhere in your ancestry, even if nobody else in your family displayed any traits of such a being, you will find yourself with the true power of a god of that pantheon, along with an equivalent domain at least vaguely associated with that divine being and some of the natural skill in such a domain that the god held. Should you have a family member with a unique skill or power, you may not have an exact copy of that ability, but you'd have something roughly equivalent such as a different expression of that power. It's in your very blood.

If you have the perk Divine Child, you'll find that you are capable of having children with anything. Whether a human, a god, an animal, or the very wind that blows through the sky, you will be compatible with it. The child will have a form tangentially associated with what birthed it, with a child of the wind potentially taking the form of a great eagle which sits upon the edge of the world, or a raven who embodies sight which encompasses the universe.

God Killer (400 CP): You are inevitable. You gain a very specific power, that of inevitability. You will be the one to kill Odin. You will be the one to devour the sun. You will be the one to initiate Ragnarok. You will be what you will be, and there is nothing that can stop you.

You are empowered by prophecy. If there is a prophecy, you are capable of making such a prophecy about you. You become the target of the prophecy, the origin of it, the largest player in making such a prophecy function. Once you do, you have two choices–play your part or abandon it. Should you play your part, you will gain all the benefits of such a prophecy. You'll find yourself divinely empowered to act, gaining great power and riches and whatever is necessary to complete such a prophecy. In the end, once the prophecy is finished, you will reap the rewards of its conclusion, whether that's even greater power or a guarantee of your enemies finally being defeated.

Alternatively, you may choose to abandon such a prophecy. Abandoning a prophecy ensures it will never be completed. Ragnarok will never come true. Odin

will never die by your bite. The sun will never be devoured. The prophecy will be shattered entirely, unable to be completed by anyone. There will be no more chosen one, no more ancient evil, no more Fate. Nothing.

Will you be the chosen one, or will you remove Fate entirely?

Great Wolf of Winter (600 CP): Hel, born half-dead with one foot in death and the other in life, became the goddess of the dead. Jormungandr became the world serpent, the embodiment of ouroboros and infinity. Fenrir became destruction incarnate, destined to bring Odin low and annihilate vast swaths of the Nine Realms upon Ragnarok. Skoll and Hati chase the sun and moon, seeking to plunge the world into darkness, and became known to embody light and darkness itself. Hugin and Munin are thought and memory, the very representation of knowledge and omniscience.

Choose a domain of a scale similar to those mentioned above. Like those who are your peers, you have control over a concept of the universe which you embody to an extent, empowered by it. The more broad the concept is, such as the broad concepts of Magic or Destruction, the more difficult it will be to train and improve, but the level of your ice manipulation directly correlates with your power over such a concept. Should you have chosen strength, for instance, you could change your own strength to increase it or decrease your foes' strength. At higher levels you could even make your own strength arbitrarily high, bordering on infinity. Similarly, one who has the domain of Shadows could teleport through shadows, move shadows, steal shadows from others to interrogate, and more.

If you have the perk Divine Child, then your divinity is also genetic. All children you have will gain a divine domain of which they will be able to control. The more inhuman your child is, the greater the domain they will be able to embody, and the greater power and control they will naturally have over such power.

Aesir (Great Wolf of Winter, Capstone Boosted): The Aesir are the administrators of the universe. They tamed the cosmos, built the Nine Realms from the corpses of the primordials, and enforced the natural laws of reality. They created order itself, determining how everything in the universe would function, with each one of them taking over the administrator controls of one concept. Odin, empowered by his order, took his place as the king. Others fell in line, taking their own positions in Order to ensure a universe where life could thrive.

As with the other Aesir, you are now the administrator of your divine domains. You hold the controls to your very own portion of the universe in relation to whatever domain you gained from Great Wolf of Winter (as well as Divine Child should you have that perk). Should you hold the domain of Sun, you are the one who moves the Sun across the sky as well as determines who benefits from the sun, what the sun is made of, and you gain phenomenal control and power over nuclear radiation, nuclear fusion, and holy energy. If you hold the domain of Destruction, you are now the incarnation of that which will destroy the world, determining what is possible to destroy and what isn't, becoming an unstoppable force that causes the utter destruction of everything you touch. A domain of Knowledge would allow you to directly connect to the very Akashic well of information where all knowledge is recorded and grant you veritable omniscience, and then modify both to suit your needs so as to inject knowledge directly into the minds of mortals the universe-over.

You decide how the cosmic laws of the universe act in regard to your domain, and you are the one who ensures how such domains continue to function. You have the final word in everything related to your domain. You are one of the Aesir, the ones who instill total order within the universe. You choose the very definition of what your domain is and its place in reality.

Elementalist:

Force (100 CP): Ice is known to be very solid, and your ice manipulation exemplifies this. You find that all ice you manipulate has more force than usual, pushing back against shields or defenses and generally crumbling anything it strikes, even things that would normally be able to withstand the force used against it. Your ice goes a little further, strikes a little harder, and doesn't stop when it should stop. You also find that all ice you manipulate cannot be manipulated by others, even if those others should be stronger or have greater control than you.

Silence (200 CP): One issue with ice is that it's… kind of loud and unwieldy. It cracks like glass, shatters everywhere, echoes off of everything, and makes a ton of noise in general when it hits something. This can be quite bad if you want to be stealthy in any sense of the word, as a simple manipulation would easily give away your position. You now have a remedy to this, as all ice you manipulate is completely silent unless you wish otherwise.

Not only will your ice never make a sound, you no longer require any kind of magical chants or vocal components to any of your ice-related magics. You will

make no noise when attempting to use your ice abilities, a silent white death obliterating your opponents while none even realize it until they're gone. Silent is the night which freezes death itself.

You'll find that if you have the perk Force, you'll also be an invisible force. So long as you are in the snow or among ice, you cannot be seen or heard by natural methods. It would take a seer, a skilled scryer, or one with supernatural senses to pick you out of the snowfields. You are the silent, wintery death.

Endure (400 CP): Ice is only strong while it's still ice. Certainly water is an exceptionally destructive force, but it has not the physical oppressiveness of a hardy winter. It would be an unfortunate reality, one in which your ice has melted to a puddle and your foes walk free. It would be even worse should a hearty flame leave your frozen attacks useless as the vapor splashed across your foes' unperturbed bodies.

No, your ice is one which endures. Your ice is extremely resistant to melting, to the point the sun's flames would fail to make even a journeyman ice manipulator's ice sweat, let alone liquify. A master's ice would require something akin to burning creation, the opposite of heat death or entropy, to melt. All of your ice abilities last longer than usual, too, lingering beyond their natural lifetime. An enchantment of snow and ice would last far longer, perhaps being essentially permanent unless destroyed, and even its destruction would be difficult and it would linger for a while beyond even that.

If you have the perk Force, your ice will be much more difficult to crack, shatter, or destroy as well. It will have durability beyond its normal scope and strength, such that even mundane ice from a beginner would take supernatural strength to chip and the ice of a master would be as an indestructible, cosmic, conceptual wall.

Should you have the perk Silence, you gain an enduring silence which dampens not just sound, but power itself. You are capable of enforcing your silence such that all ice-related powers are weakened greatly. Nobody will be able to modify the ice in any way while within your presence should they be a great deal weaker or less skilled than yourself. Those near your level of power, both lower and higher, would see their power only somewhat reduced, and those high beyond yourself will see only a small change in their power.

Immutable Ice (600 CP): Your ice-related powers cannot be suppressed through any means. This is some innate quality of your ice, an immutability

inherent in it. It refuses to be suppressed, refuses to be put away or subdued. Your ice is immovable from your body, attached through something far beyond the physical. Your ice is you as you are your ice.

Whether through magic seals, talismans, rituals, psychic dampening effects, fields in which ice literally cannot exist, or even the conceptual destruction of ice, you will never suffer the loss of your ice manipulation or any powers associated with such. The almighty god of ice, or the greatest creator deity would not be able to tear your ice away from you without destroying you as well. There is no line between where your ice ends and you begin.

As a result of this connection between you and your ice, you are also now capable of spreading your senses through your ice. You will always know where the ice you manipulate is, even without seeing it or sensing it. You can sense everything in a small area around it, as well, so long as perception isn't dampened somehow in that area. You are your ice in a very real way.

If you have the perks Endure and Silence, your own ice abilities will not be suppressed by their enduring silence effect. You can weaken all others without any loss in power yourself.

Glacial Stability (Immutable Ice, Capstone Boosted): The world has ceased to make sense. Magic? Psychics? All mad people who reality has decided to acquiesce to. Superscience doesn't really exist, it's all a figment of the imagination of the universe, a fleeting dream that the world is having. It's time for the world to wake up to the true world. Your ice has become an anchor for reality, dispelling the dream. It actively reinforces the status quo, strengthening logic and existence on a meta level.

Your ice manipulation actively suppresses supernatural powers. Any form of magic, psychic power, super-science, or anything else is left utterly useless against your ice. The only things which may interact with your ice manipulation are things utterly natural–an innate effect that's entirely the opposite of supernatural would be capable of dealing with your ice manipulation, but psychic powers or magic will fail completely upon touching your ice manipulation.

This affects you, too, but your immutable ice guarantees your ice powers will stay fully functional in all circumstances. Your ice can be melted by mundane fire, but supernatural fire is immediately extinguished. Should you create a form of frost armor around yourself, there would be no external supernatural force capable of

penetrating it or harming you, but no supernatural force besides mystical ice would be able to leave you, either, and all supernatural defense or strength would be beyond your reach.

If you have the perk Endure, your ice is now not limited by its own location. You're now able to extend this reality anchoring as an aura around your ice, creating entire areas and zones where the supernatural ceases to exist. If you have the perk Silence, you can generate an aura of this power off of yourself without the need for supernatural ice in the first place.

If you have the item Paradox Cube, the Paradox Cube will prevent any of your powers from being suppressed. You will continue to be as all-powerful as you normally would be, uninhibited by reality in any form.

You can toggle this effect on and off at will.

Fimbulvetr:

Shadow of Ragnarok (100 CP): You are the shadow of the apocalypse, the looming presence of the end which enshrouds the Nine Realms. You are the darkness which is cast over all life, consuming, devouring, obliterating. You are an Avatar of Death, it is only right that you have the power and presence to accompany it.

As such, you can control shadows and darkness as easily as you control your ice. Darkness wraps itself around you, hugging you like a serpent, ready to lash out. At its most basic level, you can perform feats such as teleportation through shadows or summon spears from the darkness. Form weapons and armor from it, durable as steel and just as effective in their bite. At more advanced levels you can become the darkness itself, allowing attacks to pass harmlessly through you or turn weapons temporarily into pure shadow to pierce any defenses. With mastery you can do all that and more, calling up great shadow monsters and assassins which can teleport directly to their targets, forming dark copies of legendary weapons, and fusing yourself entirely with the darkness to survive the most fatal wounds.

Cast your shadow across creation and let them fear the coming Ragnarok.

Frozen Eternity (200 CP): Eternal is the bite of heat death, an instant destruction that cannot be reversed. Your ice manipulation has taken on these

traits, the traits of the eternal end. Whether the bite of your frozen steel or a lance of ice thrown, the wounds they inflict cannot be healed through any unnatural means. Healing magic is rejected, super science is refused, and the stitching of accelerated healing is stopped. It would take the amount of time an average human would take to heal without the aid of medicine, and is similarly deadly as their body's immunity to disease is left slowed and weak. While careful treatment and precautions could allow survival, a reckless fool would likely have a 60% chance of survival at the most.

If you have the perk Shadow of Ragnarok, you become the Shadow of Death Through Time. Anything your ice touches will age rapidly so long as it's in contact. Years will flash by in seconds, and eventually it will turn to dust. Immortals may be largely unaffected by this depending on their origins, but even faith dies and gods fall with enough time.

Final Rest (400 CP): Death is not wrong. It's a time to rest, an oblivion away from the harshness of reality. It's natural, a natural ending to a story. The closing of a chapter which may have dragged on a little too long. The dead should not be disturbed, they deserve to find their peace in nothingness in preparation for the birthing of a new world. This is an understanding you know well, as you are its harbinger and keeper. You are the guardian of endings, and as such you have the power to enforce those endings last.

Anything that is dead, you can choose to remain dead. Death is a fact of life for you, a mercy that you alone enforce. Nothing will bring back that which you deem worthy of finality, whether resurrection magicks or extra lives. For you, death is death, and nothing will change that. No god will regenerate from their destruction, no item would be restored to what it once was, and no amount of wishes or prayer will restore what once was.

With the perk Shadow of Ragnarok, you become the Shadow of Death Through Sacrifice. Your own sacrifices will see what you sacrificed inevitably return to you in some form, however such may materialize. A sacrifice of time might allow you to live longer, a sacrifice of a limb would find your limbs soon returned and empowered. A sacrifice of a child would find your remaining children grow stronger, and your sacrificed child would eventually return to life. All sacrifices you make across the land will grant small, but inevitably growing benefits to you while you inevitably regain what was lost.

To the Last Star (600 CP): Ragnarok will bring an ending to everything. It's the big reset button of the universe. The closing of the book, the ending of creation, the start of a new beginning. Fimbulvetr is the herald of such an end, the winter that freezes everything, leading to the extinguishing of the sun and eventually the creeping heat death of the universe. This is a terrifying power that reaches to the very last star, snuffing out everything that once was into the nothing that now is.

Your ice carries the weight of the end of the universe with it. This is a kind of conceptual gravity that strips existence of purpose. The ice you manipulate tears away memories, eroding purpose and will from everything it touches. What once was will be no more, as the stripping of purpose leaves everything meaningless. A sword would become nothing but a useless piece of metal, language would become chaos, a pencil would no longer write, a prayer would refuse to reach its destination, belief would become acceptance, electronics cease to function, the sun would refuse to heat the air itself, and society would collapse should your ice be that widespread. Everything loses meaning and purpose as you stride through, granting a finality to it all. There will be no fear, there will be no despair, there will be no melancholy… only the final acceptance of a purpose passed and a past with no more purpose.

Should you have the perk Shadow of Ragnarok, you become the Shadow of Death Through Inevitability. You spread impending finality through your very presence. All know that the end has come when you arrive. Your ice itself shows those struck how things will inevitably end, an understanding of death so integral that they can do nothing but accept that there is nothing left, and that's not necessarily a bad thing.

Annihilator (Final Rest, Capstone Boosted): The long winter heralds the approach of the true end, a great silence, a finality where all things will one day rest. The creeping cold which settles across creation, this is the power of the ultimate cessation of potential and the unraveling of growth itself. Heat death brings an equal end to all, living and unliving, real and unreal, leaving nothing untouched by its stillness, tearing apart the very fabric of possibility. As such, you've gained the power to fade away potential and deliver unto it total finality.

Any action, ability, power, attack, or skill you witness, you are capable of granting finality. What this means is that once you witness it, you cease it from being able to function, freezing that choice such that it becomes only an echo of the past. The action… the choice itself becomes severed from the one who performed it, removing it from the individual's ability to ever perform again as if it never existed.

This perk annihilates the very potential for that individual to ever do that action, or any action similar to it, again. Should you witness a fireball spell, you can prevent that person from ever using such a fireball spell again. Similarly if they use psychic telekinesis, you can utterly sever their ability to perform psychic telekinesis for eternity. You are the end, and you will not allow others the power to defy you.

Items:

You get a +200 CP stipend for items. 50 CP items are free if you have that origin, and other items for your origin are discounted.

General

Popsicles (Free): Have you ever wanted a limitless supply of delicious frozen snacks? You have a box of unlimited popsicles. They come in every flavor you can imagine, from cherry to the heat death of the universe. Great for relaxing on the warm beach (which may or may not exist in this jump) or pranking your friends by giving them an existential crisis!

Yuki-onna Kimono (50 CP): The Yuki-onna are snow spirits of Japanese origin. Their faces are white as porcelain and doll-like. You have come into possession of one of their kimono, a snow-white Japanese robe which covers your entire body. It's extremely comfortable and keeps you very warm no matter how cold it becomes. While wearing this, your footsteps are silenced in the snow and you are harder to notice by others so long as you don't do anything strange or out-of-place. It's extremely easy to move in this kimono. Demons and spirits more easily accept you and tend to like you a little more when you're wearing this.

Jade Crown of the Dragon King (50 CP): This crown of jade is a simple yet beautiful thing. Once belonging to a dragon king who ruled supreme over snow and ice, this crown grants great protection against all snowy and icy environments. You will never slip on ice, finding great traction, and all ice-related attacks against you deal less damage than normal. An interesting and unique trait of this crown is that it allows its wearer to instantly freeze any body of water they touch, creating frozen lakes or rivers even in the warmest of weathers.

Mani's Chariot (50 CP): The chariot of the moon. Flight is the main use of this chariot, drawn by great horses which soar through the sky. This chariot gives off a soft glow, that of the moon, as this chariot is an incarnation of the full moon. So long as this chariot is in the area, it will act as if the moon is present and full. All

effects which require the moon, or are empowered by the moon, will activate properly and be empowered by it. All of your snow and water abilities are also slightly empowered by this chariot.

Cold Steel (50 CP): Cold Steel is a unique metal alloy created by mining iron, drawing out its conceptual properties, and then freezing the iron during the smelting process to preserve its supernatural properties. Cold steel isn't significantly more expensive than regular steel, but it's much more useful depending on what manner of creatures you're hunting. Cold steel ignores the innate and magical resistances and barriers of demons, werewolves, and fairies, making it a demon-hunter's or wolf-hunter's best friend. Even a magical barrier put up by a demon would be sliced through like butter, as cold steel repels demonic energies.

You get a supply crate of cold steel ingots which refills every time you close the case, meaning you don't have to worry about somehow acquiring this in future jumps. Perfect for an aspiring slayer, or perhaps a supplier of slayers.

Bone Steel (50 CP): Bone Steel is a type of metal created by infusing human bone dust into iron during the smelting process and then cooling it in human blood. This draws out the iron's potential, particularly that of humanity's power to ascend to greater heights and continually evolve. Bone Steel has exceptionally powerful anti-divinity properties, such that armor made from it will protect against all but the strongest gods and weapons forged of it will cut through nearly all divine defenses. Bone steel is also extremely effective against giants.

You get a supply crate of bone steel ingots which refills every time you close the case, meaning you don't have to worry about somehow acquiring this in future jumps. Perfect for an aspiring godkiller, or perhaps a supplier of such.

Dragonslayer (50 CP): This is a greataxe, beautifully crafted, made from a special form of cold steel. While it retains its normal properties, able to easily slay demons, werewolves, and fairies, it gains the additional property of being able to cut through a dragon's scales and magic with equal ease. This axe, while very large, is easily held and wielded by you even if you shouldn't have the strength to do so. No dragon is safe while you're around.

Underworld Cloak (50 CP): This is quite an interesting cloak, as it makes you appear as an undead to other undead. Undead creatures, whether zombies or something else, will feel like you're a fellow undead and not attack you unless

provoked. Even if you're fighting an army of undead and need to infiltrate their ranks for some reason, putting on this cloak will cause them to see you as an ally until you prove your treachery.

Draugr Armor (50 CP): The Draugr are a type of undead which are often found in a particularly durable type of armor. This armor is nearly indestructible, covered in Norse runes which enhance the wearer's strength by a significant amount such that even a whelp could swing a greataxe. You find yourself in possession of a set of this Draugr armor, and while this doesn't cover all of your skin, it's extremely effective in protecting a good amount of it. Just remember to protect your face.

Idyllic Lodge (50 CP): You find yourself with ownership of a pretty mountaintop lodge. It's a plot of land 20 acres large mostly covered in forest. A wooden lodge is plopped on the edge of it with all the amenities you'd need to live comfortably. A small fishing lake is directly out back. Some rivers wind through the property along with at least one small waterfall. You can easily set up a logging venture here to make some money if you'd like. It snows here the majority of the year, but the summers are the perfect temperature to make you the most comfortable.

This is a warehouse attachment, but you can import it into any jump at the beginning of the jump. Doing so will put this property in a nice vacation destination based on your own preferences, giving you the perfect excuse to leave your current anxiety-ridden Jumper life and take a breather.

Crown of the Blessed (50 CP): This is the crown Bran the Blessed once wore. While wearing this, kingly wisdom is inserted into your mind, allowing you to make more knowledgeable and insightful decisions. You'll find that your actions are somewhat more likely to be for the good of the whole rather than only benefitting yourself or a few people. You'll look at situations in aggregate instead of only seeing the short-term or small-scale benefits of what you do. You'll find it a little easier to speak in a noble and professional way, as well, able to give greater speeches.

Cloak of Kingship (50 CP): This is a cloak which symbolizes your divine right to rule. It's intricately designed, made of the finest of materials and its designs are woven with gold thread. So long as you wear this cloak, you appear a little more kingly in the eyes of others. This cloak inspires loyalty in your followers and convinces others you've been chosen by the Gods as the correct choice to rule the lands, even if they don't particularly like you. This doesn't stop people from rejecting you as a ruler, especially if they don't believe in gods or divinity, but they'll

believe that if there's a chance gods are out there that they did choose you to be in charge. Gods that see you wearing this believe that they must've chosen you to be a ruler of mortals at some point in their lifetime even if they can't remember it directly.

Hyosube's Mask (100 CP): The mask of the elusive imp. While wearing this (admittedly fairly ugly) mask, you will be entirely invisible while walking in snow. No matter who attempts to find you, nobody will be able to see you. Just don't let anyone see you wearing this thing in public when there isn't any snow on the ground, you'll be laughed out.

Sigurd's Armor (100 CP): You have found yourself in possession of the armor of the dragonslayer. This armor is crafted from the scales of Fafnir, the dragon destined to slay Odin but which was killed by the hero Sigurd. This armor, while worn, grants total protection from fire and all forms of poison or venom, making you entirely immune to anything from a simple venomous bite to the most powerful supernatural poisons the gods have crafted. The armor itself is extremely durable, the scales of Fafnir being able to withstand even the strikes of gods, though the weakness of scale armor is that a spear can pierce through the gaps relatively easily with a well-aimed strike.

Meteor Spear (100 CP): Tlaloc once had a spear fashioned from the remains of a meteor carrying unique metal deposits. It was imbued with power during its construction, infused with the weather itself. The concept behind this spear was to create an item which will forever guarantee a successful harvest and prevent any drought, ensuring steady rainfall. Now you have possession of this spear, and can use its power to your own ends.

In general, this spear is indestructible, but is otherwise a normal spear when used for combat. Its real use is that, when raised towards the sky, it will allow you to change the current weather into anything from rain to snow to hurricanes and tornados. Simply select a type of weather and this spear will ensure that weather forms near-instantly, along with whatever conditions are necessary for it (such as colder weather for snow). If you plant this spear into the ground, it will hold the current weather indefinitely until you've retrieved the spear.

Helmet of Eminence (100 CP): This is a gilded helmet, regal and ornate. While wearing this helmet, you let off a soft but divine glow, radiating an aura of power and majesty. This helmet carries with it a Commandment of Divine Favor, granting all who might be affected by your Commandments a protective barrier around

themselves which repels a single strike no matter how powerful. It takes 24 hours for this barrier to recharge, but whatever strikes the barrier will find itself struck instead while the barrier dispels.

Gauntlets of Rulership (100 CP): These are gauntlets of beautiful and regal design. They radiate an imposing aura of holy radiance, gilded in gold and ivory. These gauntlets carry with it a Commandment of Divine Strength, granting all who might be affected by your Commandments holy-infused attacks. All attacks used by those under your command are exceptionally effective against those who are evil or are heavily influenced by sins such as greed or pride. It's also extremely effective against the undead and demons.

King's Greaves (100 CP): These greaves hold the phenomenal weight of responsibility and impose an aura of divine right. They are intricate in design, with ancient runes covering them in gold. These greaves carry with them a Commandment of Overwhelming Authority, which drowns foes in the gravity of such responsibility and authority that they often can no longer fight. Each of those affected by your Commandments will have this aura of authority, causing those who fight against them to be weighed down by it, cutting their combat ability and maneuverability if they can even stand in the first place. This aura/gravity scales in effectiveness with the importance of the tasks you've given the individual affected by this Commandment.

Monarch Cuirass (100 CP): This ivory plate armor is covered in gold scripture describing the qualities of a true king who cares for the people. Within its chestplate is a massive blue gemstone shining brilliantly. This cuirass carries with it a Commandment of Kingdoms, a variable Commandment which, instead of granting a constant passive power to those who follow you, instead empowers your commands such that any who act in accordance with your commands will gain incredible power in relation to the command. Even space and time can warp to see your commands completed, with impossible deadlines being met and those following your commands seeming to warp to their destinations.

An order to protect yourself will see your bodyguards intercepting attacks that cannot miss, while an order to attack will see your subordinates striking with strength far surpassing their normal abilities. An order to survive and come back alive will see your soldiers surviving fatal wounds in order to fulfill your command. You exist for your people, and as such you inspire them to impossible levels, allowing them to accomplish impossible feats. This isn't absolute, as your soldiers

ordered not to die can still die, but your words and charisma inspire them to perform impossible feats to accomplish their duties.

Sword of the Sovereign (100 CP): This is the sword of royalty, a greatsword which symbolizes the unmoving faith your subjects have in you. This sword is unbreakable and, while held, takes in the faith of those under your command who are affected by your Commandments, gaining greater cutting power and fueling you with increasing amounts of phenomenal strength the more your subordinates believe in you and your ideals. While holding this sword you cannot stumble or be knocked back, as you are a steadfast lord who stands not above your followers, but with them; an aegis to hold back despair and lead your people to a new age of prosperity.

This sword counts as armor for any effects which affect armor so long as they're beneficial.

Corpse-Token (200 CP): This armor is made from human bones, broken down and reformed into something resembling bone-white mail. It's been covered in curses spanning its entirety, held together by the darkest of magic. Warriors and necromancers from myth have used this armor to defy death and wield terrible powers.

While wearing this armor, you gain a measure of power to manipulate necrotic shadow, summoning weapons from the darkness and applying disintegrating effects to these weapons which eat away at flesh. You can also perform basic feats with these shadows such as calling up spikes from your own shadow or the shadows connected to your shadow and other similar small but effective magicks. Additionally, those using this armor are protected from all death effects and find their endurance increased to the point that they could fight even after suffering multiple mortal wounds and still recover (should they make it to a healer).

Jarngreipr (200 CP): Thor's gloves were a large reason he was able to wield a mythical hammer the strength of Mjolnir. They supernaturally empowered his ability to wield phenomenal energies, and granted a massive amount of power over lightning beyond what he would've normally been capable of. You now have those gloves, gloves which allow you to wield any weapon regardless of requirements or worthiness. In addition to this effect, these gloves also allow you to wield lightning with the same power and precision you're capable of controlling ice with, as well as electrify the effects of your ice to allow any electric-related perks to affect your ice.

Empress of Heaven (200 CP): This is the mirror which reveals the truth. Taking the shape of extremely reflective glass armor, anyone who wears this finds that all magic and unnaturalness is repelled, preventing all magic or supernatural powers from affecting them except for exceptionally powerful abilities capable of harming divinity and deities. You'll find curses and supernatural pacts in particular tend to fall right off of you, especially if forced upon you. Of particular note, though, is this armor's ability to reveal the truth, dispelling all illusions in your presence, both mundane and supernatural, and hurting anyone who deliberately lies while near you.

River of Khione (200 CP): You find yourself in possession of an interesting property. This is a forested wilderness filled with pine trees and covered with a pretty blanket of snow. A sparkling, glowing, pristine river flows through the center of this wilderness. The river contains pure, clean, potable water which you can drink. More notable, though, is that drinking from this river freezes your body in an interesting way. For 24 hours after drinking (or bathing) of this river, you will not age at all and your body is protected from all external physical damage. This means a sword will bounce off your skin, but you can still drown or be burned.

You find it exceptionally easy to manipulate the ice you create from this river, able to control it in extremely fine ways.

This is a warehouse extension, but you can import it into the world in which case it will appear in the closest reasonable location to your starting location. Only you know its location and properties at the beginning of the jump.

Army of the Damned (300 CP or 100 CP for Necrotechs because you're weirdos): What, you want an army? You? You're but one person, what makes you think you deserve an army? …Well, if you're really so insistent, I'll give you one worth your salt. Here is your very own army of the damned, a skeletal military ready to fight and undie at your command.

You get +600 CP to use specifically in the Undead Army Builder section of this document to build your new army.

Ymir's Origin (300 CP, Item Capstone Booster): Primordial Ice, often called Ymir's Origin for its close association with the primordial frost giant, is a powerful material infused with the essence of creation itself. It was formed at the beginning of time, a byproduct of the Ginnungagap where Chaos spawned reality itself. As a

result of its construction, it holds a deep connection with the World Soul, allowing it to hold the knowledge of creation itself and be empowered by human consciousness. Anything created from Ymir's Origin gains an ancient power, the ability to function even greater in its intended usage as well as the potential to kill anything no matter how unkillable.

All of the items you purchase from this jump and all future jumps, at your discretion, are now crafted divinely and carved from this Primordial Ice and infused with life itself. All CP-backed items you purchase will count as if you had personally crafted them, gaining the effects of your crafting perks, from Ymir's Origin. These items now hold a limited consciousness, able to acknowledge you as their owner and only allow those who you choose to wield them. Because of their nature as a cornerstone of existence, they will all repair themselves extremely quickly no matter how damaged they are, returning to pristine condition whenever you desire. Lastly, because they are made of Primordial Ice, you can reshape them as necessary, changing their form and influencing their function such that you can make an armor into a weapon, or lengthen a dagger into a sword by carving it with your ice manipulation. Items made from Primordial Ice retain their form and have the material characteristics, quality, and appearance of the item they're designed to look like, such as a sword made of Primordial Ice having qualities like steel, or a shirt made of it being warm and feeling like comfortable cloth.

Lastly, you get a restocking block of Ymir's Origin for you to carve into whatever shape you desire. By modifying its shape with intention, you can create any number of items from it, each with abilities associated with the form they take. These items are extremely receptive to runes and enchantments, allowing you to easily empower them to even further heights. Even more, you can carve out the shape of beasts or powerful heroes, even new Aesir should you have such skill and craftsmanship and control over your ice manipulation, and they will be empowered to fulfill the duties intended of them, whether that's to fight great evil or administrate a section of the universe. You'll receive another block of Ymir's Origin each month to use as you please.

Witch:

Contract Tome (50 CP): This book is a witch's dream. Within these pages are pre-prepared summoning circles scrawled on the pages with the costs already paid in full. On each page, under the summoning circle, is a detailed description of the demon that will be summoned should you activate the circle, along with the

demon’s disposition and capabilities. You’ll never have to blindly summon into the void again!

Sampo (100 CP): This is an interesting item. It takes the appearance of a great astrolabe, but tracking the stars is hardly its true purpose. People across history have attempted to steal this item for the power it holds. What this item is, is a physical pact. Anywhere it’s placed, it will cause the surrounding area in a size akin to a city to become frigid and harsh, but in return it will grant great luck and success to all who live within this area. This counts as a pact for any perks or powers you have which are affected by pacts.

Infernal Binding Dagger (200 CP): This dagger was carved from the horn of the Faustian demon Mephistopheles, enchanted to hold phenomenal power over pacts and magical contracts. It has a twisted black blade, unwieldy in a fight and yet deadly in its own way. Upon stabbing another with this dagger, you may force any Pact you have access to from this document upon another without their agreement, enforcing the Faustian bargain henceforth. The bargain is struck, your terms are set, and the victim can only choose between acceptance or death.

Winter’s Heart (400 CP): Once upon a time, a witch attempted to do the impossible–bind the apocalypse to a locket. She was called the Ice Queen, the false herald of Ragnarok. This locket was her creation, though it is a failure. By placing this silver locket onto the ground, it creates an eternal snowstorm which covers a nation, freezing all who live within in ice. All who are frozen this way aren’t dead, but are left unaging and not experiencing the passage of time. This only affects those who were in the city upon this locket’s activation, those entering will only experience the intense snowstorm.

All who fall under this spell, this eternal winter, will find themselves affected by the Pact of Life even against their wills. Their life will slowly be siphoned into you, making you unkillable so long as the locket is in place. You can be harmed, maimed, or imprisoned, but nothing can kill you until all the life is siphoned from those within their glacial prisons or the spell is broken upon them all. You can remove the locket and place it somewhere else at any time.

The Snow Queen’s Heart (Winter’s Heart, Capstone Boosted): In order to perfect her magic, her spell, her subjugation of greater powers in order to inflict a final end upon all, the Snow Queen used her own body and heart as a resource. You now hold within your hand the culmination of this sacrifice. It appears as the

Winter's Heart, but the locket is now filled with a small red gemstone, a crystalized fragment of the Snow Queen's heart.

By placing this gemstone, it gains the power of the Winter's Heart and then some. It creates an unbreakable pact with all who are affected by its power, sending all into a dream. You'll find this is a new kind of pact, a Pact of Dreams. You'll gain the regular benefits of the Winter's Heart, but you'll also feel the dreams which pervade each of your victims and be able to slowly draw on those dreams and make them come true. You'll be able to pull the nightmarish monsters from a scared child, or the legendary sword of a wannabe hero, or some other imaginary concept which suits your needs and unleash them on the world so long as the dreamer doesn't die or wake up.

Seithr:

The Crystal Lotus (50 CP): A lotus whose inception was created by an aspect of the Buddhavista. Made entirely out of crystal, any who sit on this flower will find themselves detached from their emotions and material attachments. One can easily focus upon this lotus flower without being affected by their connections to others, their material wealth or items, their own pride or the popularity of others, political pull, or any emotion from rage to despair. All who meditate on this find it easy to think through problems while detached from the situation, making it possible to come to a totally logical solution to these issues.

Crystal Lens (100 CP): This crystal lens is designed entirely for the purpose of focus. All who look through it will find irrelevant data filtered out, making it much easier to see the root of any problem or the important parts of a situation. Of particular note is the benefit this has for those who can see the future, as looking through this filters out futures that are unlikely or irrelevant to the future you wish to view. It's much easier to follow the paths that led to the perceived future with this, too, along with the actions that must be made in order to realize that future.

Kozyrev (200 CP): This is a mirror, designed specifically to focus energy in such a way that it allows the spirit and consciousness to fuse with the flow of time itself. While focusing on it, you're capable of not just viewing the future, but also viewing the past in extremely precise detail. All psychic and future-seeing powers are augmented while in this mirror's presence, amplified beyond their normal scope.

Should you allow another to view this mirror, though, it will perform in a more malicious capacity. This mirror will immerse those other than you who view it in the

flow of time, forcing them to reexperience every horrible thing they've ever experienced before along with every horrible thing they've ever forced another to experience. They will be frozen from their own self-horror, unable to escape, and then all but the most strong-willed will break.

The mirror itself is fairly heavy, so it's hard to move around with you unless you have some form of telekinesis or super strength.

Chukei Fans (400 CP): These are fans modeled after the queen-mother, Xiwangmu. These fans are intricate and well-crafted. You can use them as weapons just as easily as tools, they're indestructible and when open, they're sharp as a knife and have great cutting power.

The wielder of these two fans finds themselves healing very quickly, able to take a lot more damage and punishment without dying and quickly being able to rejoin a fight when put out of commission. When swung, these fans release the winds of winter, a cold so harsh that it freezes those who feel the bite of this wind in time. Once frozen, nothing can interact with the victim of this wind until you undo such a curse with your fans. They will have no more future, as their future is frozen in ice.

Xiwangmu's Fans (Chukei Fans, Capstone Boosted): The chukei fans of the queen-mother. These fans have beautiful ornamentation on them, representative of their importance. When unfolded, their edge is as sharp as a blade, able to cut through even the hardest materials with ease. These fans were once wielded by a great goddess, and now they've found themselves into your hands.

While these fans hold the power of the unempowered Chukei Fans, these hold a greater power over the heavenly five elements. In addition to the great power of ice, these fans also allow you to control wood, fire, earth, metal and water. Earth entombs those caught in its winds, wood encourages rapid growth of life as well as healing, fire scorches and burns your targets, metal cuts your foes to pieces, and water causes such blunt force that the target is likely to become paste. You also gain a small amount of control over these elements, at least comparable to your control over ice.

Should you perish while in possession of these fans, you'll be blessed by the spirit of rebirth. A fiery burst will come forth from your body, burning and scorching all around yourself and immolating them. Your body will resurrect in this process,

reborn from the ashes. This effect can only be used once every 10 years or once per jump, whichever is sooner.

Necrotech:

Mausoleum (50 CP): You'd hardly be a good abomination crafter without a viable source for flesh to make such abominations. You now find yourself with ownership of a grave site which includes a large mausoleum on the far side of it. Within these walls are perfectly preserved generic corpses from around the jump and previous jumps, each one representing a large or small variation of whatever species or bloodline exists in the jump. There's even an area dedicated to a pet graveyard, should you desire the corpses of animals or beasts.

The spaces in this mausoleum and graveyard are restored with another generic corpse after 24 hours. Should you have a way to resurrect the dead, they will all retroactively gain pasts and histories in the world. The mausoleum is a warehouse attachment, but you can import it into the world in which case you become the property owner of the graveyard and it appears in the closest reasonable location near your starting location where it would make sense.

Flesh Stitcher (100 CP): The Flesh Stitcher is a combination of needle and thread. What's so particularly strange about it is that this Flesh Stitcher is somehow capable of performing any kind of surgical procedures you personally know, no matter how complex or convoluted. It's capable of performing them autonomously, too, without your own intervention. The only real downside of this process is that it uses quite a few stitches in the process of its surgeries, leaving deep and lasting scars covered in mismatched thread to hold it together. It's effective, but people might find the result quite horrifying.

If you were to use this item personally, it triples the speed in which you perform your own surgeries by hand. You can quickly and easily stitch together an abomination, preparing it to be reanimated using the highest of technologies, made up of only the strongest and most worthy heroes and villains. Go forth and create your magnum opus.

Necrotic Phylactry (200 CP): The living should stay living, and to that end you've developed this device. It's an item designed to hold your soul, the essence of your life, separating your mortality from your body. So long as this device exists, your body will continue to heal and reform no matter what amount of damage it takes. Anyone particularly skilled in necromancy or souls, or who has the ability to

see supernatural energies or one's soul will be able to follow the thread back to this necromantic phylactry, but even then you'd know whenever someone is within the vicinity of this item.

While this item continues to exist, you count as both living and dead whenever such benefits you. You can easily modify your body in any which way to craft it into an undead abomination, similar to what you craft and control, with no negative consequences to yourself. If you mess up, it's fine, because your body will slowly return to a state where it's usable, and you'll never lose access to any of your powers or perks because of the state of your body and its undeath. This also means that healing still heals you and negative energy also heals you.

You know how to create more of these, splitting your soul up to continue your survival. Doing so too much, though, can result in your body slowly losing cohesion and becoming more and more eldritch and bizarre, eventually even becoming visible through illusions or transformations.

You can choose through which method this item is created, whether through science or magic. It's science by default. You can decide what shape it takes, but should be around the size of a fist or larger.

Book of Carmarthen (400 CP): you've found yourself a tome bound in black leather. Its pages are littered with arcane diagrams, arcane equations, alchemical symbols, and descriptions of rituals and knowledge far beyond anything you've ever even considered. Despite it being written in a bizarre language, you're still capable of reading it. Its main focus is on vast scientific knowledge detailing the secrets of life and death, as well as how to control such things.

The Book of Carmarthen describes countless methods of raising and controlling the undead, how to modify them into incredibly powerful beings, how to preserve the original powers of what you're raising along with fusing multiple powers together. It contains rituals on how to add entirely new abilities into your creations, how to retain the knowledge and intelligence of the dead, and how to even preserve and control the spirits and souls of the dead for future use. The knowledge of this book always exceeds your own capabilities, infinitely scaling to allow you to learn more about the undead and how to modify them in horrific ways. You will be the true master of the dead with this power.

Necronomicon (Book of Carmarthen, Capstone Boosted): It seems, though, that you don't truly have the Book of Carmarthen. No, you have the

Necronomicon itself. This is a book bound in leather made from human skin, written by Nyarlathotep, containing all of the infinite knowledge Nyarlathotep has ever witnessed or learned. Within these infinite pages lies the secrets of the universe, containing far more than what the Book of Carmarthen might boast within its pages.

The Necronomicon has everything within it. Its science is so far beyond anything possible by a human to conceptualize, knowledge which twists the universe just by its existence, ways to think which warps reality just by having the thought, methods to create self-replicating undead plagues or serums which remove death entirely. The Necronomicon holds cosmic truths of existence which are always true, history of all multiverses and verses far beyond even the scope of Jumpchain, and knowledge which drives all who read it insane.

You, personally, are immune to the insanity of this knowledge. This does not extend to anyone else. This is knowledge which was not meant for anything below a cosmic eldritch entity from beyond all reality.

Monarch

Jeweled Crown (50 CP): A king must have a crown. This one is yours. This crown is beautiful in ornamentation and always fits comfortably on your head. It cannot be removed without your permission, either. It can't be damaged while sitting upon your head, which helps, though it offers no real protection from harm. Its most notable feature, though, is how it extends the range of your Commandments. Normally, a Commandment requires others to be in your direct presence, but while wearing this crown your presence extends to encompass a wider area akin to a city's district. This can be quite helpful should you have operations you don't wish to personally oversee.

Royal Gladius (100 CP): This is a commander's gladius, made of gold and inlaid with jewels. It's not designed for combat at all, the metal is too soft and would dent or break in combat, and the jewels give it a strange weight such that it's not really balanced for a good swing. It's certainly a pretty sword, but its purpose is not for combat, as this is a commander's gladius, not a warrior's blade.

Upon purchasing this item select any number of commandments worth, collectively, 200 CP. So long as this gladius is on your person, such as in its sheath on your side, all of those Commandments are active and affect your workers and followers. If you were to, for instance, draw your sword and point it

towards the sky, you will significantly increase the power and combat ability of everyone currently affected by your Commandments for 1 hour, allowing them to overwhelm even those normally far beyond them.

Throne of Kings (200 CP): This is your very own throne. You may design it in any way you wish, with whatever aesthetic pleases you. If you want a throne made of swords interwoven together, you can have such a throne. If you'd like, instead, a throne made of the corpse of a dragon, perfectly preserved, you may have that instead. Regardless of what style you choose, the throne will be comfortable to sit on and never become uncomfortable. While sitting on this throne, all of your Commandments are empowered such that they're twice as effective. If your followers' strength was normally 2x greater, it's now 4x greater. If their healing was near-instant, they're now difficult to be killed by mortal means.

This throne also has an interesting Commandment built into it. So long as you're sitting upon it, all of your subordinates gain the ability to access anything within or travel to a single one of your properties or warehouse extensions by either opening portals to them or having the resources appear in their hand/nearby. You are able to change which property or warehouse extension this is at any moment at your discretion. You can choose who is affected by this Commandment and how much access they have to the property of extension. Those not affected by this Commandment cannot use these portals.

If this throne is located in a property you own, you count as sitting on it so long as you're within the limits of the same property this throne is in. You can summon this throne behind you at any time simply by sitting down into empty air. It makes quite an intimidating effect.

This is your throne of power, and your power will be felt.

Frozen Citadel (400 CP): A king is nothing without his castle, and what a castle this is. Upon a vast snowy expanse, surrounded by a moat of icy waters, exists a castle or citadel. It towers above the snowfields, royal and mighty, imposing and great, casting long shadows across the pristine white below and rising high into the frozen air. The specifics of this castle's design will be based on what kind of person you are, but it will always be beyond awe-inspiring, as if fit for a god.

While within this place, your Commandments grow in power. Normally, Commandments do not affect your Companions in any capacity, but so long as you remain within its walls, all of your Companions will gain the benefits of all of

your Commandments no matter their distance, and all Companions will count as you for the purposes of allowing your followers and subordinates to gain the effects of your Commandments. Additionally, the more of your companions are with you in this fortress, the greater the effects of your Commandments will be on all Companions you have, with 1 Companion granting a x2 effect bonus and 5 Companions granting a x6 effect bonus. This citadel is the nexus of your command, your authority to rule and influence great change within the world.

Should you wish to, you may fuse this item with your warehouse, granting it all of the extensions your warehouse has (and increasing its size proportionally to all the extensions your warehouse might have). You will be able to enter this location by using your warehouse key as usual, but your warehouse now has a physical presence in the world. Alternatively, you may choose to have this citadel have no presence in the world when fused with your warehouse, leaving it as an extradimensional pocket dimension as normal. You can fuse and unfuse this property with your warehouse at your discretion at the start of each jump.

If you have the item Throne of Kings, it will be located in a throne room here by default, and the Throne of Kings is upgraded to allow those affected by your Commandments to access any of your properties (at your discretion) without a single one needing to be selected beforehand.

City of Gods (Frozen Citadel, Capstone Boosted): Your time has come. Your City of Gods has risen from the snowfields as if created from Myth itself. This is a place where technology meets magic, science of mysticism, and where every structure holds secrets which blur the line between legend and life. Every building, bridge, plaza, and city block is risen from the knowledge of ancient, godlike beings, where towers are crafted from the starlight and the rivers are infused with the moon’s power. Within the center of this great city sits your Frozen Citadel, radiating its power across the city, touching every corner of this metropolis.

Anyone you desire within the limits of this city is now affected by whatever Commandments you have and desire to share. You can grant the effects of these Commandments to friend or foe, those bound by loyalty or those who oppose you, those who are below you and even those who are somehow above you. This very city breathes such power into their veins, controlled and commanded by you. Even those who might’ve been somehow immune would find themselves affected by your Commandments within the confines of this place.

You're not limited to sharing your Commandments, though. You can also invert your Commandments, performing the direct opposite function of them on those within the limits of this city. You can curse your foes with debilitating weaknesses, with a Commandment of Luck becoming one of Misfortune, and a Commandment of Ice Resistance becoming a Commandment of Ice Vulnerability. Should you manage to lure your foes here, the right combination of Commandments could annihilate them almost without any interference from anyone else.

Should you choose, you may spread your warehouse facilities and extensions throughout this place, with all this city becoming your warehouse. There will be a Rainbow Bridge within the confines of this city which will allow you to instantly transport yourself from any location to this city, and from this city to any location in the Nine Realms. You can have this location located within your warehouse pocket dimension, accessible through the normal warehouse key, or have it be a physical location at your discretion. You can fuse and unfuse this property with your warehouse at your discretion at the start of each jump.

The Throne of Kings is upgraded once more such that any affected by your Commandments will gain any supernatural effects they would have as a result of being within one of your properties at all times, even when they are not within that property. You can select which property each individual counts as being within on a case-by-case basis, and they will benefit from every effect such a property grants.

If you have the perk A King's Power, you are capable of affecting all foes in your presence with the inverse of your Commandments no matter your location, and their own strongholds count as the City of Gods for the purposes of your Commandments. If you also have Tyrant's Reign, this allows you to gain a copy of each opponents' abilities who are affected by A King's Power to wield as you desire against them.

Ymir's Legacy

Nanook (50 CP): Sometime during your journeys, you came across a dying polar bear somewhere in the arctic wilderness. You helped comfort it, granting it a death that was not alone, but one with a friend. Its passing was not the end, though, as it still had business in the mortal world. As such, it's arisen as a vengeful white spirit, a beast of great power which grows as it fights alongside you. It is your friend, your ally, and your wrath.

While Nanook is with you, you'll find great luck when it comes to survival. There will be more animals to hunt, your hunting will go more smoothly, the weather will never be quite as bad, and you get a blanket protection against general danger.

Skadi's Bow (100 CP): This is the legendary bow of Skadi, the goddess of winter. It comes with a quiver filled with an unlimited number of frost-tipped arrows. The bow fires with unerring accuracy, always striking the target so long as the target doesn't have the defenses to block such an attack, and the arrows sap the warmth of any they strike, devouring and destroying any form of heat in the area they hit. Should you truly need a phenomenal amount of power, you can shoot an arrow directly into the sky, causing it to explode and freeze everything around you in a wide radius solid, but doing so causes this bow to lose its power for 9 hours.

Suld (200 CP): The Knife of Hunger. This blade is one which belonged to Hel, the lord of the dead. It seeks satiation, driven by a hunger to feed on the living and the dead. It's a black serrated knife which comes in a leather holster with a depiction of a snake wrapping around it like an ouroboros.

This knife drains the vitality and life force of everything it cuts, siphoning it into the wielder to restore their own wounds while inflicting wounds greater than normal upon the victim. It strips away their soul and spirit, driving them deeper and deeper into hopelessness and despair. Anyone who dies to this knife becomes a Risen, a spirit fueled by hunger and infused by the World Soul, cursed to obey the knife's wielder for eternity while feeling no warmth, no compassion, and no love… they forever feel only hunger and cold.

Should you find yourself in a dire situation, you may stab yourself with this knife to inspire a desperate hunger for survival. While in this state, you gain strength and speed many times greater than normal and lose all sense of self until you're once again safe. Your body takes much less damage and wounds no longer inhibit you. You fight with all of your existence on the line to escape your fate, using everything at your disposal including things you've forgotten you have or can do. Then, once you're safe, you will regain your senses and collapse, exhausted.

Ring of Awakening (400 CP): Draupnir is a ring once owned by Odin. It's the ring which drips, famous for creating 8 replicas of itself every 9 nights. It's a symbol of wealth and is one of the greatest crafts of the Norse dwarves alongside Mjolnir and Gungnir. This is not Draupnir, rather it's an exceptional copy of such an incredible ring. While it lacks the true power of the authentic ring, this forgery still holds great power.

While wearing this ring, you gain the following benefits:

- Every 9 seconds: The wearer gains great insight into their surroundings, instantly aware of any interesting features or enemies, allies, and other living things within a mile's radius, including some history of the area.

- Every 9 minutes: The wearer is healed entirely to perfect condition no matter what state they're in, so long as they're alive.

- Every 9 hours: The wearer gains the power to completely and instantly skip the cooldown period of one ability, power, item, or perk which has a cooldown. This reduces the cooldown to 0. The cooldown for the ability must be reduced at that moment, and if no ability cooldown is specified at or before the 9th hour, the ring will simply choose a random thing you have control over or you have and reduce that cooldown.

- Every 9 nights: This ring drips off of itself 8 copies. Each ring holds all abilities of the original except for the ability to self-replicate every 9 nights.

The effects of this ring are on this timer even if it's not being worn. These aren't cooldown effects, so you can't use the cooldown ability of this ring on other abilities associated with this ring.

Draupnir, the Ring Which Drips (Ring of Awakening, Capstone Boosted): Now this is the true Draupnir, it looks like it wasn't a forgery the whole time. You'll find that this ring holds greater abilities compared to the forgery Ring of Awakening.

In addition to the abilities granted by The Ring of Awakening, Draupnir grants the following benefits:

- Every 9 weeks: The wearer finds themselves gaining increased capabilities as if they had spent the entirety of the previous 9 weeks training their body and powers to their peak. Even should you have done absolutely nothing, you will gain the benefits of this, and if you have been actively training yourself then you'll receive this benefit on top of your normal training. You can change what skills, powers, and physical capabilities this ability focuses on at any time or just allow it to grant a small general enhancement to everything across the board.

- Every 9 months: The wearer of this ring will be blessed with life and vitality. They will be capable of surviving a fatal blow no matter how deadly, such that even being beheaded or having their entire body atomized, they will come back safely and healthy. This vitality stacks with itself, such that you essentially gain another life every 9 months with no cap.

- Every 9 years: Whoever is wearing this ring at the time this activates, an identical copy of that individual is created in a way similar to how the ring replicates itself. The copy of the individual has all of the original's powers and capabilities and is directly under the control of you, the Jumper. While you cannot share their senses or connect to them remotely unless you already have the power to do so, they will happily follow all of your orders should you be able to give them. Otherwise, given no commands, they will simply act as their original self would in such a given situation and continue their lives normally.

The effects of this ring are on this timer even if it's not being worn. These aren't cooldown effects, so you can't use the cooldown ability of this ring on other abilities associated with this ring.

Warg

Warg Pack (50 CP): This is your family. Whether adopted or truly a born sibling of these frozen ice wolves, you're now bound by familial ties and the loyalty which comes with this. They are generally subservient to you, like a younger sibling to their older and wiser brother or sister. These wargs grow in power as they age, becoming mightier and wielding greater magic. Be warned, though, as they are generally of evil alignment. While they care for you and their family, and will protect you and do what's best for you and their family… they care not for anyone else unless those others are useful to their plans. They are the kind of being which loves revelry and personal indulgement, living life to its fullest no matter what it costs others. To them, love is something to fight for because nothing easy is worth the trouble. A slight against them is always worth revenge, and harm to their family or their fun means a slaughter is on the way no matter who caused it, good or evil.

This is your family, for better or for worse.

Runefang (100 CP): This is a special knife made of alchemical silver and wrapped in dark leather. Its blade is curved and etched in Norse runes symbolizing transformation and change. By holding this blade in your mouth, you'll find yourself transforming into a great and powerful wolf. You'll gain enhanced senses befitting

of this form, the ability to blend into shadows to become nigh-invisible, enhanced resilience against supernatural sources, and increased regeneration.

If you're in the form of a beast, you can activate this knife to gain your human form back. If you have no human form, you'll gain a human alt-form related to the form of whatever beast you were. You can always become a beast again by placing this knife in your mouth.

Hjuki and Bil's Pails of Water (200 CP): Once upon a time, the siblings Hjuki and Bil carried a bucket of water from the well called Byrgir back home. Unfortunately, they were intercepted by Mani, the god of the moon, kidnapped, and forced to become his attendants forever. For the rest of time, it is these two children who fill and empty the moon, causing it to wax and wane from full moon to new moon and back to full.

You now have a bucket of water. This water is blessed by the moon, carrying a perfect purity which washes away all supernatural power. By freezing this water and manipulating it with ice manipulation, or by directly using water manipulation with it, you can create barriers which repel all supernatural attacks, or by attacking with it you can temporarily disrupt and disable another's ability to wield supernatural powers.

Additionally, by emptying this bucket, the moon transitions towards a new moon. By filling this bucket up, the moon transitions towards a full moon. If left alone, this bucket fills and empties in time with the moon's phases.

Chains of Heaven (400 CP): You hold within your hands (or mouth) the Chains of Heaven. These chains can bind even the strongest beings, holding them down and leaving them powerless until they're once more free. Nothing can break these chains while bound, only a being from outside the chains' control can damage or destroy them, releasing whatever is bound. The chains on their own are as strong as mithril, one of the strongest materials in the world such that weaker gods would have trouble damaging them.

Of particular note, you can break these chains at any time. Doing so is a symbolic act, one which will immediately free you from whatever prison or bondage you're in. Whether you're trapped in a jail cell or trapped in a mythical prison meant to hold even the Apocalypse at bay, you will be freed immediately with no consequences. Events will conspire to make sure you are never returned to that prison, either, so you'll be free of whatever loathsome place you ended up in.

Gleipnir, the Chains which Bind Ragnarok (Chains of Heaven, Capstone Boosted): These are no mere Chains of Heaven, these are the chains which bind Ragnarok and keep the apocalypse at bay. Made from six impossible concepts bound into the form of chains, these now bind you, stripping you of your own power.

You see, you're actually entire magnitudes stronger and greater than you are when you begin this jump. If you chose Basic Ice Manipulation and have power at that level, you're actually at the level of Intermediate Ice Manipulation. If you're a master ice manipulator, you'd truly be able to obliterate the multiverse. All of your perks and abilities are heightened a significant amount through this from every jump you've been to. The only thing holding you back are these infernal chains, the chains which bind not just you but which hold reality together.

The chains are invisible and don't inhibit you in any way unless you want them to become visible (or inhibit you for some reason). Nobody can see or sense these chains without your permission, and you can still use them to bind others in a similar way to the Chains of Heaven. While these chains exist upon you, binding you, it's impossible for you to be sealed away or supernaturally held down, and all physical forms of imprisonment easily fall away and fail to hold you. It's possible to break these chains, though. Should you truly wish it, you can shatter Gleipnir to pieces, releasing your true power. The drawback of this, though, is that there is no longer anything holding reality together, and this has consequences.

First, a 3 year winter will cover all of civilization. Stars will begin to die out. People will go mad with hunger and fear. Next, once 3 years have passed, the gods will war with each other and the world will be their battleground. Eventually, the surviving gods will be slaughtered and the sun will go out. Then, 9 years after you shattered the chains, every living thing on the planet will perish and the universe will die, giving way to the beginning of a new universe.

These chains reappear and rebind you at the beginning of each jump, but you keep a sizable portion of your increased power each time as your new "low," allowing you to continue gaining power and growing as you subject more worlds to an eventual demise.

If you have the item City of Gods and the world ends before the end of the jump, you will be saved from the apocalypse and appear within your city. You will spend

the rest of this jump within your city and then continue your chain as normal afterwards.

Elementalist

Frozen Ember (50 CP): You hold a paradox in your hand. This burning ember has been frozen, its flames locked in place and yet still blazing in defiance of its state. Despite all efforts, this ember cannot be put out, but it thankfully does not burn or spread in your hand. It simply blazes with a cool flame in your palm, creating a cold light that glows like a ghost fire. You are capable of using ice or fire manipulation to draw flames out of this ember, manipulating this cold flame which both burns and freezes simultaneously, and turning it to your own ends. Let the freezeflame run wild and raze your foes to the ground.

Abyssal Shard (100 CP): This is a shard of shadow, frozen and shattered. Its inky blackness is something which draws you in, whispering its secrets into your mind, telling you of the coming end, the shadow that looms over all. That is not its purpose, though, only a side-effect of its connection to the shadow of Ragnarok. No, this shard, while held by you, allows you to infuse shadow into your ice, turning it temporarily ethereal such that it strikes through all defenses and passes easily through solid matter. It would be simple to kill your foe no matter how many walls are between you and them simply by having your ice phase through every wall in-between.

The Brisingamen Necklace (200 CP): How did you come into possession of this artifact? Whatever the circumstances of your possession of this necklace, whether it's the original or simply an equally powerful copy, this is the necklace gifted to Freyja and the source of her great power and beauty. This necklace is an intricate gold amulet with inlaid sapphires. Norse runes cover the accessory in various places, emanating silent power. When hung around your neck, its true power becomes apparent.

All who wear this become much more beautiful, first of all, to the point Freyja became known as a goddess of beauty through the power of this amulet. This amulet is the source of much of Freyja's power, though, as well, and as such it will grant you its incredible power. Those who wear this necklace gain the ability to control not just ice, but also fire, chaos, and order at a similar level. Wearing this necklace also brings you generally greater prosperity and wealth, allowing you to quickly and easily come into possession of greater money and resources.

Perks which affect ice will affect Fire, Chaos, and Order at 10% of their normal strength while wearing this. If you have the Paradox Cube, this is improved to affect Fire, Chaos, and Order abilities at 50% their normal value.

Chaos holds the power of individuality, probability manipulation, rebellion, and defiance. Order holds the power or unity, law manipulation, control, and power through numbers.

Icy Effigy (400 CP): You find yourself in possession of a curious little curio. This is best described as a wood-carved statue of an impossible non-euclidean object, created in ways which are unknown. It shines with impossible ice despite being carved from wood. While wielding your ice, so long as this effigy is hung on you somewhere such as in the form of a necklace, your ice will warp time and space in order to strike your foes. It will travel impossible paths outside of normal reality in order to guarantee your attack hits, no matter how far away your target is or how impossible it should be to strike them. When your ice inevitably does strike your foe, you'll find that your foe does not just take normal damage but also spiritual damage, freezing their very soul and slowing down everything about them, from their thoughts to their actions.

It is actually possible to dodge the attacks you perform, powered by this effigy–high amounts of luck or ice resistance will prove a surprising shield against this item.

Paradox Cube (Icy Effigy, Capstone Boosted): this cube is actually a piece of technology so advanced and yet so paradoxically simple that it's impossible to decipher without a mind beyond the scope of anything within this, and likely most other realities. As it is now, this cube performs the simple function of what Icy Effigy does, but also includes the ability to apply such effects to any other element, calculating the paths to take beyond reality's space and then transporting the attack or element to its destination immediately. You'll find that this cube has seemingly limitless other functions, as well, but to unlock them you must begin researching and understanding the impossible paradox technology used to create this item. The further you understand the Paradox Cube, the more crazy and bizarre ways it will allow you to cheat all of existence in order to deploy and apply its effects to your elemental manipulation. How far will you take this?

Fimbulvetr

Naglfar (50 CP): Naglfar is the boat of chaos which those who seek Ragnarok use to ride through the apocalypse. It's built entirely from the fingernails and toenails of the dead. This ship is capable of flight, able to sail through any kind of environment including space, as it's designed to withstand pure chaos. So long as you stay within this boat, you can survive the apocalypse. Having enough food to eat to survive deep space, though, is another matter.

If you don't like the idea of manning a ship made of corpses' fingernails and toenails, you can instead have it made from the bones of the dead.

Fatal Winter (100 CP): Fatal Winter is a sword forged from the ice of Entropy. It has a finality not seen in any other weapon. Whereas a powerful and conceptual weapon may be able to erase one from existence or conceptually destroy something, this sword has a more simple and direct effect… anything cut by this sword cannot be healed. You add the ice of entropy to that which is cut, removing its ability to heal entirely.

If you have the perk Icy Eternity and the item Gjallarhorn, this is upgraded to something similar to such conceptual blades as to allow you to conceptually sever anything you cut. A single strike is all it takes to erase something from the past, present, and future, ending it entirely. A sword forged from Entropy can be nothing else.

Fractal of Madness (200 CP): This is not just a place, it's also a state of mind. This Fractal is the will to stand beside the apocalypse and laugh. It's an endless snowy landscape which bleeds between fiction and reality, a twisting landscape drawn by the mind of a madman. Impossible structures from infinitely looping bridges to twisted spire-like buildings laugh at mortal understanding. To stand within this land is to confront your own mortality and your mind's own fragility, to grin as the universe collapses down beside you.

The ice and snow you collect from this place never melts. It carries with it the impossible mind-bending structures of the place it's from, the ice weaving into itself infinitely. You can add this ice to any amount of ice you manipulate, granting it the madness inherent to the Fractal. Any who are struck by the ice slowly finds themselves driven insane, the impossible knowledge of these structures and ideas flooding their mind. You're, of course, immune to this effect.

The location itself, as a place between dream and reality, is somewhere you can enter at any point. Your body will vanish from reality and end up in this dream, and you can take things between this place and the real world. This place is also a warehouse extension, allowing you to enter your warehouse through the dream, and you can choose to fuse or add parts of your warehouse with this location directly.

Giant's Drum (400 CP): Once upon a time, there was a hero. He held the name Kiviuq, and was a child with an adventurous spirit, who wanted to go beyond his home. One day, he went exploring and found a great giant, one who played a massive drum which moved animals and raised spirits. The giant, seeing Kiviuq, played the drum to make the boy dance, and the boy was forced to find a way to kill the giant and escape.

The drum which was held by the giant is now within your possession. By playing this drum, you can move the animals and spirits of the world, controlling them with the beat of your drum. Beasts dance to your tune, spirits rise in unrest and fight for you, and the world slowly begins to revolve around you while this drum is beating.

As the drum beats, though, the world slowly inches closer to its end. Kiviuq's head rests somewhere in your warehouse, and when it fully turns to stone the world will be destroyed. Each beat of the drum pushes Kiviuq's head closer to total petrification, though this would take an entire year of constant beating. Should the world end through this item and power, your chain will not end—instead, you will be transported to your warehouse and spend the rest of the jump there before moving on to the next one.

If you have the item Gleipnir, The Chains Which Bind Ragnarok, you can chain down this apocalypse and prevent the world from ending through the use of this item.

If you have the item City of Gods, you can choose to appear there instead of your warehouse when the world ends.

Gjallarhorn (Giant's Drums, Capstone Boosted): This is the horn which heralds Ragnarok. It's made from the horn of the Hraesvelgr, the eagle which sits upon the edge of the world. When blown into, the sound resonates across the Nine Realms, reaching every inch of the universe, rousing all gods and divinity in preparation for the end of times.

Upon blowing this horn, you're imbued with divine authority to command gods and those who worship them. You will be akin to Odin, standing at the apex of command, a king among gods who control and monitor the very structure of the universe. At the same time, though, you will have begun the slow descent into the end of times, a guaranteed Ragnarok. You control far more than spirits and animals with this at the cost of everything ending.

Fate has it written that the gods will all meet an untimely death, whether through war or other causes, and the great dragon Fafnir will bring Odin low. Fenrir will devour the sun, and the World Serpent will crush the planet in the end. Both life and death will cease in preparation for a new universe to be reborn. This process will take 6 years, as you will be considered Fimbrulvetr and therefore already have been active.

You gain the Giant's Drum as a separate item in this case. If you have the item Gleipnir, the Chains Which Bind Ragnarok, you are capable of chaining Ragnarok and preventing all the negative effects of this item. Should the apocalypse truly come to pass as a result of this item, you will be transported to your warehouse until the end of the jump, at which point you continue your chain as normal.

If you have the item City of Gods, you can choose to appear there instead of your warehouse when the world ends.

Companions:

Companion Import (50 CP/200 CP): For every 50 CP, you can import one Companion with 600 CP to spend. For 200 CP, import 8 Companions with 600 CP to spend.

Knight (50 CP, Discount Witch): A witch without her knight is no true witch, or so the tales go. Legends tell of witches who enter a pact with a knight brave enough to enter their service, a knight who gains great power in return for pledging their eternal loyalty to the witch. Such a knight has decided to seek you out and make a pact with you, though this one has done so more for the dream than the actual power.

This individual is someone who generally acts like an asshole to others. He or she has some kind of inferiority complex and shows it by always working to be better than everybody else. They genuinely care for their friends, and this includes you,

but getting a genuine smile is going to be a supremely hard task. They're trained extensively in martial combat, and by entering a pact with you they've had all of their capabilities enhanced and gained the ability to utilize fire magic at a prodigal level. They will be your knight, standing before you, ready to throw their life away for you.

The Self (50 CP, Discount Seithr): You are the Jumper. That is fact. The timeline holds many versions of yourself, though, and while they may not be the Jumper, they hold their own thoughts, feelings, ideas, and powers. They are just as real as you are, as fleeting as they may be. You are now capable of drawing forth a version of yourself from another timeline.

This individual is you. They have the same origin as you, along with slightly altered versions of the perks you chose in this jump. Unfortunately, because they're not the Jumper, they do not have any powers or perks from previous jumps. This is you from an alternate path, perhaps some different actions which have spiraled out of control into a vastly different present. Fortunately for you, the present they were in was not ideal for them, and a new chance in a better timeline is something they've come to cherish.

With similar ideals, similar-ish experiences up to the point of divergence, and a mindset filled with different experiences to fuel their will and purpose, they will always have a different viewpoint to provide in all of your endeavors to help you make more informed decisions. There will always be something they can contribute from their alternate world, whether a different skill or a different take on a plan. With their slightly varied and different abilities, they could also provide a niche and useful power whose application helps you progress.

Should this Companion perish, you will have the ability to pull another alternate version of yourself with the same origin, but different abilities and experiences to help you succeed. They will somehow have all purchased perks and powers of the last iteration of this Companion despite potentially having no reason to have those powers.

Rival (50 CP, Discount Necrotech): It seems you're not an only child. You, in fact, have a twin. Unfortunately you don't have quite the most normal relationship with this sibling, as while they will always be there for you when you need them, they're generally a lot more interested in being better than you at everything. They can't even try to be better in a normal way, they have to do it in some bizarre, weird, strange way to prove their way is better than your own.

No matter your level of ice manipulation, your sibling happens to be just as good as you, except in some very different way. If you're a Necrotech, for instance, and you happen to specialize in creating giant amalgam abominations by combining tons of corpses together… well, your sibling happens to specialize in raising obscene amounts of individual and unmodified undead to overwhelm their enemies by force. If you're a witch specializing in pacts and treachery, they're a witch specializing in overwhelming power and massive enchantments to show that brawn is better than charisma.

This sibling really does love you, but they're too obsessed with showing you up to really get that across.

Advisors (50 CP, Discount Monarch): Any great ruler who goes down in history is not great by just their own hands, but by the hands of those they surround themselves with. This particular companion takes the form of an entire group of extremely knowledgeable, capable advisors in various topics and subjects. At the bare minimum this comes with a military advisor, economic advisor, cultural advisor, and a public relations advisor. It may come with others depending on what kind of ruler you hope to be, with some perhaps being very specialized while others may be more generic in use. Are you a Mage King? Have a magic advisor. Are you a ruler of the dead? Now you have an advisor of undeath. Should you change your views or desires, this companion will change to accommodate those desires. Importing this companion into future jumps ensures that all advisors gain the perks selected.

You may only have up to 7 Advisors through this Companion option at a given time. This means in addition to the normal 4 Advisors, you will have 3 custom Advisors depending on your style of ruling or your preferences.

Each of these individuals counts as a single companion for the purposes of the Frozen Citadel item or the City of Gods item.

Chaotic Legacy (50 CP, Discount Ymir's Legacy): You seem to have gained the companionship of a Frost Giant, a Jotun. A Jotun is a living embodiment of Ymir's wild, primal strength and desire to obliterate order. This individual is a step above normal Frost Giants, though, a specimen of great capability and quality. Their muscles ripple with untamed power, their skin is a frosty storm-tossed hue, their eyes shine with intelligence, and their stature is absolutely gargantuan compared to a normal person. This is someone with

rebellion in their heart, one who seeks a phenomenal fight and any opportunity to sow chaos. They have a magnetic personality, an allure to those who seek boundless, volatile energy, they're fiercely loyal to those who they care for and yet are driven to disrupt and challenge any status quo. This Jotun found a companion in you, a lifelong friend to stand beside as they seek adventure, mischief, combat, war, and the satisfaction of destroying any form of order.

With great magical power over fire and ice, this Jotun is an inheritor of Ymir's chaos. A snap of their fingers could simultaneously ignite a raging inferno and then freeze the inferno solid. With control over both fire and ice, their combat style is instinctive and unrestrained, blending both phenomenal power and unexpected finesse. This is a fighter among fighters, whose entire life seems to be for the purpose of combat. And they want to share that life with you, as a brother or sister, and a friend.

A Horse, A Snake, and A Skeleton (50 CP, Discount Warg): Though they may be half-siblings, you happen to have several other Aesir to accompany you to future worlds. You are now accompanied by Sleipnir, the Eight-Legged Horse; Jormungandr, the World Serpent; and Hel, the Lord of the Dead. They are all still young, though, not yet mature or fully understanding of their great power.

Sleipnir is stoic, one day to make the perfect mount for Odin in one continuity. He embodies the domain of travel, able to eventually move at arbitrarily fast speeds such that he can travel instantly between the Nine Realms.

Jormungandr is proud. He is the World Serpent, the one who will wrap around the planet and crush it. He is not that large yet, and he is able to modify his size such that he is as small or large as he needs to be. He embodies infinity, and one day he will be able to summon limitless strength to be able to overpower anything.

Hel is kind yet firm. She enforces the concept of death. She was born half dead, and with one foot in life and the other in death, she takes the form of a monstrous zombie or skeleton. She ferries the dead to the afterlife where they await for the promised Ragnarok to provide the great reset of reality. There is none that would escape death, for they would face the unimaginable wrath of Hel.

Importing this companion into a jump imports all three of your siblings. It will take a phenomenal amount of time for them to master their innate powers and domains, likely more than a thousand years, but once they do they will be able to join you in administrating the universe and reality itself.

Glacial Dragon (200 CP, Discount Elementalist): Glacial dragons aren't known for their strength, nor their speed, nor any particular talent in magic. They aren't the smartest, nor the wisest, and in fact they're known for participating in particularly idiotic plans and ideas. Fun is what a glacial dragon focuses upon, as there is no other reason to live than to enjoy life to its fullest.

Well, that and revenge.

If there was one word to describe a glacial dragon, it would be vengeful. Glacial dragons don't have the strength to overpower an enemy, nor the speed to catch them, nor the wisdom to plan around a foe, nor the charisma to talk their way out of their problems. What they have is pure, brutal, vengeful skill in destruction and murder. You will find that glacial dragons are one of the most brutal species of fighters ever known, and that alone is what has allowed them to survive and thrive.

This particular dragon has decided that you are pivotal to its fun and its revenge. It will follow you to the ends of the earth because it's decided that you're truly the one to stand by its side. If you assist it in its revenge, it will follow you forever, utterly loyal to the one who assisted it. Its vindictiveness and brutality will help you, and while not particularly skilled in ice manipulation, it does have a reasonably large amount of knowledge from its long life. It's always good to remember that even the weakest dragon is typically far beyond mortal capabilities, and even divinity would have trouble facing off against them. It would make a fine companion, and a powerful stick to swing at your enemies.

Fenrir (400 CP, Discount Fimbulvetr): Before you sits the true incarnation of destruction, Fenrir, the Great Wolf of Ragnarok. He was once born as naught but a pup, a son of Loki and a Frost Giant. A prophecy was made, promising the death of Odin at the foot of Fenrir, along with the inevitable destruction of Order. Many gods sought to avert such catastrophe by raising Fenrir to believe in good and order, giving Fenrir a genuine childhood with a happy family. As Fenrir continued to grow larger and greater, though, Odin's fear became greater and greater, and eventually Odin ordered the Dwarves to craft their greatest creation–Gleipnir, chains created to bind anything no matter its power.

Odin chained down Fenrir in a place nobody should be able to reach, and Fenrir, knowing nothing but hatred and despair at his situation, grew to have nothing but hatred towards Odin. In one world, Ragnarok would've shattered Gleipnir and freed Fenrir, and Fenrir would go on to slaughter Odin, fulfilling the prophecy. In

this world, though, you somehow happened upon Fenrir and saved him, removing his chains and giving him another chance to live.

Fenrir now follows you, the last he can consider family even if it's not by blood. He is a child deprived of happiness, and within him now is an insatiable hunger for destruction. He is capable of permanently destroying anything, no matter its durability or strength, and even the indestructible folds like wet paper to Fenrir's bite. The soul, the very existence of anything Fenrir kills is utterly destroyed, reduced to a state where it is not just unsalvageable, but may not have even existed in the first place. Fenrir's bite strikes every instance of the individual, destroying all versions of them across all timelines, across all dimensions, and striking the past, present, and future. You can also choose to create a prophecy of death for anyone you desire, and Fenrir will become destined to kill that individual before the end of your current Jump.

There is nothing Fenrir won't do for you, such is his loyalty to the one who gave him back his life and granted him a chance.

Undead Army Builder

In order to access this section in the jump, you must first purchase the item "Army of the Damned." You get +600 CP to use here.

General

Source (Free, Mandatory): The first thing to do is to determine a source for your Undead Army. Did you collect their souls and use soul manipulation to reanimate their corpses? Or perhaps you simply used magic to create an army in the likeness of the dead? Was it summoning magic, or was it true necromancy? Is this army made entirely upon the technological prowess of some great inventor, even?

Select a flavor for this army. This will affect how it interacts with the various worlds you travel to, whether they're more vulnerable to magic or immune to it entirely, as well as other things related to how the metaphysics will interact with each jump in the future.

Shades of Dread (Free): What would you like your Undead Army to appear like? This is where you get to answer that question. Will they take on the appearance of skeletal soldiers and liches? Will they largely appear human, only pale and ominous? Will they be more of the zombie aesthetic? Will they be entirely made out of shadow for some strange reason? Will their armor appear more Roman in make, or will it appear more like Japanese samurai? Select the theme and concept you'd like this army to follow.

Army Size

Your army size is the base size of your army without additional choices. This is made up entirely of your Skeletal Warriors, and other choices in the Army Units section add on to this starting number.

Solitaire Shadow (+200 CP): Your standard base army only consists of a **single** soldier. It is a lone warrior who stands before you.

Soul Squad (+100 CP): This isn't an army so much as a hunting force given its small numbers. They will march beside you with silent and relentless determination. **10** soldiers walk beside you, ready to fight at your command.

Necrotic Phalanx (Free): With a base army of **100** undead, your military force is becoming something actually formidable. Their size can turn the tide of smaller conflicts and overwhelm poorly-created defenses and foes who number in the few. This is your wall of undead, your phalanx of death to live and die for you.

Cursed Battalion (50 CP): Your army has become a tide of death which moves with undeniable force. With **500** undead at your beck and command, you can now face off against and repel a small military force using relentless pressure and fearless soldiers who throw themselves into death's way. Your soldiers will lumber en masse through your foes and overwhelm anything between you and your goals.

Eternal Horde (100 CP): The eternal undead marches before you, numbering **5000** in force. This is your Eternal Horde, a seemingly unstoppable force, stretching as far as you can see. Your army is now a force which can shake the nation, sweeping across the land as a dark storm of demise. From the dark depths of Hell, you will cast entire regions into the shadow of your reign.

The Deathly Host (150 CP): While not quite apocalyptic in scope, your army of **30,000** now blackens the horizon with its size and presence. Many would claim

your undead force to be an unstoppable calamity, a relentless tide of skeletons and corpses which march for the sole purpose of completing your goals. Your military is nothing if not a war machine at this point, whose ranks are such that it may begin to become difficult without designated commanders to give orders on your behalf. You can siege cities without much trouble even without a significantly intelligent or powerful force just with these sheer numbers.

Legion of the Lost (200 CP): This is a vast, nightmarish legion of **100,000** undead under your command, a force so immense it seems to transform the world around it. When they move, it's like a river of death, overwhelming everything in its path. The ground trembles at their march, and the air grows thick with decay as they pass. This is the endless wave which consumes all life, and even the bravest foes will turn tail and run.

Empire of the Dead (300 CP): Your Empire of the Dead awaits you. Made up of a vast army of **250,000** undead soldiers, this army rivals the size of the Holy Roman Empire's military at its peak, back when it ruled most of the known world. This army is approaching the size of an entire nation unto itself, a dark mirror to what history may have been. Where this army marches, the world trembles, and all that is left in its wake is a silence where life used to exist. With a military of this size, you could conquer nations and continents, laying siege to even the most fortified locations through sheer numbers alone. You will be the greatest of all conquerors.

March of the End (400 CP): You lead the undying apocalypse, the cataclysm of the end. This relentless force of **1 million** soldiers is not just an army… at this point it's an extinction event threatening to consume the planet itself. Your military will roll across continents and blot out landscapes through sheer numbers, stretching beyond sight in all directions. This is around the size of the US Army circa 2024, a powerful force of its own, but granted limitless vitality and stamina through its state as an undead swarm. This is death given form, obedient to you and nobody else, ready for the inevitable slaughter.

Army Units

These are your individual units. You have a number of Skeletal Warriors equal to your Army Size modifier. You will get additional units from everything else you select based on your Army Size option as the percentage after the CP cost. For instance, if you have March of the End, you will have 250,000 Skeletal Archers on top of your 1 million Skeletal Warriors. You will always get a minimum of 1 soldier of each type you purchase.

Skeletal Warriors (Free, Mandatory): These are the most basic units in your army. They need not be literal skeletons… they might be zombies, or something else entirely. Their general utility is not very great, though, having the skill of a below-average fighter. Their physical strength is enough to bend steel, though, and their durability is quite high. They also tend to focus on hand-to-hand combat or basic weapon fighting since they have no particular skill outside of this, though with enough intelligence they can learn more skills and increase their capabilities. Skeletal Warriors make up the majority of your army, and all other purchases grant you a moderate number of units to augment these basic forces.

Skeletal Archers (25 CP, 25%): Having basic melee warriors is good and all, but it would be great to have some ranged power to back it up. It would suck for your front-liners to run in and get slaughtered because you didn't whittle down the competition before the engagement. That's where these minions come in. These skeletons, zombies, and/or other lesser undead are specialized in ranged combat and require no training to wield crossbows, firearms, bows, and other ranged weaponry with decent finesse. It's not anything incredible, but they can hit a target with relative accuracy. Their durability isn't as much as Skeletal Warriors, though, and they have no training or skill in melee combat.

Dread Hounds (25 CP, 20%): You're quite the animal trainer, it seems… Well, maybe not. But you do have a nice collection of undead dogs. From wolves to hounds to foxes and other canids, you have a decent number of powerful and fast trackers and scouts in the form of Dread Hounds. They are strong and can outrun most other units in your army, can track targets long distances, and pin your foes down. Unfortunately, their Intelligence Level is one rank lower than the option you choose, to a minimum of Mindless Horde. You will always have a **minimum of 2** Dread Hounds regardless of Army Size.

Lanterns (25 CP, 10%): Lanterns are an interesting type of undead. They don't really have a body, rather they exist as a type of enchanted skull which floats around. They have extremely low durability, unable to really take a hit, and without hands they can't really perform any normal actions besides float and bite. What they can do, though, is shoot elemental blasts from their mouths.

Each Lantern has a different element associated with it, from fire to ice to lightning or something else. They can expel this element as a breath attack, causing a damaging explosion of that element wherever it lands. This can be quite useful as

overwhelming firepower, but there's nothing stopping a foe from piercing it with an arrow and just being done with it.

Siege Golems (25 CP, 1%): This hulking, massive construct of stone and dark magic was built for a single purpose–to lay complete waste to fortifications, defenses, and infrastructure. These golems are behemoths, standing several stories tall, but they are agonizingly slow such that just about any sane individual can avoid them without issue. The problem, though, is that these golems have phenomenal defenses and strength which obliterates anything in their path, perfect for leaving cities nothing but ruins. You will always have a **minimum of 5** of these golems regardless of your Army Size.

Wraiths (50 CP, 10%): Before you are beings of chaos and fear, a soul separated from its body before its time. This is the Wraith, a spectral entity which drifts across the battlefield with surprising speed at your behest. They're on the weaker end of things, having strength below even that of a normal human, but they come with the benefit of being entirely unaffected by mundane means. Unless the weapon is enchanted to strike souls or the ethereal, or some form of non-ice magic is used, the Wraith will stand as an unstoppable force. It can also pass through solid objects as necessary.

Skeletal Mages (50 CP, 20%): It may seem a little obvious, but Skeletal Mages are skeletons (or zombies) who are also mages. They're trained in magic of various kinds, though because of their undead nature they lack access to any holy or light-based spells. The majority utilize dark magic, though you'll find plenty of fire mages, ice mages, lightning mages, wind mages, and more within your ranks.

These are mostly untrained mages, though. They have a natural aptitude for magic and absolutely no skill in melee or ranged combat, meaning they can use magic no matter their intelligence, and with higher levels of intellect they can even learn new spells and expand their arsenal. These mages use mostly damaging spells, they lack any enchantments or buff/debuff magic unless you manage to teach it to them.

Vampires (50 CP, 10%): The Vampire is a unit of elegance mixed with predatory power. They tend to have pale skin and red eyes. What sets Vampires aside from other undead beyond their speed and strength is their greater intelligence. They will always have a minimum level of intelligence equal to Awoken Soldiers regardless of the option you select in the Intelligence Level section of the Undead Army Builder.

Physically, Vampires are stronger and more versatile than the Skeletal Warriors and much faster, besides. They don't get any interesting supernatural abilities like the Skeletal Mages or Wraiths, though, instead focusing on their sheer strength. They have basic hypnotism of weak human-like beings, too, and can see in the dark which helps. They burn in the sun and are extremely weak to fire, so there's that to watch out for. They can also turn individuals of the opposite sex into more Vampires for your army, or individuals of the same sex into more Skeletal Warriors (with a zombie-like skin).

Bone Reapers (50 CP, 20%): Bone Reapers are a direct upgrade to the Skeletal Warriors, and then some. They hold superior physical strength and combat ability compared to Vampires, able to surpass them in a straight-up fight, and can wield large or cumbersome weapons with ease. These units are particularly known for their ability to manipulate shadows, able to teleport between shadows as well as summon shadows as weapons to wield in combat. They're versatile with their ability to control shadows, and combined with their phenomenal strength and combat ability, these creatures can be some of the strongest front-line combatants.

Graven Knights (50 CP, 25%): Clad in impossibly dense armor, wielding shields and lances like toys, the Graven Knights are the nightmare cavalry of your army. Like medieval knights twisted into a mockery of life, they ride undead horses whose backs can carry near any weight. These knights move with incomparable fluidity despite their absurdly heavy armor, and their defensive capabilities are unmatched. To them, shields and armor are as much weapons as a sword or lance, combining both great defensive and offensive combat ability into a devastating efficiency.

Gored Berserkers (50 CP, 10%): You haven't seen true madness until you've witnessed a Gored Berserker fight. These units are the true embodiment of mindless rage and relentless destruction, abandoning all semblance of reason and restraint for true, unadulterated power. Defense means nothing to these… creatures. They've been stripped of all thought for themselves or others, only existing for the sole purpose of extinguishing life from anything you point them at.

Destruction and power is all these beings know. No matter what you select for your army's intelligence level, these will always have the intelligence of The Mindless Horde. They gain phenomenal instinctive combat skill that follows few rules, though, meaning they will easily throw off anyone who analyzes or predicts how

they attempt to fight. Their attacks are unrelenting no matter how much damage they take, and their strength is top-tier, not limited by anything. These units are the shock troops, designed to sow chaos in your foes' ranks and deal decisive first strikes. They are not designed to survive in any capacity, only obliterate the enemies' defenses and leave them vulnerable to a tactical strike by the rest of your troops.

Carrion Swarms (50 CP, 20% of the mass of your Army): The tide of death comes in many forms. This form is that of a hivemind of undead insects, arachnids, rats, birds, and other grotesque small animals, held together by nothing but dark magic and sinew. They move with eerie coordination as they invade the enemies' ranks, sending back tactical information they witness as they slip through cracks in walls or armor and bypass traditional defenses.

The Carrion Swarm utilizes overwhelming numbers to distract and destroy its targets, able to assassinate through their poisons or tiny claws, choking enemies by crawling down their throats, and more. They specialize in disruption tactics and espionage along with endless persistence. On the battlefield, though, they can grant you a clear and decisive advantage over others, the little harbingers of chaos poking holes into defenses at an astonishing rate.

Death March (50 CP, 2%): This spectral ensemble of musicians is the Death March, a type of unit specializing in music. They have two uses–first, they are capable of giving even complex orders to your army through their music at vast distances your voice would otherwise not reach, and second, they are capable of casting magic through their instruments in order to augment, enchant, and buff your allies with interesting and powerful spells with great utility. They will continually relay orders you give them while ensuring great coordination between your troops, all while empowering everyone to strike harder, move faster, and tank more hits.

Death Elementals (100 CP, 5%): Necrotic energy has manifested a physical shell, born straight from the essence of decay. These are beings no longer of flesh or bone, rather a mass of dark energy, shadows, and non-existent matter, twisted into a humanoid-ish form. These beings could be considered death given form. Necrotic mists weave around them, aging and killing anything alive within the vicinity, bypassing physical defenses with their presence alone. They are not extremely fast, nor do they have much in regards to physical strength (or much of a physical presence at all, really), but their pure death aura certainly makes up for that.

Undead Colossi (100 CP, 1%): Created from fusing together countless undead monsters, these amalgamate monstrosities are a creation of unnatural necromantic engineering. Each Undead Colossus is built mainly from Skeletal Warriors, but also has a variety of other undead you purchase in this section built into it, able to use the abilities of a couple other undead types each (at least in the section those undead inhabit in this monster).

These creatures of bone and flesh have superior strength and slightly above-average speed, but where they truly excel is in how difficult they are to put down. No matter how much damage is done to them, they seemingly don't go down. It takes a substantial amount of overwhelming damage to truly put them down for good, making them extremely valuable (and large) tanks. These are morale-breaking weapons designed to withstand relentless assaults and come out on top to waste the enemy's resources in preparation for the true fight.

Death Priests (100 CP, 20%): To face a Death Priest is to face the unyielding faith of the undead in their creator–you. They are a divine force twisted into weapons of the dark, their prayers an echo of their power in life to channel the divine on the world around them. They are not just powerful spiritual vessels of power, but they are spiritual leaders who provide blessings upon allies and curses upon enemies, raising shields of faith which protect your armies against deadly blasts, and channeling seemingly-holy abilities to enact divine change in the world through their healing, enhancing, empowering, and other divine abilities. They can even, given some time and enough gathered power, perform resurrections on their still-living allies including yourself.

Ashen Sentinels (100 CP, 20%): The fiercest battles are often won through sheer endurance. Whoever lasts longest becomes the victor. This is what the Ashen Sentinels specialize in, as while they may lack any newfound skill or finesse that other units gain, they are near-invulnerable to all forms of damage and are entirely immune to the normal weaknesses of the undead. If given some decent armor, these undead would be able to easily weather attacks that would obliterate the vast majority of your army units without a scratch.

Dread Archons (100 CP, 10%): Dread Archons are the cursed stewards of the natural world, combining nature magic with death to stir the forests and warp life itself. They wield dominion over nature, bending the natural world to their will, corrupting and subjugating living things from thriving landscapes to their own vision of life. They can certainly perform the normal actions of shamans, from

controlling vines and interacting with animals and nature spirits, but these twisted abominations take it a step further and enjoy rotting the forests and mass-reanimating dead animals to add to their collections. Wind, water, and earth manipulation in particular falls under their purview, allowing them to control the landscape and influence the weather. To fight the Dread Archon is to fight the land itself in its primal fury.

Bone Drakes (100 CP, 5%): While not nearly as powerful as their larger draconic cousins, the Bone Drake is a subspecies of true dragon that you would be able to control if you purchase Bone Dragon. As such, they wield devastating strength, maneuverability, and elemental prowess compared to most other undead. They are able to overpower most other forces through sheer destructive force, and they are vastly superior to the majority of living beings.

Devastating enemy formations and destroying groups of foes is the Bone Drake's bread and butter. They are particularly good at hit and run tactics, harassing enemies' flanks and targeting high-value targets such as spellcasters and siege engines. These dragon-adjacent creatures will easily turn enemy armies into smoldering ash or frozen sculptures, turning the tide of battle and leaving devastation in their wake.

Mindflayers (100 CP, 2%): It would be easier to just call these creatures architects of despair and be done with it. To combat a Mindflayer is akin to combating inevitability. It wouldn't be odd to say that these individuals are always one step ahead. These are opponents who always know your thoughts, your feelings, your weaknesses, and who will exploit them, manipulate them, change them, and destroy them. These are the true tacticians of your army, and the manipulators who control even their enemies.

Mindflayers are powerful psychic undead, their skull elongated and warped, able to read the minds of others or modify the minds of others. They have telekinesis, some range of precognition and postcognition, and can turn allies against each other without raising a finger. Between mind control, knowledge theft, or simply the crushing of brains, these individuals are one of the more powerful units you might have in your army. They also always have an Intelligence Level 2 tiers above what you purchased in the Undead Army Builder.

Anti-Paladins (200 CP, 10%): The Anti-Paladin is a corrupted champion of the divine. It is a reminder that even the most sacred and divine powers can be twisted to serve death and the unnatural. Through their connection to the divine, they can

invoke the gods to smite their foes, affect the world around them, and generally channel the power of divinity through their very bodies. Combined with their great martial prowess and their ability to heal and restore the undead, they make phenomenal front-line combatants who can help sustain your weaker or more reckless undead in their charge. They specialize in destroying the good and the living, gaining even greater power when facing off against anyone who can be considered a “good person,” and generally feel a vague need to drive the world closer to chaos or evil.

Necromancers (200 CP, 10%): Survivability is a necessity. If you alone are the one ensuring your army’s survivability, you would quickly run out of power and fail without overwhelming numbers. That’s where these undead casters come in, positioned to direct and reconstitute your forces in order to continue fighting without end.

Necromancers specialize in restoring and resurrecting your fallen forces as well as converting more of the fallen into new undead forces. They are limited to the options you select in this document, but they gain access to all of it at the same level as yourself. In addition to their power over the undead, they have a variety of other support abilities such as a mastery of curses and some undead-centric buffs and empowerment magicks. As a caster, they can use some elemental magic as well, and various other spells and enchantments, but their specialty will always be in necromancy and death magic.

Corpse Wall (200 CP, 1): The Corpse Wall is a towering, seething mass of rotted flesh, broken bones, decomposed bodies, and mangled skin, constantly shifting as its countless corpses writhe. This is a horrifying monolithic construct which slowly moves along the horizon. It is both a fortress and a weapon, impervious to most attacks through its sheer mass. While slow, it is imbued with the power to instantly kill any living thing it manages to reach and add the newly dead to its own mass, consuming anything it touches to grow even greater. With the correct strategic planning, this could be used to divide enemy forces or push them into unfavorable positions while providing you and your forces plenty of protection.

While you only gain one Corpse Wall, its starting size scales with your Army Size. With the March of the End, your Corpse Wall would stretch across nations.

Burning Wights (200 CP, 20%): Burning Wights are desiccated undead abominations wreathed in holy fire, infused with the very powers which seek to

destroy them. These revenants are filled with a paradox of fire, holy, and necrotic death, making them immune to the normal undead weaknesses of light, holy, and fire. They can also wield the divine fire which plagues them, burning and purifying anything they stand against. Obviously this makes them extremely deadly to other undead creatures. These are the kinds of units which will decimate cursed or undead enemies, but they excel in burning living creatures as well should you need them for that.

They're also pretty good at fighting with swords.

Vampire Lords (200 CP, 5%): Ancient vampires, the progenitors of entire lines of vampires and ghouls, are champions of your army. These Vampire Lords are the apex of vampiric power, rulers of vast power with unparalleled speed and strength, surpassing the majority of warriors and tacticians. With vicious claws and fangs, they can turn their enemies into ribbons of flesh and tear them apart with their bare hands.

Between being blurs on the battlefield and having the strength to rend armor and pull apart weapons made from even supernatural materials, they are truly fearsome. Beyond that, they have a mastery of shapeshifting, able to change their own shape and form in a variety of ways, from a swarm of bats to wolves and even vast mists. Each Vampire Lord has a bloodline power, too–a power unique to them which they can share with their progeny. Bloodline powers are extremely varied, from shadow manipulation to elemental powers to blood magic to commanding and turning undead.

These are monsters with centuries of time and power to hone their skills and greatness. They cannot be underestimated. They also always have an Intelligence Level 1 tier higher than what you selected.

Arch-Liches (300 CP, 5%): The Arch-Lich is the ultimate embodiment of arcane mastery, a pinnacle of spell knowledge and versatility. What they may lack in sheer, raw power they make up with a versatility which leaves every other spellcaster envious. Even then, their spells' power is phenomenal, it's just small compared to something as powerful as a Bone Dragon's sheer might. They can adapt to any situation with their vast array of spells and magic knowledge and outmaneuver any foe.

What Arch-Liches specialize in, though, is complete control over the battlefield and the flow of battle. Between counter-magic to invalidate the enemy's own mages,

mass teleportation circles or traps, the ability to manipulate the terrain and turn it against others, and even perform feats like puppeteering enemy soldiers like marionettes, the Arch-Lich is an embodiment of both magic and death intertwining. They singlehandedly cripple the enemy and can fill just about any role with their expansive magical knowledge.

Bone Dragons (300 CP, 1%): Dragons are some of the strongest, greatest, most powerful beings in the world. Ancient dragons can face off against gods themselves and sometimes win. You've now reanimated the bones of ancient dragons to stand at the forefront of your army, their bones imbued with unholy energy and their frames wreathed in necrotic fire. These undead monstrosities have been stripped of their flesh, but not their knowledge or power, able to control the most powerful elemental energies and magics across the planes, using devastating breath weapons which are akin to natural disasters. Bone Dragons are weapons of mass destruction, granting despair to all who witness their flight before an ultimately quick and instant end. With these creatures, you now wield apocalyptic power at your fingertips.

Returned Heroes (400 CP, 0.5%): These are your true commanders, your leaders who stand head and shoulders above all others. The Returned Heroes are paragons of their kind, the greatest mages, warriors, and champions who stood up to the greatest evils and prevailed. Unlike the lesser undead, these heroes have retained all of their knowledge, powers, skills, and abilities from life, able to wield phenomenal magics which can slay gods, control divine power such that they can moonlight as gods, use weapons with such skill it borders on the unreal, and hold such great strength and speed that it boggles reason.

Each individual hero is a force unto itself, capable of annihilating the greatest armies of man and singlehandedly turning the tides of any conflict. To face a Returned Hero is to face the force of legend, to fight against the weight of history, to stand before certain death which, in death, has only grown more tireless and powerful.

Pale Rider (400 CP, 1): The Pale Rider is the living embodiment of death, a manifestation of the inevitable. It spares no mortal, god or immortal, coming for every living soul equally. It rides into the battlefield and cuts through your enemies as an unstoppable harbinger of the end. It wields unparalleled power which consumes all it passes, death's will made manifest, and even deities and divinity whither in its presence. It is not invincible, but the fact that gods cower in its presence is a testament to The Pale Rider's vast power over the very concept of

death. This entity is a reminder that no matter how strong, clever, or divine one may be, they will all meet the same equality in death.

Intelligence Level

Intelligence Level is the general level of intelligence, planning, knowledge, and free will your undead army has. Your army will be entirely loyal to you regardless of intelligence level, but higher levels will let your army members disregard orders if they believe that doing so would put you or your plans in danger or harm unless you convince them otherwise. Higher levels of intelligence also allow them to retain knowledge and skills of their life before being turned.

Aaaaarggghhhhh (+200 CP): This army has absolutely no automatic animation. This army is something you have to personally control somehow, using your magic or some mechanical device to move every one of them individually or collectively. Unless you have some impressive multitasking, this is going to be extremely difficult, especially if you have more than a few minions under your control. As a result, their skills are limited to only what your own skills are.

The Mindless Horde (+100 CP): Your undead horde is entirely mindless. They are the shambling undead, constructs which follow your exact orders and empowered through your rituals or magic. They hold little finesse, no knowledge, nothing but drive to continue the mission you've given them with singleminded abandon. They cannot learn new skills nor can they improve their existing skills, they can only do what you specifically created them to do and nothing more. There are no complex tactics you can order these beings to do, they know not even the passage of time, they exist only to attack or defend and perform their specific duties.

Wandering Souls (Free): The undead of your army aren't totally mindless, it seems. They're still unable to make decisions for themselves, so don't expect a lot, but they can follow complex orders at least. Between their newfound general finesse, their ability to (very slowly) learn and improve skills like you might teach a dog new tricks, and their newfound perception such that they can actually tell the passage of time and perform their tasks exactly and beyond their designated station and what you created them for, they can be quite useful.

Awoken Shadows (100): While still quite dumb, your undead army actually has sapience. Whatever the conversion process is for creating new minions, they lose a good chunk of the intelligence they had in life, and that's unfortunate… but they

retain some of their knowledge and skills from life and can follow surprisingly complex orders. They might not realize they can just break down a locked door, and they might get confused by large words, but they can follow your plans and even improvise some should it be needed.

Because these beings retain memories and skills from their life, even at a reduced amount, their power and utility under your command is increased drastically. Should you turn a warrior into a Skeletal Mage, they would gain the instinctual magic abilities of the Skeletal Mage while also keeping some amount of their warrior capabilities. Similarly, if you turn a powerful mage into a Skeletal Mage, they would have significantly greater magical abilities and versatility compared to a normal Skeletal Mage. The possibilities are phenomenal.

Strategic Comprehension (200 CP): Thankfully, intelligence is not an issue here. Risen from their deaths, everything they once were persists. Your undead are as intelligent as a normal individual, able to even pass for human should they look similar enough. It's as easy for them to learn and master skills as a normal person, and they retain all of their memories and skills from life, augmenting all of their capabilities as a lich or zombie. They have all of their finesse, all of their strength and speed, their skill with a weapon as well as their mundane skills that could provide a great benefit for your army.

Bonesage (300 CP): Whatever you put into the undead conversion process, it took a little too well. As a side effect of turning your enemies into skeletons, zombies, liches or vampires, they've had their intelligence augmented beyond what it was before. This is a direct upgrade to their intelligence, allowing them to perform at increased capability. They learn skills much faster than before, they begin with greater capability with whatever type of natural undead power they've been reborn into, and it seems like they even had knowledge injected into their very minds (souls?) with new skills related to what they've been turned into.

A Skeletal Mage would have much greater skill and knowledge in elemental magics, able to use much more powerful magic than normal. A Skeletal Warrior would have phenomenal martial skill. An Arch-Lich would have absolutely vast control over magic as if they were an ancient master of magic themselves, while Anti-Paladins would be able to harness the divinity of Gods and subsume vast control over tiny parts of the universe as if they were an actual God of a limited domain.

They could be greater, though.

The Dreadborne Mindswarm (400 CP): They are greater now. Your undead army has ascended. Each member of your army is the best at what they do, with your most basic Skeletal Warriors being peerless fighters, and your Skeletal Mages wielding vast elemental powers. They may even appear omniscient in their field to others, their capabilities are so vast. Between vast skill and vast intelligence, your undead army can adapt to any situation and are completely self-sufficient and self-governing for the purposes of fulfilling your ambitions. They not only keep their own knowledge, they can quickly expand their knowledge and skills at a pace surpassing reason, mastering new skills and powers in record times. This is your Dreadborne Mindswarm, the most intelligent military in the world, the most terrifying undead swarm which will consume everything.

Oh, and with this amount of intelligence, they're also psychic. They can do psychic things, and each one of your army has a specialty like telepathy, hivemind-linking, precognition, astral projection, dream walking, time travel, or something stranger.

Equipment

Basic Rations (Free): All of your units require some basic equipment to use, they wouldn't be much of an army otherwise. This is the worst of the worst equipment. Corroded swords, broken and chipped blades, random parts of a rusted armor set, waterlogged bows, sticks that… might… pass for a magic conduit. These are the very basic requirements for an army of the dead to perform at the level of an army, and you will always get another set for each new member of your undead army related to whatever the individual's purpose in your army is.

Munitions Locker (25 CP): Having a ton of equipment is great, but sometimes you need a place to put it all. From the outside, this takes the form of a massive corner of a fortress, a wing of a castle, a mausoleum, a stash in a bunker, or whatever else would make sense as a location to store vast amounts of equipment. The size of this location grows with the size of your army, always having enough space to hold the vast equipment your army requires. Should it become larger than a massive castle, it will continue expanding on the inside without growing cumbersomely large on the outside. All equipment in this property is automatically sorted and stocked based on your purchases in this section. By purchasing this, you get extra copies of equipment purchased here for your minions, more than enough to replace broken or damaged equipment or to supply some extra non-Undead troops you may have acquired.

You can fuse this property into any other property you've purchased in this Jump.

Barracks (25 CP): While certainly not necessary for the more mindless undead, intelligent undead tend to have wants, desires, and their own needs. One of those is likely a location to call home. They may not require rest, but it's the thought that counts, and a place to plan and regroup, or just a place to let the weary mind rest, would certainly do well for members of your army.

This place expands with the size of your undead army, always having enough room to house any additional members you add to your cause. This is a property you own which can be fused with the Munitions Locker and other properties purchased in this document to create a greater whole. This particular property might take the form of a castle wing, spires, a mausoleum undercroft, or a haunted hold, but there's a lot of freedom in designing this to your own style.

Melee Armaments (Variable): These are the melee weapons available to your forces. Each of your forces will have access to a variety of equipment associated with the option(s) you select, and reserve equipment will appear in your Munitions Lockers in case equipment is damaged, breaks, or if there are alternative options your warriors require access to. You will always have at least enough to supply your entire melee fighting forces.

- **Standard Fare (10 CP):** This is the most basic of the basic standard armaments which are actually useful in some way. With this purchase, every member of your army will gain a standard sword, axe, club, or lance without much of any customization and in a random style. This is a one-size-fits-all option, nothing built to the specifications of the individual unit, meaning they might have odd weighting or proportions which don't quite match up, but it's better than nothing.

- **Axe Collection (20 CP):** For those who love axes, this is the axe specialization collection. This is a collection of axes in all shapes and sizes, from two-handed greataxes to single-handed war axes, halberds to throwing axes, tomahawks to labrys, each one customized to the member of your army for the greatest efficiency and power.

- **Sword Collection (20 CP):** The aspiring swordfighter will find the sword collection more to their taste. This is a collection of all kinds of swords, from greatswords to claymores, katanas to tantos, daggers to gladiuses, and plenty more. Each one of these bladed weapons is customized to the individual undead, whichever would best suit them, perfectly balanced for their use so they can be at

their deadliest.

- **Lance Collection (30 CP):** It's unfortunate, but in real warfare, swords and axes just aren't really all that useful. Against armor, they do next to nothing. Historically, spears were used far more in warfare because of just how useful and effective they are in getting around armor and reaching further distances. As such, you now have a collection of spears from javelins to pikes, cavalry lances to sarissas, pilums to tridents, and more. Each one of these is designed specifically for the unit who will use them, balanced for the most efficient use.

- **Exotic Weapon Collection (40 CP):** It seems you want a more untraditional style of weaponry. The exotic weapon collection includes a vast variety of weaponry that's not used in most warfare settings, either due to their difficulty to master or their strangeness. This can certainly be a boon, though, as most enemies won't know how to deal with weapons of this style.

Hook swords, designed to disarm opponents. Urumi, the whip-sword. Kusarigama, the sickle on a weighted chain. Deerhorn Knives, designed to trap and disarm others. Sais, butterfly swords, tessen, parrying daggers, stilettos, punching daggers, glaive-guisarme, bladed tonfas, emei piercers, naginata, chakram, and more. Don't worry about the details–your undead army will be able to use these without too much trouble and at at least moderate proficiency.

- **Vibroblades (50 CP):** This is the next step in combat technology. Traditional weaponry is no longer necessary when you have access to these technological marvels. A vibroblade is a weapon which vibrates the blade in an extremely fine and controlled way, using the sonic vibrations to increase its cutting power significantly. This allows it to slice through armor and cut apart much more durable materials, even if its own material make isn't up to snuff. You receive a small collection of swords, axes, or spears with this sonic vibration technology built into them. You can purchase this multiple times for more types of melee weapons.

- **Plasma Swords (75 CP):** Do you like lightsabers? Who doesn't like lightsabers? I have good news for you, because you now have a collection of plasma-based weapons for your troops. From plasma swords to plasma spears, plasma axes or plasma hammers, all in various shapes and sizes, this is a collection of energy melee weapons of your choice designed to cut through most materials without trouble. They're small, compact, and pack a massive punch, and they'll sunder just about any weapon they come in contact with. You also don't

have to deal with all the spiritual baggage actual lightsabers come with.

- **Nanoblades (100 CP):** If you like killing things then this is the option for you. Nanoblades are weapons whose blades are built with special nanomachines designed to churn matter. Essentially what happens is when these blades come in contact with any kind of matter, it severs the atomic bonds holding molecules apart, cleanly splitting the forces between atoms. This means that anything struck by these blades will be cleanly severed so long as it's not completely indestructible or somehow resistant to having its existence pulled apart on the atomic level. You have a nice collection of swords, spears, or axes in this style at your choice.

Spellsticks (Variable): These are the magic tools available to your troops. There will be enough of each selection to stock the majority of your forces, and if you have the Munitions Locker, you'll have plenty of extras located there for restocking, replacing, or just distributing among your living forces. More are generated as you add more forces to your undead army.

- **Standard Fare (10 CP):** These are your most basic wands and staves. They allow your undead to channel magic and focus it into specific forms, casting spells just a little easier than they otherwise would've been able to. Your undead won't be flailing and throwing magic in every which way anymore, it will be more easily focused towards enemies and even slightly empowered compared to otherwise. It's a small thing, but even small things can make a difference.

- **Fire Collection (20 CP):** Your army now has a *blazing* arsenal of wands and staves. Each one has at least decent craftsmanship, and all are built for one purpose: arson. This collection contains a variety of magic tools, from ones which moderately augment all fire magic to specialized tools which greatly augment specific fire spells or abilities cast through them. For mages, this allows them to perform even greater feats of magic, but this collection also provides a benefit for your non-magic-inclined troops, as well.

While limited, you also gain a collection of prepared wands. These wands contain a variety of fire-aligned spells and techniques which can be activated in order to cast them without any mana requirement. Each wand only has a certain number of charges, though, before they need to be replenished by an actual mage. Even your most hopelessly inept warriors would be able to cast (limited) magic with these!

- **Ice Collection (20 CP):** This is a *cool* collection of icy wands and staves used to harness the crystalline power of frost and snow. All of them have at least decent craftsmanship and can assist any wielder in harnessing the power of ice. Whether staves which grant an overall moderate increase in ice magic effectiveness, or specialized staves and wands which greatly increase the efficacy of individual spells and abilities, all of these have some form of use.

There is a collection of charged wands in this collection, as well, each of which holds a single ice-related spell within them. Units with absolutely no magic ability can activate these in order to use magic spells, but each only has a certain number of charges which can be used before needing to be recharged by a mage. These definitely help bridge the gap of power between regular troops and all-powerful wizards, though.

- **Lightning Collection (20 CP):** Dazzle your enemies with lightning and storms. Electrify their existence with shocking displays of thunder and electricity. This is a large collection of relatively decent lightning-themed staves and wands, each of which have various capabilities including empowering all lightning magic moderately, or empowering individual spells significantly. Let your fury and wrath be unleashed across the battlefield.

But your army also now has access to a collection of wands, each of which has a limited number of spell charges within them. They allow even non-magical individuals to cast lightning magic without issue, but once all charges are used up, the wand will need to be restored by an actual magic-caster.

- **Saboteur Collection (30 CP):** Do you like the Fire, Ice, and Lightning collections? Do you wish you could do more? Now you can, by making your foes even more vulnerable to your army's capabilities. You have access to a collection of wands and staves designed to bolster magic which weakens or hinders your foes, from magic tools which grant a moderate general bonus to hindering magic to ones which greatly increase the capabilities of individual spells which hinder your foes. You also get a collection of wands with pre-charged spells similar to other collections. From spells which bind your enemies to spells which decrease their defenses, spells which miniaturize them to spells which make the floor slippery beneath them, you'll find a good amount of useful support magic in this collection.

- **Fortifier Collection (30 CP):** If it's strengthening magic you desire, it's strengthening magic you will get. This is a collection of staves and wands

designed specifically to empower empowerment magic, increasing the strength and effectiveness of your troops and what they do. The magic tools in this collection grant a general moderate increase in the capabilities of strengthening magic, and come with specialized tools which greatly empower the power of specific strengthening spells. There are also a variety of magic wands which only have a limited number of charges, prepared with specific strengthening spells, which can be used even without magic.

- **Exotic Collection (40 CP):** These magic tools are a little stranger. This selection encompasses a variety of interesting alternative effects, things largely unrelated to fire, ice, lightning, buffing, and debuffing. You'll generally find magic tools here which affect the power and capabilities of life magic, death magic, shadow and light spells, and a few items related to time and space powers. You'll also, as usual, receive a variety of wands which have spells built into them, waiting to be activated, but these hold significantly fewer use charges compared to the other collections because of the general power of the Exotic Collection. Regardless, this will provide a powerful tool at your disposal, letting you resurrect the dead or close wounds by turning back time.

- **Spellstrike Gloves (50 CP):** A masterwork in arcane craftsmanship, these are designed to allow mages to use empowered magic without requiring staves or wands. Each set of gloves can store up to 2 spells, one for each hand, with a certain number of charges just like wands. They can all, alternatively, have empowering effects which increase the capabilities of a mage's normal spells inscribed upon them. By default, you have a ton of gloves with only the most basic and simple of spells listed in the collections above, but if you've purchased any of the above collections you'll have a much more complete collection of gloves related to those collections.

- **Magic Wands (75 CP):** In case you don't want to worry about purchasing every individual collection listed above, or if you only want the pre-prepared wands already loaded with spells, you can purchase this instead. You'll receive the Fire, Ice, Lightning, Saboteur, Fortifier, and Exotic Collections, but only the wands with spells preloaded into them. You'll still need some kind of mage or magic battery to recharge them after they've been used.

- **Magic Staves (75 CP):** In case you don't want to worry about purchasing every individual collection listed above, or if you only want the empowering magic tools to increase your and your army's magical potential, you can purchase this instead. You'll receive the Fire, Ice, Lightning, Saboteur, Fortifier, and Exotic

Collections, but you only receive the various magic tools which empower individual elements or individual spells by a moderate to great amount. Perfect for an army of mages.

- **Wizard Tomes (100 CP):** Wizard Tomes are something like a multipurpose wand mixed with an empowering staff, and easily transportable besides. Within a tome is a collection of spells. These spells are pre-prepared, allowing them to be cast at any point, but each spell only has a specific number of charges (randomly determined upon purchase, but mages can focus magic into specific spells to allow their usage in the future). Each tome has a different assortment of spells in their pages, and whoever wields a tome can cast any spell that has charges by focusing on it. Tomes also empower the magic of any caster holding the tome based on what the tome's specialty is.

By default, these tomes only have low level spells, a mix of magic from all sorts of sources. You will, however, gain much more powerful and greater spells by purchasing the various collections above, or by purchasing Magic Wands.

- **Arcane Rods (200 CP):** Arcane Rods are a lot like Magic Wands and follow the same rules. There is one difference, though… Arcane Rods have unlimited charges to use the spell associated with them. You will only have low-level spells if you don't purchase any other options from this section, but should you grab a collection or purchase Magic Wands, you will gain a much greater variety of spells within these Arcane Rods. May God have mercy on your enemies' souls, for you shall not.

Firepower (Variable): Guns. GUNS. *Guns and guns and guns and guns*. And bows and arrows, but who cares about those? Your forces are now armed to the teeth with the options you select below, always having enough to stock the majority of your army with these options and, with the Munitions Locker, a ton more besides. You'll even receive more as you add more units to your undead army, a veritable firestorm of bullets… and arrows if you're one of *those* types.

- **Slings (10 CP):** The most basic ranged weapon type, used since time immemorable. This may seem like a downgrade from the Basic Rations equipment, but at least this won't reliably break, misfire, or fall apart. This comes with a good number of slings for your army, along with an endless stream of ammunition for them which can be restocked at the Munitions Locket if you've purchased it.

- **Bows (20 CP):** The surprising thing about bows (and crossbows) is that they're actually extremely damaging and deadly. They outperform firearms by quite a bit, an arrow causing significantly more bodily harm than a bullet, especially when compared to early era guns. The problem is that training time is extremely slow and cumbersome compared to firearms, and that's where the problems begin to arise. You get a full collection of short and longbows, simple and compound bows, all in customized configurations so that they're built to the individual. Unfortunately, without a relatively high level of intelligence, your undead army will be somewhat inaccurate with these bows.

- **Black Powder Collection (30 CP):** Early guns held a huge benefit over bows and even crossbows, that being how easy and simple they were to use in comparison. Even crossbows require some level of familiarity before they can be treated as weapons of war. Guns, though, can be picked up and learned to use by a commoner with little to no training. Unfortunately, for your purposes, this is a drawback since your undead army will always have some level of proficiency in bows and crossbows, making this purchase only a slight step up from regular bows. You'll receive flintlock pistols, hand cannons, arquebus', muskets, carbines, blunderbuss', matchlocks and snaplocks, volley guns, Jaeger rifles and more. They're easy to use, certainly, but because they have no rifling they're wildly inaccurate, take a ton of time to reload, and are completely useless in the rain.

- **Crossbows (40 CP):** The upgrade of bows, making them slightly easier and more efficient to use. A crossbow requires having an arrow (or arrows) loaded into it before it can be aimed and launched, but it's much easier to aim and use compared to a regular bow. Unfortunately, loading it is much slower, requiring several steps to pull the string back and lock it, load the arrow, prime the shot, aim, and then fire. You get a full collection of various kinds of crossbows, from repeating crossbows which can load multiple arrows to hand crossbows, double-bow crossbows to cu-ko-nus, mounted crossbows to arbalests. Your undead army can fire them pretty accurately and at long range, but reloading is cumbersome.

- **Complex Machinery (50 CP):** This is where things get spicy. This purchase comes with. Sizable armory of modern small arms and simple arms for use by your army. Easy, simple, mostly accurate, quick, and extremely transportable. These are your pistols, hunting rifles, and shotguns. From the Beretta to the Glock, the Winchester Model 70 to the Remington 700, the Benelli Nova to the CZ Drake, and more, your army will be well-equipped for a firefight in any modern setting. They won't be pulling out vast assortments of submachine guns or tactical rifles,

but they will be able to hold their own in a modern war.

- **Modern Warfare (75 CP):** The big guns are the ones which can fire dozens of times per second, or shoot a bullet large enough to take a chunk out of someone's flesh. These are your military-grade weapons, tactical gear that's designed for warfare. This includes your array of assault rifles, sniper rifles, light machine guns, heavy machine guns, SMGs, tactical shotguns, and more. With these, your army will be ready to meet the modern world with incredible force, an army akin to a first world country capable of leaving nothing but bodies and destruction in its wake.

- **Tactical Assortment (75 CP):** Guns aren't everything. Sometimes you need explosives. Lots and lots of explosives. Your army now has access to grenades and explosives, from fragmentation grenades to smoke grenades, flashbangs to landmines, C-4 to Semtex, and more. You even get weaponry used to transport these grenades from one location to another such as grenade launchers and rocket launchers. Oh, and flamethrowers. You are the angel of death.

- **Cyberpunk Selection (100 CP):** The future has come. You've found yourself in possession of a wide variety of augmented future weapons. These are the kind of weapons that have enhancements to perform a variety of functions. Guns with AI-assisted aiming for pinpoint accuracy. Guns which use magnetic propulsion to pierce through armor. Guns which fold into themselves for easy transportation. Heat-seeking bullets, technology and cybernetic disruption effects, and adaptive weapons. With weapons like this, how can your army lose?

- **Experience the Fallout (100 CP):** Alternatively, do you like energy weapons? This selection of weapons will grant your army a variety of weapons which run on batteries, which shoot plasma and lasers. From rifles which shoot freeze rays to pistols which ignite the bullets they shoot into incendiary rounds, guns which run off nuclear batteries to shotguns which blow enemies up with beams of light, you'll have enough selection to melt, freeze, liquify, and scorch anyone your army comes up against.

Armors (Variable): Sometimes protection is important. For that, you can purchase defensive equipment for your armies, granting them a variety of armor in order to survive the harsh wars you're certain to throw them into.

- **Standard Fare (10 CP):** Protection is important, and if you don't want to pay out for more than the very basics, the basics work pretty well, as well. This grants some basic armor, though nothing fancy. Some simple chainmail or armored tunics, perhaps a few helmets, and leather boots. This is the bare minimum of protection, but it works if you're not too worried about protection.

- **Leather Armor Collection (20 CP):** Leather armor is extremely useful. It's relatively light (compared to metal armor), can be equipped with some basic metal armor segments for increased protection, and still provides decent protection against swords and axes. Your army is now equipped with a wide variety of leather armor, from leather vests to greaves and bracers, all reinforced at least somewhat. Assassins and rogues rejoice!

- **Light Armor Collection (30 CP):** Light metal armor is easier to move in, but sacrifices some of the defensive qualities you'd otherwise find in medium or heavy armor. This is chainmail armor, lemellar armor, scale armor, brigandines, jack chains, and various pieces of customizable or interchangeable armor such as pauldrons and cuishes. Great for some flexibility while having greater defensive value than leather armor.

- **Medium Armor Collection (30 CP):** Offering greater levels of defense but sacrificing some mobility as a result, medium armor will protect your front-line troops and instigators. These are armors like the lorica segmentata, splint armor, reinforced brigandines, samurai do, kozane, half plate armor, and other armors of similar quality. These are designed to protect those who lead the offensive charge, granting enough mobility to perform normal melee maneuvers.

- **Heavy Armor Collection (30 CP):** This is the heavy stuff. The heaviest. Full plate armor, gothic plate armor, maximilian armor, heavy eastern lamellar, and rus lamellar brigandine. This stuff is hard to move in, but will protect from most attacks. Knights favoring defensive tactics and maneuvers would wear this, as might commanders who should stay in safe locations so as to lead their forces. This armor has its place, just make sure to be strategic about its use.

- **Light Military Selection (50 CP):** Modern militaries have discarded metal in favor of more flexible and adaptable materials when creating their armor. Often made from kevlar, twaron, or similar fibers with greater defensive qualities, these armors are designed to stop small caliber bullets and deflect some weaker bladed weapons. This kind of armor can come in many shapes, from kevlar suits to ballistic vests, and it's all pretty light compared to the above options while offering

decent protection and flexibility. They're even designed to somewhat disperse hard impacts, making strikes less effective. Great for more modern settings, but arrows and spears are probably still going to pierce these things (even if not as badly).

- **Hard Military Selection (75 CP):** This is some strong stuff. Utilizing ceramics, steel, and polyethylene, these armors are designed to be lighter weight than medieval armor while still having good defensive qualities. These stop even armor-piercing bullets and rifle rounds, and you'll probably feel pretty safe in this when in combat against swords, spears, and arrows. It's a good bit heavier than anything from the Light Military Selection, though.

Materials Engineering (Variable): Select any number of the options below. All of your minions will get their equipment upgraded to be made of the selected materials, or gain duplicate versions of their equipment in each material if multiple materials are selected. You gain Iron for free, meaning all their starting equipment will be Iron at the very least.

- **Iron (Free):** This is the most basic option, the one you get for free. Your minions' weapons and armor will be made from this material, and it will probably suck. You know, because iron is very heavy. And brittle. At least it's pretty strong and doesn't really bend or warp easily. It's honestly fine in general, just cumbersome and not as effective as literally every other option below.

- **Bronze (10 CP):** Bronze is an alloy of copper and tin. This makes it expensive and valuable. It's also slightly lighter than iron while keeping its general strength, meaning it makes effective weapons and armor! Or you could just buy this and sell it all for some extra cash. It doesn't really have any other notable attributes.

- **Steel (10 CP):** Alternatively, steel is a viable purchase. While not nearly as expensive as bronze, it's also not nearly as brittle as iron or bronze while still providing good power. It won't shatter into a million extremely sharp pieces after being used quite as much, has a longer life than the above, is much lighter and easier to use, and is generally better in most ways. You're just not going to be making as much money from selling it.

- **Cold Steel (30 CP):** Cold Steel is the natural slayer of demons, werewolves, and fairies. Any weapon made from it will cut through the natural and magical defenses of these beings, slicing through skin no matter how tough and cutting through any magical barriers or protections these beings may have. Armor

made from this material protects you from all manner of attacks from them, as well, granting much greater defense against their rending claws or magical attacks. Your army gets a copy of all purchased equipment made in this material.

- **Bonesteel (40 CP):** Forged in blood, this material holds powerful anti-divinity and anti-giant properties. Weapons created from Bonesteel cut through gods and all their defenses like butter, even able to slay gods should the right attack connect. Giants are just as vulnerable to such a material, allowing the wielder to slay giants with ease. Armor similarly protects against such beings, defending against a god's authorities and a giant's phenomenal strength. Your army is now equipped with weapons and armor of such magnitude.

- **Blessed Silver (50 CP):** Silver has many interesting and useful properties, especially alchemical silver. Not only that, but this silver has been blessed, as well. Silver on its own holds the property of balance, making supernatural energies more easily controlled and manipulated, and is the metal of purification, meaning curses are more easily damaged by it. Silver is extremely dangerous to werewolves, vampires, and incorporeal entities, making it extremely effective against enemies such as wraiths and ghosts. Because this is alchemical silver, this augments magic cast through it, increasing the effects of such magical spells greatly. The blessings left upon this silver vastly enhance its effectiveness against undead, too.

All of your forces gain equipment made of this blessed alchemical silver.

- **Dragonscale (75 CP):** Dragonscale isn't particularly useful for weapons, but with this you'll find your army's armor to gain incredible supernatural properties allowing it to protect against various elements. The armor you purchase in this section is made from the scales of various types of dragons, each type granting immunity to a specific element. Some protect against fire, some ice, some electricity, some wind, some water, and more.

- **Dragonbone (75 CP):** While not great for armor, weapons crafted from Dragonbone hold phenomenal elemental properties. Not only are they naturally extremely durable, bordering on indestructible, they also allow the wielder to ignite the blade in various elements related to the dragon whose bone the weapon is crafted from. A fire dragon would allow the blade to be wreathed in eternal flame, while a storm dragon would grant vast electricity. These elements can even be thrown from the blade, extending the weapon's range by a moderate amount. The

weapons you purchase are now made of Dragonbone, granting such powerful effects.

Conversion

Conversion is your knowledge of how to replicate the process of turning the living into your army of the dead. You will gain individual conversion methods at the level of what you purchase here for each Army Unit you bought in the Army Units section of the Undead Army Builder. They will gain all capabilities and instincts of the unit, able to perform to that unit's limits regardless of who or what they were when they were alive, but they may also retain their capabilities from being alive depending on their Intelligence Level and undead type.

You may purchase multiple Conversion Methods if you'd like.

None (+200 CP): You didn't create this undead army, you inherited it. What else did you inherit? Well, certainly not a way to continue adding undead to it to bolster its numbers. You heard that correctly–you have no way to recreate beings from this military and add them to your numbers. This means that unless you have some other way of creating undead and you significantly research the specific methods of granting undead the traits within this section, you will likely never be able to even come close to bolstering this army. You have what you have and nothing more.

Ritualistic Methods (Free): This is the most basic of conversion methods. You have knowledge of various rituals, one for each of the types of Army Units you've purchased, to create more of that Army Unit with all the modifications purchased in this Undead Army Builder. This doesn't necessarily have to be a specific ritual in the normal sense of a ritual, this can instead be required technological upgrades to the corpse to allow it to animate, or setting up equipment to augment your psychic abilities to resurrect the dead under your control, or just a literal magical ritual to focus magic energy into your target. Regardless, this method takes time and preparation for each individual undead you create, and typically exhausts the materials used to make it.

If you choose a technological method of creating undead, this is extremely compatible with the natural capabilities of a Necrotech and will help augment your knowledge and skills as one. Your Necrotech skills and knowledge will be able to augment and modify these rituals and the resulting undead, as well.

Dreadforge (100 CP): You have some form of process or technology which converts the dead into the undead. This doesn't work instantly, but unlike ritualistic methods, it's either portable or doesn't require any form of resource expenditure. Perhaps you've created some form of device which slowly converts a corpse into an undead monster based on the settings you input into it, and you can recharge the device later once it's run out of charge. Alternatively this is a faster process but isn't quite as portable, such as a magic circle you've inscribed somewhere which requires you to place the corpse into the center of it, but such a process requires no sacrifice or materials to activate and is quite fast.

If you choose a technological method of creating undead, this is extremely compatible with the natural capabilities of a Necrotech and will help augment your knowledge and skills as one. Your Necrotech skills and knowledge will be able to augment and modify these rituals and the resulting undead, as well.

Arcane Animation (200 CP): Select an energy source. This can be magic, psychic energy, qi, electricity, or something else. You've found a way to utilize this energy, focusing it onto various corpses and weaving it into their remains, converting them into additional members of your army. More powerful undead will cost more energy to create, but such is life. The benefit of this method of conversion is that it requires absolutely no material components to perform, necessitating no cumbersome equipment or rituals and only requiring you to perform the spell or direct the mechanism to empower and change the corpse into your new minion.

Ensouled (200 CP): You've found some way to prepare souls ahead of time and use them to immediately convert corpses at no additional cost. This grants a method to prepare such things ahead of time which requires no recharge and is easily transportable in large quantities. Perhaps you've developed a technology which can easily and simply extract or summon (or even generate) the souls of the dead, including the souls which have been "destroyed" by something like a holy weapon or priest's magic, allowing you to restore even the supposedly unrestorable. Alternatively, you've found a way to store chi or qi into talismans you've prepared, and use those to bind the qi and soul to a corpse under your control. These methods include a way to store seemingly limitless quantities of such items for you to use on all of your slain foes, adding onto your army.

If you choose a technological method of creating undead, this is extremely compatible with the natural capabilities of a Necrotech and will help augment your

knowledge and skills as one. Your Necrotech skills and knowledge will be able to augment and modify these rituals and the resulting undead, as well.

Shadowy Awakening (300 CP): You bend undeath to your will with but a thought, where even the faintest traces of magic or essence allow you to awaken the dead under your command. In a process which takes next to no time and at no cost to yourself, you are capable of harvesting the internal energies and life essence left over in those recently passed, igniting it into a self-sustaining energy which fuels the corpse's transformation into your undead minion.

With this kind of power you can raise entire armies under your command as your foes fall, a mere thought or gesture converting those slain into more sacrificial pawns. Your enemies will know true fear as every one of their losses adds to your gains. You can rapidly expand your army with minimal effort. Unfortunately the most powerful undead you can create from these corpses is dependent on the amount of power the being held in life, as well as how soon after death you find the corpse before the remains of life have left it.

Reconstitution

Never (+200 CP): It's unfortunate, but however you went about making your undead army has left them utterly unequipped with the ability to regenerate or reform. If a unit dies, the only way to get a new unit is to make another one yourself. The death of your army is the death of your army, no way around it.

Duration (+100 CP/Free/50 CP/100 CP): It seems that the method you used to create your undead army has to take time in order to generate the power to reform them. This is an automatic process, so you don't have to do anything for it to continue working permanently. All you must do is wait for the duration to finish and your soldiers will revive once more without issue.

- For **+100 CP**, this duration is 9 days. It takes over a week for a soldier to reform from the process you used to allow this resurrection.

- For **free**, this duration is 3 days–the standard restoration period for an item or companion. After these 3 days, the destroyed unit will reconstitute itself and rejoin your army.

- For **50 CP**, the duration is 24 hours. After a single day, your unit will put itself back together and be prepared to rejoin the battle.

- For **100 CP**, the duration is 9 hours. After a mere 9 hours, your immortal army will restore itself to prime condition and be prepared for its next campaign.

Energy Investment (100 CP): Rather than be an automatic restoration of body and power, it appears your units require your manual efforts to restore them. You are capable of sacrificing a portion of your internal energy to instantly restore a unit or units to the battlefield. There will be no wait time for your army to reform and continue its campaign, but you are limited by the energy you have. Stronger units will require greater energy investments.

Upon selecting this option, decide upon a type of energy your army will require to resurrect. This can be magic, electricity, psychic energy, chi, or something stranger. This is what you will feed your army to reconstitute it.

Ritualistic (100 CP): Your undead army doesn't require energy of any sort to come back, but it does require something… most notably, a ritual. This ritual is never anything complex, but it will take the form of some kind of chant or movements, or even a series of crafted materials that you can prepare in advance. By continually performing these chants or movements, or by sacrificing the material you crafted, your undead army will continue to revive itself so long as you don't stop the ritual.

Automatic (300 CP): Your undead are undead! There is nothing that can put them down or kill them, even temporarily! As a master of the undead, you deserve only the greatest of power. As such, your undead army continually repairs itself the moment it's destroyed, each unit immediately reforming from all damage no matter how severe. There is no delay, no energy cost, it's all an automatic reconstitution without end. Your undead army cannot be stopped.

Special:

As You Were (400 CP): Whenever you convert a corpse into an undead for your army, they shall be whole. They will have all abilities they had in life, no matter the source, even if such should not be possible. If they wielded holy magic in life, they will wield holy magic in death. If they had power spawning from their bloodline, they will still have such power in death despite no longer having the living biology for it to function. They retain all abilities, powers, magicks, augmentations, and even their physical prowess upon entering your forces. Whether they can effectively use such, though, would depend on their Intelligence Level.

Drawbacks:

Time Extension (+50 CP/+25 CP): Do you truly wish to stay here even longer? Well, if you're so insistent… I will grant you +10 years within this world for every purchase you make here. The first two purchases are +50 CP each, and each subsequent one is +25 CP each. If you'd like, you can take this drawback to other jumps with you, acting as a pseudo-Chain drawback, to gain additional points in any jump you wish to use this in.

Cold Hands… (+50 CP): Your body is unfortunately unresponsive when it comes to conveying your emotions. You'll always have a detached demeanor. You won't notice anything differently, but others will find your smiles strained and brief, your laughter hollow, and a stoicism that buggers belief in any amount of joy or sorrow. While not guaranteed, many people tend to distrust those who have nothing but an emotionless mask, and this may end up isolating you if you aren't actively working to get to know people and understand them.

…Cold Heart (+50 CP): No matter your true intentions, you come off to others as self-serving and calculating. Every action you take has to have a purpose, and that purpose cannot be good or beneficial to anyone except yourself… that's what most people think when they see you doing things. All acts of kindness are viewed with skepticism, and even your genuine empathy makes people question if you're just pretending to care so that you get more followers, riches, and power. Only your companions, the most emotionally intelligent, and those who you've become very close to will be able to see beyond this and know your true heart.

Frigid Bitch (+50 CP): It may be Fate, it may be completely random chance, but you seem to attract a very specific kind of individual when it comes to any form of romance and friendship. Perhaps not all, but a surprisingly large number of individuals you forge close connections and relationships with are extremely ruthless and volatile in their treatment of others. They'll shower you in affection and court you with incredible favor and loyalty, and then turn their cold, contemptuous eyes towards everyone else in your life. They'll manipulate and cruelly torment your friends, allies, and followers, meeting all with righteous anger that always seems justified to them, claiming your will in their actions and performing horrible actions and atrocities in your name.

They'll truly care for you, but they'll see problems with everyone around you. You'll likely find your circle shrinking and your friendships growing distant if you don't take quick and decisive action to rectify this. You'll often find yourself caught

between friendships and your close relationship with these individuals, and while it may seem obvious what the answer is on paper, your emotions may make this more complicated than it initially seems.

At the end of the jump, you can take any of these individuals as companions for free. Their personalities will be less hostile towards others but will generally remain intact.

Very Merry (+50 CP): You'll find that quite a few people in this world have a constant, omnipresent, suffocating amount of joy. Wherever you go, there will be so many unshakeable smiles, echoing laughter, festive tunes which never quite fade, and happiness isn't just encouraged, it's expected. Even in dire situations and moments of tragedy and loss, everyone remains unflappable and upbeat, just brushing off hardship with optimism and annoying advice. Every situation always seems to get spun into relentless positivity.

This can be extremely exhausting, and if anyone notices any hint of seriousness or discontent you'll be met with irritation, as if your lack of chipper attitude is a personal affront. Frowns are met with frustration, solemnity is met with ingratitude, and any attempt to express an emotion besides joy is looked down upon like trash.

Wear Your Winter Protection (+50 CP): No matter how many layers of protection you pile on, you'll always find yourself at least a little chilly and uncomfortable in cold weather. Scarves, gloves, coats, and whatever other thermal protection you put on will certainly help, but it will never totally eliminate the uncomfortable cold creeping in and clinging to your skin. The freezing air just seems to always prick at your skin, making a normally bearable winter day feel brisk. Your hands and feet will always be a little numb from the cold. This will only get worse with colder temperatures, making you more fatigued and slowing you down just a little bit more. You'll find refuge in warm houses, but the outside winter fields will be a personal challenge.

Shivers (+50 CP): You have regular involuntary twitches and nervous ticks. These can complicate even the simplest of tasks. Your arm might jolt as you're trying to fill a glass of water, spilling it over the ground. Your fingers may twitch at the wrong moment, screwing up the letter you were writing. Performing basic actions can be a challenge, and precise movements can become a frustrating challenge. The more stressed or anxious you are, and the more important the task you're doing becomes, the more regular these twitches will become. Your

emotions are displayed easily through the twitches, from your head jerking to the side every few moments to your constant shoulder shrugs and muscle spasms.

Elemental Only! (+100 CP): These elemental worlds seem to have had a strange impact upon you and your Chain. They actively suppress and strip away all power not of their own making, washing away your previous lives and incarnations such that only the true "you" from the elemental worlds remains. All perks and items not from a Generic Elemental jump (such as Generic Fire Manipulation, Generic Water Manipulation, or Generic Lightning Manipulation) are disabled and locked away, leaving you with only your emptied-out warehouse and the perks and items you've purchased within these hallowed Elemental halls.

Silent Defender (+100 CP): Your voice has been stolen, leaving you utterly mute. You cannot even utter a whisper no matter how desperately you attempt to speak. Silence is all that meets your attempts to vocalize yourself, and communication will become a challenge as a result. Depending on the world you enter into, likely a combination of the civilization's age and the level of technology, this may be even more difficult as most of the population may not know how to read. Gestures and written word will be your only method of communication, as even your psychic voice is lost should you be able to normally speak with your mind.

Though you may act with conviction, standing as a stalwart defense against evil and the apocalypse, you will do so in silence. You protect others with quiet conviction, a steadfast guardian with no words.

Soft as Ice (+100 CP): In a world of snow and ice, resilience, both physical and from the elements, is a necessity. It's unfortunate, then, that your protective layer has been stripped from you, making you soft as melting ice. All of your protective and defensive perks and items, including armor and regenerative abilities, have been disabled. You will only have access to the defensive items, perks, and powers gained in this jump. Unless you take precautions, your skin will be as vulnerable as everyone else, and every encounter will become a test of survival and strategy to safeguard your own life.

Biting Steel (+100 CP): The touch of metal is agony to you, at least the blades of weapons. Any cutting implement, when its blade touches your skin, will carry an unnatural cold and pain which cuts deep into your flesh. Even the smallest nick of a knife will seem to cut across your whole body, causing searing pain like a venom. All blades are more deadly to you, cutting much deeper and leaving you in

debilitating pain which lasts far longer than it should. It's like you're allergic to the blades of weapons, or they're coated in a poison specifically made for you.

Pact-Witch (+100 CP): You no longer have the ability to use any of your perks or abilities without first creating a Pact to access it. You instantly know a specific Pact for every single one of your powers and abilities, but simply knowing a Pact isn't enough. You must find someone to initiate the Pact with, and creating a Pact with another will grant both you and the individual a copy of the Perk or ability in question. You may create this kind of Pact with only a single person per perk or ability. The cost of this Pact is a shortened life, where the target of this Pact is regularly put in danger and is more likely to die, and should they pass on you will lose access to the perk or ability until a new Pact is formed.

After this jump finishes, you can keep a Pact version of all of your perks and abilities for future jumps. These can be entered between yourself and another, granting them the perk or ability at an increased risk to their life. Doing this slightly empowers the perks and abilities of yourself after this jump.

Slip-Sliding Away (+200 CP): Grace and balance have forsaken you. For whatever reason, you find yourself struggling on snowy, icy, wet, and cluttered terrain. On snowfields you regularly trip in the snow, while on ice you find it extremely difficult to get traction, resulting in constant slips and falls. You'd have to be especially careful not to hurt yourself, and even more careful if you're in a dangerous situation and one of these environments is present. Curse your fate, for this is now your life if you're not careful.

Cocytus (+200 CP): In this world, Karma isn't just an abstract concept but is, rather, a relentless reality. For you, anyways. The shadowy blade of Damocles rests over your head, ready to drop upon you in the form of an Arbiter of Fate, waiting for you to commit the greatest atrocities of betrayal and turning them against you.

The slightest breach of loyalty, whether to friend, foe, or your very own beliefs, lowers your karma. The worse your karma, the worse luck you will find yourself experiencing. It will gnaw at your successes, unraveling plans and abandoning you at critical moments should your karma be lowered enough. Betraying a friend would cause your accidents to become true setbacks, and your luck will wither for every lie you speak.

Meanwhile, your enemies will receive increased karma for their loyalty. Those who stay steadfast to their promises gain grace, and by staying true to their own ideals they will find their plans begin to unfold with uncanny precision. With every act of sincerity and every promise kept, their path grows clearer and their actions gain greater weight upon the world.

Karma will slowly return to neutral as you avoid breaking promises, lying, and make sure to stick to your own ideals. If you'd like to keep a loyalty-based Karma system in future jumps, you'll find yourself able to gain positive karma by staying true to yourself and friends and speaking truths to others, while the opposite will continue to provide negative luck and consequences. You can toggle this at the beginning of each jump.

Mythical Weakness (+50 CP/+200 CP/+300 CP): The myths of old have woven themselves into this world, and now into you. In some strange act of Fate, you find your very essence bound with the vulnerabilities of not just werewolves, but also giants and the undead. These weaknesses are very real to you, rendering you weak to certain materials and forces that would've otherwise been harmless to others. For +50 CP, you're affected by one of the following weaknesses. For +200 CP, you're affected by 3 of them. For +300 CP, you're affected by all of them.

- **Silver**: The touch of silver is painful to you, like a poison. Weapons made of silver boil your skin and cut through your supernatural defenses, though not any armor, leaving wounds that heal supernaturally slowly. You also won't have a reflection in any mirrors.

- **Holy Water**: Holy water causes blistering pain like acid, burning your skin like silver but not as intense. You have a severe aversion to large bodies of water in general, too, and cannot cross flowing water without a bridge.

- **Bonesteel**: Bonesteel cuts through all of your defenses like your defenses don't exist. Bonesteel will even cut through your armor and all other natural defenses you might otherwise have.

- **Sunlight**: The sun does not truly harm you, but you'll find yourself weakened with extensive exposure to sunlight. Your strength and vitality will slowly be drained the longer you're directly exposed to sunlight, and this strength and vitality is very slow to return.

- **Fire**: You have a phenomenal weakness to fire. It's extremely harmful to you, bypassing all resilience you have and leaving you with burns and injuries which cannot be healed until the molten skin and flesh have been painfully removed.

- **Wolfsbane**: The scent of wolfsbane alone causes nausea in you. Should you eat small amounts, it will put you to sleep and leave you vulnerable and temporarily powerless, while large amounts act like a debilitating sickness which leaves you weak and sick for days.

- **Salt**: The purification properties of salt are extremely irritating to you, making you extremely fearful of it. You'll find yourself gaining rashes and light burns from contact with salt, and you'll be unable to cross over any lines made from salt as if it was a physical wall.

From the Chaos (+200 CP): The frost giants are invading. Their goals are simple–to plunge order into chaos, and kill anyone in their way. These giants, the Jotnar, are massive creatures of ice with blue skin and phenomenal combat capability. They will turn entire cities into graveyards as they pass through, destroying infrastructure and leaving nothing but bodies and ruins in their wake. You can always try to join them, but they're certain not to care about a lowly child or order like yourself, more likely to kill you if they see you. Perish beneath their onslaught or fight a war to halt them, run in terror or hide on the sidelines, it matters not. Survive and you will continue living, or die and see the end of your travels. Those are your choices, so now choose.

The Chained (+300 CP): Odin, the Allfather, has seen the fate that the Norns have woven. It speaks of a great evil ushering in Ragnarok and dooming not just the gods but slaying Odin himself personally. Normally he would believe such a being to be Fenrir, the child of Loki, and he would go on to bind Fenrir with the chains of Gleipnir, stealing the child's happiness and life away. Instead, he has decided that you are the one who will herald in Ragnarok and slay him, and he will do everything in his vast power and resources to stop or slay you.

You are now a hunted soul, The Allfather dogging your every step with the intent to remove you from the world. His ravens, Huginn and Muninn, are the conceptual representations of infinite knowledge and omniscience, from which he gets his knowledge to end you. His Valkyries patrol the skies seeking to slaughter you and earn them a place in Valhalla. The gods themselves, should they be so inclined, will stand by him to ensure the end of Order never arrives.

Whether you outrun the Allfather's gaze and his ravens' all seeing eyes, prove your innocence by somehow reinterpreting the prophecy and throwing another into his sights, or fight back and kill Odin and fulfill the prophecy, it will certainly be a legend for the ages.

Frozen Straight Off (+300 CP): The cold has already claimed its victory over you. You've suffered severe and advanced frostbite, leaving you visibly deformed and permanently disabled. Your skin was blackened and brittled, cracking off, leaving scarring that no longer heals. Worse, you've lost an arm and a leg, preventing you from ever being the same again (or until this Jump ends). Prosthetics can only do so much, and even advanced cybernetics and magic are awkward, though they can mitigate most of the trouble. You'll tire out more easily, though you can fight through it with only discomfort.

Your fighting ability will be impacted the most, as the weight imbalance and muscle memory will throw your combat skill way off, being an extreme hindrance. Any amount of combat skill you have from before this jump, and any skill and power you have from your origin in this jump will be actively dangerous and detrimental to you if you try to fight. You'll have to relearn combat from the beginning, unlearning all of your gained skill and relearning how to perform with your disabilities. You could just take this jump easy, though, and live a relatively normal life in peace.

Fates Align (+300 CP): You're a pawn in someone else's game. There's an obscenely powerful precognitive who has decided you're an important part of his or her plans, and now they're setting everything up so that you dance to their strings. You're no longer the master of your own destiny as your steps and decisions have already been decided by this individual. You can be assured that this will lead to an outcome you very much don't like, also, even if it seems to be beneficial or innocuous most of the time.

They're not all-knowing, though. They have not the time to watch everything you do all the time, and they certainly have many other pieces in play as well. There's nothing you can do to scramble their future sight or defend against it, but you can find gaps where they aren't watching, away from important events, where you can set up your own dominos and plans to counteract their own, subtly changing the future. Be careful, though, as should you be too obvious they may take more drastic measures to keep your destiny on track, and you won't like that. Can you reclaim your agency?

Beginning of the End (+300 CP): Ragnarok has begun. The world is spiraling towards ruin. You begin this jump just as a relentless winter blankets the land, sapping the heat from everything and killing the crops. Head death saps the very vitality from those who leave themselves vulnerable to it. The frost creeps into the earth and leaves it desolate while the skies grow dark. The gods prepare for a final battle to stave off the inevitable and humanity braces for dark times ahead.

You must survive 9 years, after which the world will end and you will move on to your next jump. For three years, the armies of the gods will gather while humanity slowly descends into anarchy. The gods will prepare to fight the forces of chaos and humans will begin fighting each other for the remaining food and resources. After these three years, a harsh and desolate war will break out, with gods and the agents of chaos slaughtering each other. The battlefield will transition inevitably to Earth, fires scorching the planet and the seas swallowing the land. Monsters will emerge and begin their dismantling of the universe's order and hope will die. Every day brings society and the planet closer to collapse.

You must endure as the gods die one by one. Odin's death will come to pass, and then in the end Skoll, emboldened by Fenrir, will catch the Sun and devour it. The final cold will cover the planet, all heat will disappear, and then it will finally fall to Ragnarok. You will move on to your next Jump in the embrace of reality's final hour.

Inevitable Demise (+500 CP): The Norns, the keepers of Fate and Destiny, have spun a grim thread in the tapestry of Fate. It seems, Jumper, you have been granted an inevitable demise. From the moment you enter this Jump, your end is not a matter of "if," but a matter of "when." You can feel it, a looming certainty that no amount of strength, skill, or foresight can defy. Every step you take, every decision you make… it all leads down the threads of fate which draw tighter around your neck, ready to end you.

Survival will require you to defy Fate itself. It will take everything you have, everything you are, and then more. It will push you to the edge, requiring every bit of plot armor, luck, and fate-defying powers you have access to, and even that will not be enough. You will have to use your countless skills honed through lifetimes of practice and practical use, your phenomenal knowledge from however many Jumps you've visited, and all the power and strength of your Companions put together in order to alter Fate through unyielding power and resolve. You will have to push against the precipice of death and outmaneuver destiny itself.

Today you fight to twist and warp the tapestry of Fate, to race against the inevitable and redefine your own limits. You must find the frayed edges of Fate and tear them apart, ripping through inevitability and carving out victory against creation. Only then can you survive.

New Beginnings (+500 CP): You awaken in this Jump to absolute silence. There is nothingness, an emptiness which has no comparison. Ragnarok has passed, leaving nothing but a void where entropy and heat death had swept across creation. Everything you may have known from this origin is gone, consumed by the collapse of the old world. There is no direction, no time, no stars or lands, no realms, as this is a new beginning.

This is where you will begin, but it is not where you will end. You must endure the rebirth of creation. Should you survive the emptiness of non-existence, you will find that eventually fire and ice will stir, a primal force of creation and destruction. A basis for reality will form, and where fire and ice meet, Chaos will form and swell with potential. From this potential, primordial beings will rise.

Surtr, the primordial giant of fire. The Norns, the primordial Fates. Audumbla, the primordial cow mother. And of course Ymir, the primordial giant of ice. From these primordials, the ice giants, the fire giants, and of course the gods known as the Aesir will be born. Primordial planets such as Niflheim and Muspelheim will form around this time, lands of ice and fire where no life can survive.

Should you survive the Chaos, you will bear witness to a war beyond reason, as the greatest of Aesir wage war against the primordial Ymir. Ymir will eventually be slain, and its body will be converted into the rest of what will become the Nine Realms. Its blood will become the water, its body will become the earth, its hair will become the forests, and its bones will become the mountains.

This is where your 10 years on this planet will begin, after an eternity of nothingness and the inception of the new world. The Aesir will instill order upon the universe, and you will now live in a new world the likes of which you have never known.

If you took the Drawback “Beginning of the End,” you’ll now have to live through the apocalypse and then the effects of this Drawback afterwards.

Notes:

Lich's Domain & King's Domain: The reason these affect the entire jump is for a cheaper alternative to World Pillars from the Generic Earth Manipulation jump. I know a lot of people don't want to spend 200 CP, so there's a low-risk alternative that costs 50 CP each which, while low-risk, is still a little tiny bit of risk.

New Moon: I've intended that no matter what you're born to, human or beast, you'll be born as the alt-form and potentially have the human form that you can take. I decided not to specify in the perk itself, though, because I figure some people wouldn't like that. I'll let you guys decide how it works. I figure if you're born as the alt-form that it would create a more interesting story/situation for your benefactor, though.

The Giant's Drum: Yes, I butchered multiple Inuit myths together to write this item. No, I don't feel any remorse for it. I wanted a music-related item related to the apocalypse and these myths collectively added up to that. Kind of. Sue me.

Shivers: I based this drawback on a disorder I have. It makes me want to die sometimes. I cannot wash dishes without throwing something or covering myself in water. I hate it, it is the most annoying thing in existence and makes me mistype constantly. Making this drawback was surprisingly cathartic.

Another Story: I increased the price of this because of all the extra CP available in this jump compared to previous jumps. I figured you guys can live with this if you're really interested.