

Feather. Blood. Bone. Jump
v1.0
Original CYOA by Surinical Jump Doc by LJGV/Sin-God

Hello, dear jumper! In this world, multiple realities coexist and sometimes even occupy the same layer of multiversal space. A handful of devices and mechanisms exist that allow wanderers to take advantage of this fact. In this jump you have found one such device, keyed to three different sub-worlds: *Feather*, *Blood*, and *Bone*.

The world of *Feather* is a paradise, a place that has been claimed by peace, harmony, and uplifted to post-scarcity levels. Scientists have figured out how to craft drugs that tamper down emotions, and people have normalized this strange but peaceful suppression of self for the progress and well-being of all. Humans in this world have figured out how to create functional and beautiful enhancements to the human body, including wings that actually work.

The world of *Blood* is a primal place where only the simplest technology has developed and extremely few, if any, humans seem to have any natural desire to push technology further. In this place, instincts and emotions rule, and people are stronger, less civilized, and governed by their hearts. Humans here have a powerful ability to bond with animals, and animals tend to live for as long as humans do. Humans with animals they've bonded to take on minor facets of their animal companions, not quite in supernatural ways but something about the bond is clearly beyond what Earthly humans can do and this is reflected in the ways that humans and animals connect here. This world is curiously safe despite the amped power, strength, and ferocity of its inhabitants due to fairly universally followed unspoken codes of conduct that make killing fallen and defeated foes incredibly uncommon. Defeated warriors have to live with the shame of defeat, and killing warriors who've yielded is an extremely serious offense.

The world of *Bone*, is the world closest to a baseline Earth human's homeworld. In this world, extreme disparities in wealth built up and caused social stratification. A war was the end result, a war which wealthy oligarchs lost. The world is still reacting to that but the survivors of the war are diligently working to make the new society they will all build together a fairer one. This world's technology is considerably more advanced than the Earth you hail from, but for the most part it is similar enough to yours that it's only somewhat *Cyberpunk* here with the two strangest bits of advanced tech being *Sleep Centers* wherein people can go to sleep and their rest is captured and sent to other people to keep them up and active at all hours of the day and *Diving Boards*; machines capable of taking one's consciousness and uploading it to the internet, giving the ultra-rich a strange form of immortality. Many people live in utterly gigantic megalopolises, and some of the city names feel familiar to you, in some cases clear copies of names from Earth. Only the largest cities would be even vaguely recognizable.

The quill you have seems to have affixed itself to your soul. For the duration of your time in this jump you'll be able to travel between the three worlds freely, but by default cannot use it to return *home*, a baseline Earth similar to the one many jumpers hail from, though if you opt to be a drop-in that's not much of an issue. All three of these worlds are the same size, and there are versions of each person and each place in all three worlds, with identifiable similarities and distinct differences including some that go beyond the different abilities and levels of technological and societal development each world's humans have.

Take **1000 Change Points** to fund your adventures.

Author's Note: This is a conversion of a CYOA by Surinical. Have a link to it!

Starting Location

All origins start off in the same place. More or less.

A Mysterious Room

Your time in this jump begins in a strange room. You have already gone through the painful discovery of the strange quill and are now attuned to it. Your origin determines the precise *Flavor* of this room, but it is a room of some sort. It's got four walls, a single door leading in or out, and no windows. You can hear faint noises outside the room but aren't sure what they are. If you use the quill to change what world you're in the room changes to reflect that.

Age and Gender

Determine your own age and gender freely for the purposes of this jump.

Origins

All origins can be taken as drop-ins with zero issues. If you are not a drop-in you are given memories of your life on Earth before you found the quill.

Feather [Free]
The people of *Feather* are emotionally stunted, at least, those who regularly take their government-issued emotion-dulling drugs are beautiful and peaceful, and their world is a strange reflection of this. Everything is beautiful, serene, dulled, and strange. This post-scarcity world is perfectly safe, and everyone is provided for. But something about it feels strangely off.

Blood [Free]
This is a primal place of adventure, wandering, and pre-bronze-age shenanigans for a rowdy jumper to get up to. The people of this world embrace their strengths and follow their hearts. If you do the sam,e you'll be fine.

Bone [Free]
This world feels perhaps concerningly like home in some respects, though cranked up to a cartoonish degree. The people of this world value one's ability to contribute, and the sort of work someone is willing to do. The world is becoming a more fair place, and opportunity awaits in the chaos.

Perks
Origins get their 100cp perks for free and the rest are discounted to 50%. Any perk that rationally seems toggleable can be ruled to be toggleable such as Aura of Normalcy.

General [Undiscounted]

Aura of Normalcy [100 CP]
You have the ability to emit an imperceptible aura that makes your actions seem a little more in context and sensible. People affected by this aura will attempt to rationalize your actions and abilities with a bit more leeway, and if any possible in-context explanation exists for your actions, they'll find it and latch onto it.

Reality Nomad [200 CP]
You have an uncommon, uncanny sort of specific luck. You are remarkably good at getting what you need to get by, and this conditional luck is especially powerful when it comes to enabling you to get paperwork, identification, and a workable, thorough identity when you go to a new world or, on a smaller scale such as when you first visit a new country. It'll still take some work for you to get what you need, but it'll take noticeably less for you to get what you have to have to get by and even the work itself will tend to be a bit easier.

Multiversal Engineer [400 CP]
This is a Capstone Booster
You are a gifted engineer with a rather important specialty; you understand how to connect different worlds. You know how to create technology that can pierce the veils between realities and allow people to travel from one instance of a world to another. This skill set also makes you surprisingly good at adapting to the physiologies of new worlds, giving you a better degree of skill at quickly reacting to new worlds and figuring out what makes them tick, as well as what makes you tick. This gives you the skills to reprogram the quill such that you can return to Earth, if you want to.

Feather

Rational [100 CP | Free for Feather]
Like the governing authorities of the world of *Feather* you are an eminently rational individual, skilled at thinking rationally and logically. You understand how to focus on pragmatism and how to separate your heart from your decision-making skills. With this you can eventually figure out how to design functional wings, though other perks in this origin all make that much easier.

Toward Enlightenment [200 CP | Discounted for Feather]
The goal of many individual humans in the world of *Feather* is to pursue enlightenment. This means that there are many scholars and scientists, of all sorts, among the transcended. You are an impressive scholar gifted with a keen mind able to study a range of disciplines and appreciate their disparate parts, as well as understand how to fuse teachings from different philosophies into a cogent and original whole.

Hearts & Minds [400 CP | Discounted for Feather]
You are an excellent actor, and you specialize in controlling yourself. You are capable of perfectly controlling your reactions, emotions, and even thoughts and instincts. You can still be surprised, fooled, or deceived, but if you react fast enough you can easily trick people into thinking you planned for every eventuality and outcome. This is especially good at allowing you to blend in and assimilate into new cultures with strange rules.

Scientific [600 CP | Discounted for Feather]
You are a once-in-a-generation level scientific mind, able to effortlessly understand the advanced sciences the people of *Feather* use and have mastered. Your mind is a sponge when it comes to scientific concepts and you yourself gain particular mastery in an area of your choice, with noted examples in the CYOA including mechanics and robotics, and biochemistry. You have enough skill that you can grow into a mighty multidisciplinary scientist with time and effort, but in your area of specialty, you are remarkably skilled. The world will come to respect your endeavors if you publicize them.

Heavenly [Capstone Boosted]
You are truly one of the transcended now. You have an aura of serenity, one that significantly dampens negative emotions and heightens the wisdom and selflessness of others. You also have massively increased wisdom, not just intelligence, which allows you to figure out how to better interact with people and the world around you, and gives you a better understanding of the practical impact of your actions before you do them. With these abilities, you can seem incredibly profound and can easily show others a new way, a better way that helps everyone rather than just helping the few. Under your guidance, the world can and will be better. You can also choose a second scientific discipline to be a stunningly mighty master of. If you had wing,s you'd instinctively know how they work and can easily master the powerful and challenging art of flight. You know how to design functional wings for other people if you are so generous.

Blood

Heart [100 CP | Free for Blood]
You are in tune with your emotions and understand what you're feeling at all times. You are also quite adept at communicating what you're feeling to other people and have a keen, though not infallible, sense of empathy. This empathy extends to animals though it is noticeably less effective on non-human animals than it is on your fellow humans.

Tactical [200 CP | Discounted for Blood]
You are gifted with something a bit rare for a person of the world of *Blood*; tactical acumen. You are a skilled strategist and understand how to lead people into battle. You can also learn from watching battles and reading about past confrontations, allowing you to sharpen your wits even without getting your hands dirty. That said, what it takes to grow most notably with regard to battles is to experience them directly, and the greater the role you have in them the more you grow as a tactician.

Animal At Heart [400 CP | Discounted for Blood]
You are extremely attuned to the natural world and have a striking level of skill at taming animals. You are capable of taming nearly any creature you meet and can bond with more than one animal at a time, as well as express traits derived from the animals you bond with. You can in fact explicitly and supernaturally express traits, such as manifesting, with some mental and physical strain, a bird's wings for flight or a fish's gills. You can train this power and more closely bond with animals to minimize how stressful this ability is to use.

Natural [600 CP | Discounted for Blood]
You are a fierce and natural person able to bring out the ferocity and power in others as well as use your own ferocity and power in ways that blend well with your personality. You are also well-attuned to the emotions of others, your empathy now fully supernatural and able to detect when people's intentions shift giving you a seemingly preternatural ability to sense intentional danger and threats. All of your senses are much stronger and you find bonding with animals to be incredibly easy.

Primal [Capstone Boosted]
You are much stronger now, as well as faster. You are strikingly talented with weapons, able to wield a sword with the grace and finesse of a master even if you've never touched one before. This trait extends to all melee weapons. You are also a natural commander of men, able to marshall and lead large groups of warriors with striking and at times frightening charisma. You are a man's jumper, able to inspire others and push them to their limits with ease as well as able to strike down animals and monsters with singular blows and earn their loyalty with the same ease. Those you beat down and humiliate are much more likely to join you if you offer them a chance, having been swayed by your brutal, animalistic charisma and wanting some of the strength you exemplify. You can teach others how to tame animals the way that you and the people of *Bone* can, giving them the same benefits you all have from taming animals.

Bone

Hard Working [100 CP | Free for Bone]

You are naturally hard working and able to motivate yourself. You have an internal wellspring of motivation and are able to work yourself as hard as you need to without worry, though you're still just human and do need to stop to rest, eat, drink, and sleep. But you can devote yourself to your work as much as humanly possible when you properly factor in the *human* part of that.

Modern Career [200 CP | Discounted for Bone]
You have the skills and the paperwork needed to have a meaningfully advanced, high-skilled career of some sort. You could be a fancy attorney or a skilled surgeon. You have unusual flexibility with skills, always able to appropriately transfer them to new contexts and to utilize them in ways that are creative, handy, and surprisingly universal.

Money Management [400 CP | Discounted for Bone]
This world is still rebuilding itself in the wake of the so-called *Lux War* and as a result of this having skills with money is invaluable in this time and place. You are fantastically skilled with money, on a small scale you can save and budget with the best of them but on a larger scale you are an adept gambler able to wisely invest in the stock market and other such things with almost supernatural skill. You are also freakishly good at identifying places where savings can happen and can track down cheaper versions of things you need with unreal precision and efficiency.

Fairness [600 CP | Discounted for Bone]
You have a mind keyed to fairness. You intimately understand what it means to be fair and can communicate that concept with stunning ease and effectiveness to others. Beyond that your efforts to be fair inspire others and drive them to work harder to achieve fairness, as well as lessen the impacts of disparities in the world with the more you work towards fairness the less of a grip inequality will be left with in the world. How this manifests depends on your position in the world and the actions you take to counter inequality and social inequities but your actions produce outsized results and powerfully inspire others, driving them to be better and to spread your efforts farther than you can alone.

Justice [Capstone Boosted]
You are an embodiment of justice and when you lean into it the world responds in kind. You have a powerful feeling for someone's guilt or innocence when you meet them and get to know them, and your pronouncements, when you are being honest, are taken seriously and treated with the utmost respect. Your actions, when done in the pursuit of justice, are empowered in meaningful and profound ways. You can easily heal someone who got sick helping others, and you are much more able to punish the wicked and cruel, with your efforts in both respects getting a meaningful and heavy boost. With you, justice is not some abstract ideal; it is an achievable goal that the hardworking and diligent can attain.

Modification Section
The residents of *Feather*, *Blood*, and *Bone* are human but their worlds differ from Earth and the capabilities of and the technologies each humanity has developed are distinctive. In this section of the jump, you get to select 1 **Method of Immortality**, 1

Brain Modification, and 1 **Body Modification** each, for free. You can opt to purchase additional options here for 200 CP each, with discounts applying if the option is keyed to your origin (meaning something tied to your chosen origin is 100 CP).

Method of Immortality:

Cherished Heart (Feather): Surgical enhancements have led to you becoming immortal and, if you so choose, nearly emotionless. Your body is completely immune to the negative effects of aging.

Bond Reincarnation (Blood): This strange 1-up activates once a jump or once a decade, whichever happens first. If you die you get reborn as a member of the species of the animal you've bonded with, or as a random animal if you have not bonded with an animal in this jump or future ones. When you die as the animal, you get reborn as a human. You can decide how time, relative to the jump, works during this period, meaning you can decide to allow time to pass normally and thus potentially end the jump as an animal (this won't be considered a chain-fail) or if no time, for the purposes of the decade, passes until you become an adult human again.

Diving Board (Bone): Upon your death you awaken in some equivalent of the internet. You can pilot purposefully created robotic bodies and when doing so you can interact with the physical world freely though otherwise you can only interact with things on the internet. This provides some robotic bodies, including humanoid ones, and places them in your warehouse. For someone to kill you meaningfully and for it to stick, they'd have to run you out of robot bodies and/or destroy the internet, depending on the jump. In jumps without the internet, you still have a few robot bodies (and can use them, but only one at a time) without internet, but if they destroy them all you chain fail or need another 1-up.

Brain Modification:

Spotless Mind (Feather): Advanced bio-sciences govern the world of *Feather*. These bio-sciences give you a mind that is smarter and more mature than you were before this jump, as well as immune to forgetting things and mental illnesses. You can choose whether or not this affects your ability to feel emotions.

Raw Instinct (Blood): You are impressively more empathetic, as well as have a much faster reaction time. You also find it easier to impose your will on others, particularly those weaker than you. Optionally, you can find immature humor much funnier as well.

Dreams of Others (Bone): Your brain is still recognizably yours, but a small implant linked to a sleep donation center provides you with constant refreshment, such that you will always feel well-rested. With this, you never need to worry about sleep, including in future jumps.

Body Modification:

Untainted Vessel (Feather): Your body has been remade and improved in small but meaningful ways. You are immune to diseases, even computer viruses, your skin glows resplendently and even faintly in the dark, and you will never get a pimple or blemish across your whole body.

Primal Vitae (Blood): You have the best of both worlds. You have the stamina of the very greatest human athletes, while being twice as strong, and your bite force is five times as strong as theirs, granting you a formidable natural weapon even if your arms and legs are bound.

Uplink Certified (Bone): You are more receptive to drugs broadly, getting more of a high from them with less negative effects (and you cannot get addicted to them). Beyond that you have a full digital interface implanted beneath your skin, allowing you to mentally interface with the internet (and this works in future jumps so long as some equivalent to the internet exists). You also have a dopamine button at the nape of your neck (or somewhere else if you want). By pressing it you can get a jolt of pure pleasure. Try not to overuse it.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Multiversal Quill [400 CP]
This option allows you to keep the quill in future jumps, and without it the quill goes missing when the jump ends or is otherwise rendered inert. If you take this option, you get the power to use it in future jumps.

Multiversal traveling in future jumps with the quill is as easy as it is here. You just need to think and a beat to feel your environment changing, and you'll be able to travel to the other worlds the quill is keyed to. In future jumps the quill will show you *Feather*, *Blood*, and *Bone* versions of the world(s) you're in, allowing you to keep exploring other versions of these worlds, such as ones where magic fully exists if you visit a *Harry Potter*-type setting and use the quill there. Occasionally, you'll find the quill keying to whole new types of worlds, not just ones you can find here. Purchasing this option also comes with the added benefit of you instinctively understanding how to reprogram the quill so it can take you to Earth.

Feather

Emotion Dampeners [100 CP | Discounted for Feather]
You have a machine that gives out emotion dampeners! This machine can scan people and can update itself to give them emotion dampeners keyed to their physiologies, such that even magical dragons can take these medications and feel their effects. The emotion dampeners also subtly enhance intellect and beautify those who take them, though both of these effects lose some of their intensity if someone benefiting from them stops taking their dampeners. These medicines do not dampen positive emotions, but rather block out your worst impulses and keep you from experiencing negative emotions as fully as you otherwise would.

Wings [200 CP | Discounted for Feather]
Any transcended person can eventually learn how to craft their own wings given enough time and patience but these wings are quite nice. Among other things these wings can both be hidden by pulling them into your body and they have a SEP field that keeps people from questioning them. They also have the ability to work underwater and in a vacuum, allowing you impressive freedom of movement. They are also stunningly well-made and people are likely to admire their beauty. It is much easier for you to use them than it'd otherwise be as a minor facet of their fiat-backing.

Replicators [400 CP | Discounted for Feather]
This is an array of machines that, in the world of *Feather,* are responsible for the success and stability of the world. These machines can transform atoms into everything from food to advanced medicine, and the larger ones are capable of building whole houses and buildings but need a bit more time than just the few minutes that it takes for a smaller model to make a three-course meal. These are, at their core, ultra-advanced 3D printers and are self-repairing, supply their own power, and an advanced enough intellect could theoretically figure out how to mass produce them, though the bigger ones can already create smaller ones. This is, absolutely, some sort of clarketech invention.

Blood

Animal Friend [100 CP | Discounted for Blood]
Like many of the people of *Bone* you have found and made an animal friend. Yours is an animal perhaps as dangerous as a tiger or bear but with enhanced intelligence, somewhat more strength than a normal member of its kind, and it's immortal, recovering from any wound with enough time though sometimes needing days to do so.

Animal Arms [200 CP | Discounted for Blood]
You have a weapon that is strange and mystically powerful. This item is keyed to animals and takes on the strength of animals you befriend, or even some faint vestige of animals you kill. The exact nature of this item, the form it takes, is up to you. If it is ranged, like a bow, then arrows or other projectiles you use with it get enhanced instead of the weapon itself getting enhanced (unless you use it as a melee weapon, such as using a bow to bash someone's face in).

Leader's Armor [400 CP | Discounted for Blood]

This suit of armor grows stronger the more people you lead and the more closely you follow your heart. So long as you are true to yourself and you use your charisma, this armor will grow more and more protective, better shielding you from the elements, from enemy magic, and from all manner of attacks, both natural and unnatural.

Bone

Safe House [100 CP | Discounted for Bone]
You have a luxurious apartment, a penthouse suite, in one of the nicer districts of a megalopolis. This apartment is fully paid for, has access to a range of amenities, and in future jumps (and other worlds) you have some sort of equivalent to this that comes with as much of the same level of luxury and relaxation as possible. This place is also stocked with a healthy amount of food and an incredible kitchen.

Body Double [200 CP | Discounted for Bone]
This robot is a lifelike body double that is programmed to be identical to you in terms of personality and can fool any local mechanisms for detecting such devices. If this body double is slain people will panic and will try to pretend it actually was you, or will rejoice in the fact that it wasn't, depending on their relation to you and which would be more convenient for you. You can also pilot this robot remotely, using quantum-tunneling, though it's difficult for you to use this and your actual body at the same time.

Sleep Donation Center [400 CP | Discounted for Bone]
You are the owner and operator of a highly successful business: sleep donation. You own a sleep donation center where people can be put to sleep for extended periods of time, and their sleep can be collected, and the restorative effects of said sleep can be doled out to wealthy individuals (or those with demanding jobs and bosses willing to pay for the proper surgeries), allowing them to stay awake for as long as they want. As the owner of this place, you can easily give others the benefits of it for free if you are willing to be generous or have minions or employees you need to be up and on it at all times of the day. In future jumps, this business still works and is staffed by NPC surgeons and scientists who can maintain all of the necessary equipment and perform the critical surgeries, allowing you to keep this business up and running without difficulty. This business also gives you a tidy profit.

Companions
Companions can purchase more companions.

Companion Import/Companion Creation [50-200]
With this you can spend CP to import companions into this jump, giving them 600 CP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 CP per person you do this for, or you can spend 200 CP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this you get a token that if you give it to someone allows them to instantly understand what a chain is and what it means to be a companion and who is given the chance to come with you. If they say no you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 CP here gives you a new token. Each unspent token is refunded at the end of the jump. Anyone you meet here can be recruited using this option.

Worldly Trio [Varies]
If you purchased the *Multiversal Quill* item then you can select three of the following characters for free (alternatively this option costs 50 CP) and have them join you as companions; Sarah (Seraphina, Cerat, Sarah), Tara (Ara, Tarack, Tara), Karen (Kaharen, Karegea, and Karen), Hailey (Hailera, Hala, Hailey), Jenna (Genessi, Enna, and Jenna), and Jee-Un (Jeuniphe, Jeju, and Jee-Un), with an important set of rules. Each of the three people you pick must be from different worlds; you can pick one from *Feather*, *Blood*, and *Bone*, but you can't pick two or more from the same world. You could even pick two, or three, versions of the same person, though that might cause some confusion among them. To illustrate how this works, here are two viable combinations: Kaharen, Karegea, and Karen, as well as Sarah, Kaharen, and Enna. If you want to acquire more companions from this set of characters, you can purchase this option more than once.

Drawbacks

Self-Insert [0 CP]
So you want to be one of the Named characters huh, Well, if you take the appropriate background, race and skills as closely as possible, then you are free to go in as any character you would like.

Another Universe [0 CP]
This is a supplement toggle. With this, you can attach this jump to another one and fuse the two settings into one to whatever extent you wish. Common supplement rules exist, such as you keeping point totals separate, and drawbacks taking precedent over other things like perks, and any and all drawbacks can still be taken though how they manifest may well be radically different if the two settings are different enough.

A Strange Offer [0 CP]
Upon arriving in this jump and attaining the quill, you and any companions you created and/or imported, including any you created or otherwise gained here, are intercepted by a woman and an ape. They make you an offer. They can send you back to Earth, with all of the stuff you purchased, and you'll live out this jump on Earth but with your new toys. If you accept their offer you cannot go to *Feather, Blood,* & *Bone* for the duration of this jump, but in exchange you get to take the stuff you received, your new friends, and spend a decade on Earth. This is essentially a toggle.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for points, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You have no Out-of-context items, powers, or warehouse. This can be reduced in intensity, making you lose access to your other perks, items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three you only get 200 points, if you lose access to two out of the three you get 400 points, and if you lose access to all three options you get the full 600 CP.

Painful Travels [100 CP]
It seems like every travel item is taking after the quill now. Every time you use a travel item to get from point A to point B you experience pain, with how much pain you experience depending on how fast the item is and how far you travel. Traveling to other worlds is very painful. Thankfully the pain only lasts as long as the travel does, so even splitting headaches only last as long as you are in motion, so to speak. Still, this will make your initial decisions carry a lot more weight.

Realism [100 CP]
Being a multiversal traveler is tricky and comes with a litany of real world complications. Normally jumpers handwave those away. Not anymore. Have fun with this, now you need to explain who you are and why no one knows you. This drawback is mostly focused on stuff like explaining who you are once and then being done, but for an extra 200 CP you can make it so that you actually have to deal with real-world problems and real-world responsibilities.

Alien [200 CP]
You are impressively bad at blending in. Somehow, you can't help but mess up in front of other people. You are a human being, but the way you act, people will certainly often look at you like you aren't. Some people find this charming, but others will not.

Uncontrolled Travel [200 CP]
Normally the quill will not move you within the world you're traveling to. As in, under normal circumstances, when you move from inside of a building in *Feather* to *Blood* you will move to the exact same place in *Blood*. There will obviously be differences, but these differences won't be you going from one country to another. This drawback changes that, causing you to become more likely to go to a random place in the world you're going too. This starts off small, maybe 10% of a chance, but each time it doesn't trigger (meaning you move from where you're at in one world to the exact same place in another) it increases in likelihood. When it happens, the likelihood resets. For an additional 200 CP this affects your other powers that allow you to travel from place to place.

Overly Curious Neighbors [400 CP]
Somehow any SEP-type powers you have (and that your items have) seem to be remarkably ineffective here. People just ignore things that should make them incurious and barrage you with questions about your stuff. This also buffs their luck and ability to NOTICE strange things.

Travel Time [400 CP]
All of your traveling abilities and powers now have strict cooldowns. How powerful they are and how powerfully you use them are what determines the exact cooldown time,

such that if you use your quill to travel to another world you'll likely have to wait a few days before you use it again.

Multiversal Authorities [600 CP]
Oh god, this kind of drawback. Well now you aren't the only multiversal traveler. In fact there's a lot of you. There are even organizations that try to say that they are the bosses of multiversal travel and that try to track down unregistered travelers. These people are fairly hostile to unregistered travelers and will likely try to confiscate your stuff if they can. You could, in theory, talk them down but it'd take a lot of effort and some meaningfully high-powered charisma perks.

Ongoing Plots [600 CP]
All three of these worlds seem pretty peaceful, or at least peaceful ENOUGH in the case of *Blood*. This shifts that. With this the background plots that resolved themselves before you arrived are suddenly active again. The power players at the Diamond Corporation aren't done yet, Jeju's father is still being a menace and killing people, and a number of transcended humans are concocting big plans for the world of *Feather*. And somehow you're likely to be drawn into these conflicts, unless you have some serious power on your side and can force people to respect your neutrality.

Decisions
You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log & Notes
v1.0

Jump doc creation on 3/24/2025
Jump doc publication on 3/25/2025

Notes

To be unequivocally clear for the duration of the jump the quill is yours and you can freely move from world to world barring drawbacks. You do not keep the quill in future jumps unless you purchase it.