Traveler's Gate Territory Creation Supplement

This is the Territory Creation Supplement, only usable if you have purchased "A Territory to Call Home" from the main Jump. Here is where you draw together the scattered remains of dead worlds into a cohesive, thematic dimension with you as it's Founder. Read on to learn just what this means, and what you can do with it.

Budget

Territories aren't created from nothing, you know! You need the shards of dead worlds to build them. I'll give you a starting amount, but if you want more, I can't guarantee that they'll be of the best quality.

+15 WS (World Shards)

Extra Shards

You may take up to 6 WS from this section, anything else is pure fluff

Dangerous Shards (+3 WS) Your Territory just got a lot more dangerous, every monster becoming bigger, stronger, and faster by a factor of two. Additionally, many have developed counters to your most used abilities.	**Shifting Shards (+3 WS)** Your Territory now shifts and changes constantly, becoming unmappable in any way shape or form. There is also the risk of the world shifting while you sleep inside of it, leaving you inside a trap when you awaken.	**Extreme Shards (+3 WS)** Your Territory's environment just became almost unlivable to a standard human, though you may choose the reason why.
Stationary Gates (+2 WS) Unlike most Territories, the shards of your world formed in such a way that Gates in always lead to the same place, and Gates out always lead back to where they came from.	**Confusing Gates (+1 WS)** The Gates that Travelers make in and out of your Territory are constantly shifting, and though one day you may be able to understand the logic behind their placement, for now they seem completely random.	**A Price to Pay (+6 WS)** Everything in your Territory costs… something, to use, be it blood, memory, lives, something must be given up to gain power from your Territory.

Theme

Element

Choose the primary Element your Territory is based upon. Canon examples include Ice, Fire, Earth, Crystal, Light, Blood, Steel, and a multitude of other such things. You can have your Element be anything that would fit into the list above, including Life and Death. This element will affect just about everything in your Territory to a degree, so try and make a good choice.

Aspect

Choose the primary Aspect your Territory enforces, Canon examples include Patience, Valor, Mercy, Honesty, and other such things. Your Aspect can be the same as one of the canon examples, or some other personality trait you consider desirable. This can affect your Territory greatly, so choose wisely.

Travelers

Pick one option for free, extras cost 1 WS Each
Companions will always be able to Travel your Territory, regardless of Choice
Each Traveler you teach will add power to the Territory's Magic

Affinity

From this moment forward, in all future jumps, there is a 5% chance of a person having an Affinity for your Territory. Should you find these people and bring them into the Territory yourself, they can obtain the powers of the Territory as you would.

Trained

Anyone you meet can Travel your Territory, but everything begins as incredibly hostile to them, making it much more difficult for them to obtain powers from the Territory at first.

Natural

With this option, 1% of the population in all future jumps can innately Travel your Territory, capable of opening portals on their own, though they may not understand their own powers.

Keys

You can denote a special method of entering your Territory, be it a special sword only gained inside, a knowledge of mathematics, or a literal key. Anyone who possesses such a key can enter your Territory and become a Traveler.

Magic

Pick one for free, picking additional options costs 1 WS each

Summonings

Your Territory grants powers related to summoning a variety of creatures based upon your Element and Aspect, ranging from extremely weak and with highly specific purposes (flaming dogs that can smell murderers) to extremely powerful small gods capable of wreaking havoc upon your enemies (Arbiters capable of killing just about anything that isn't also a small god/shonen anime character) You, being the Founder, start out being able to summon somewhere in the middle of this.

Spells

Territorial powers are nothing to scoff at on the worst of days, and your world is no different. You can now command your Element to an extreme degree through your Territory. As an example, a Territory with the Electric/Lightning Element would be capable of creating and moving storms throughout a country with ease, and producing Lightning bolts would be a simple task. This is the power you are granted, do with it as you will!

Self-Buffs

Your powers come from within, strengthening you. Unlike other Territory Magic, you do not summon things to fight for you, rather, you call power into yourself so that you might fight on equal footing with the other Territory's summoned beasts and spells. Your powers start out at a lower level than others, but act as a counter to them, letting you slay beasts and turn away spells using your Element. An example would be a traveler calling Steel into himself, strengthening his bones and making him stronger than ten men. The true limitation of this form of Territory Magic is the inherent Time Limit. Whereas other forms of Magic can last indefinitely, yours only lasts so long, and once it is gone, must take time to recharge, though that time limit can grow with repeated use of powers, as can the cooldown shrink. Should you so choose, you can burn up your remaining time limit for a surge of power, often almost tripling the power of the ability you burnt at the cost of only lasting a few seconds.

Upgrades

Here you can obtain Territory Upgrades, allowing you to obtain useful abilities that make your Territory special.

Warehouse Absorption (2 WS) **Your Warehouse is now a part of your Territory, and as such you can summon items from it in the same manner as your other Territory powers. Keep in mind, though, that attempting to store things outside of the Warehouse risks those items being meddled with by denizens of the Territory. The Warehouse itself is still locked from the outside of course, and your key/portal will still open directly into it. Without your explicit permission, none can enter or use items stored inside.**	**Crafted Monsters (2 WS)** **Your Territory allows you to design your own monsters and animate them using variations of your Element, possibly needing your Aspect to create them. (For instance, stone golems that need large amounts of Patience to create correctly)**	**Power Absorption (1 WS)** **If you should desire, you can integrate artifacts of power from anywhere (so long as they're actually in your possession) into your Territory, making them adapt to your Territory's Element and Aspect, summonable as your other Territory powers, and grow the power of the Territory as a whole.** **(Please, please for the love of Jump-Chan read the note on this to explain how this works)**
Tamable Creatures (2 WS) **Every creature in your Territory can be tamed by you, though you may have some difficulty with certain creatures. Those creatures you have tamed will be loyal to you and gladly fight by your side even if you do not directly summon them into the world.**	**Sentient Creatures (3 WS)** **With this, you can find creatures in your Territory capable of intelligent thought, and even speech. Whether they decide to aid you or not is up to you and them, however.**	**Loot! (3 WS)** **Your Territory rewards you greatly for exploration, allowing you to find unique artifacts within it based on Element and Aspect. These Artifacts are incredibly rare and always useful. (An example is a gold medallion that warns the user of danger.)**

Incarnation Meter (3 WS) **Your Territory, as part of creating new Travelers out of normal people, marks them in some way, said mark will change the closer a Traveler gets to Incarnation, with the most common variation of this being the mark reaching to encircle the Traveler's neck. You can decide how this mark manifests or leave it up to the Territory.**	**Aesthetic Territory (3 WS)** **Your Territory, while still themed after it's element, can now display that element in whatever fashion you desire in whatever amounts you desire. Your element may be cloth, but your Territory can look like a giant mansion made of all sorts of material. This does not change the layout of your Territory, only it's theme.**	**Aesthetic Creatures (3 WS)** **As with Aesthetic Territory, you can decide how your Element and Aspect are represented in the wildlife of your Territory. For example, your element could be Steel, but creatures that breath fire and have golden scales are a possible variation of this.**
Variable Time (5 WS) **Typically, a Territory defaults to Random time, with random being just that, the speed of time varying like weather. This perk lets you change that, allowing you to "lock in" the speed of time to whatever you desire within a range. That range being from "One day inside is worth five in the outside world" to the exact inverse, with five days inside being worth one in the outside world.**	**Fast Travel (5 WS)** **Normally, one step in the Territory equals one step in the real world, but this lets you change that, meaning one step in a Territory is worth up to twenty in the outside world, and the inverse can also be true! Please note, cannot be taken with the Stationary Gates drawback.**	**Counter! (15 WS)** **You can find inside your Territory a counter to everything you have ever faced or possessed, should you search hard enough. These counters will grow in strength and number over time, but do not expect finding, or even using them, to be easy.** **Often, said Counters will push you and Travelers that use them far closer to Incarnation than anything else. Be warned, taking this perk brings back the risk of you Incarnating Post-Jump, through the power limit before Incarnation is much, much higher Post-Jump.**

Notes

When integrating items into a Territory, they become a piece of it, and their functionality changes based on the nature of the Territory. For instance: objects that are made part of Valinhall turn into personal buffs or weapons. So just being able to summon the gun would be appropriate there. Lirial is about information and preservation, so maybe instead you'd get a spell that lets you scan for enemy weapons. Avernus is about using psychic birds, so you might get a new breed of bird that can cause telepathic illusions of being shot. There's a lot of room for creativity. Do note that Valinhall is the only canon Territory where making something part of it is anything close to being easy, because its Founder wanted its Travelers to be able to craft new weapons to counter the other Territories. Doing it with Territories that do not have the perk would be possible, but require a lot of skill, time, and effort in comparison to having the perk. Basically, if you're unsure how it would work in canon, take a look at your Element and Aspect, and extrapolate from there.

Speaking of Elements, you cannot use Time, Space, or Fate as elements, both because there is no examples of these in canon and because they simply don't make sense as Elements.

As for Aspects, they're essentially modifiers for your Element, for example, Water by itself might just make an ocean Territory with aquatic life, but combine it with the Aspect of Courage and suddenly you get fish people riding sea horses into battle constantly. Pretty much any personality trait can be used as an Aspect.

Thanks to an Anon in the thread for giving me most of that Item Integration explanation, because holy shit I have trouble explaining this setting.