The Shamans of Gaia

V1.0
A jump by dragonjek

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[A.0]

For help navigating this jump, here's a rough table of contents. Just search the letters/numbers in the brackets to find the section you want. The "Creation Myth" section gives more detail into the great Spirits of this world and gives more context to why the tribes have the associations they do.

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Introduction

[B.0]

[…] And as the world was young, the tribes of Men lived apart from each other, and apart from the Spirits. In those early days the first cities had only just begun to grow, and not all the tribes knew the ways of planting seeds and farming crops. There was conflict, as there always was and always will be, but they had no experience with true war. This changed when the Giants of the North invaded, bearing powerful magics and strange weapons forged of stranger metals, and they stripped men of their lives as surely as Autumn strips trees of their leaves.

A great chieftain by name of Belteshazzar reached out to all the other tribes, and together the seventeen chiefs marched unto sacred Mount Dingir, and called out. "O' Spirits who turn Winter to Spring, and who turn Summer to Autumn. O' Spirits who spin Day into Night, and who set the Stars in the sky. O' Spirits of all things in this world, our people are dying, and without Your aid we are surely doomed. Save our peoples."

The King of the Spirits, Ardorach, who watches over the march of hours unto hours, asked simply. "Why? What matter the lives of Men to We who birthed the World and all who walk upon it? Why ought We to favor one of Our creations over the other?"

But Belteshazzar was a wise chief who had led his tribe for many years, and had already realized that there was only one thing mere Men could offer Spirits. "Great King of Spirits, we speak for all the tribes of Man, and we offer this—our service, forevermore. Our lips will sing Your praises, and our fires will burn sacrifices to Your name. We will give worship and thanks, and until the Sun sets its last, we will be Yours in all things."

For in those days, prayers to the Spirits did not yet leave the lips of Men, so when the chief gave his offer to the King, Ardorach and His brethren felt a great yearning. They gathered for a time to debate, and soon returned, bearing gifts they gave unto the chieftains. "This is ambrosia, made of Our blood and the sap of the Great Tree from which We feed and the waters of Spirit World from which We created Our children. Each of your tribes shall take one bowl, and with it anoint the brow of each of your men, women, and children," commanded the Spirit.

"And our children, the lesser spirits of this world, will know you and all your descendants to have Our favor, and they will help you. Their aid will be Our aid, and the praise you give to Our children will be the praise you give to Us."
-Excerpt from the *Book of Mornings*

And then the seventeen tribes made a bunch of pacts with spirits, and whooped giant ass with their shaman powers until they pushed them back into the northern reaches of the continent. Of course, then they tried to split up and go back to their separate tribes… but the big Spirits didn't like that idea, since their followers separating from each other would be like the Spirits endorsing separating from their kin, which none of them were a big fan of.

Therefore, from that point on the tribes merged together into a single society, where "tribe" had more to do with what Great Spirit you worshipped than it had to do with where you're from or who you're related to… and after some enterprising individuals stole the ambrosia, even what species you're from doesn't matter much compared to what tribe you're a part of.

And since all the Spirits had their own areas of expertise and interest, it resulted in their tribe focusing on those same fields, resulting in an interesting variety of societal stratification over the course of the next thousand or so years. This is a society where everyone is a shaman of some sort, their lives connected to that of spirits through ancient oaths.

And that's where you come in. You'll be in this world for 10 years. Here, take **1,000 Choice Points**, and have fun with them. Do whatever you like, just make sure to be entertaining!

Location

[C.0]

You may freely pick your location, or you can earn **+100 CP to roll 1d8** and arrive at the result.

1 – Ardorachia:
The biggest city on the continent, nestled against the base of Mount Dingir. Actually climbing the mountain is forbidden for everyone except those who have earned the title of chieftain, but pilgrimages to the city are common nonetheless. It's close location to two rivers, and its position at a hub of roads at almost the exact center of the continent, makes it an economic powerhouse and one of the centers of trade.

2 – Autohaven:
Known as the central city for the Technocracy, this eastern city has undergone a boom of growth since they discovered how to create devices powered by willing spirits. Stormcallers are strictly forbidden from entering the city, leading many to assume that their electricity interferes with the functioning of the machines… somehow.

3 – Akamachi:
The southernmost city on the continent, it used to be a major sea trading town as a middle point between the eastern and western halves of the continent, as well as the archipelago; however, the creation of a canal at the narrow base of the peninsula has seen a great deal of trade go right past it. However, it does remain relevant as the mainland port city closest to the vast archipelago.

4 – Totenwald:
A northeastern town that's teetered on the edge of ruin for nearly three centuries, somehow never quite being abandoned while also remaining

dangerously underpopulated. They rely heavily on the protection of the local spirits to keep the wandering dead in the forest at night.

5 – Li Liang:
A mountainous mining town in the archipelago that's undergone a period of rapid growth since discovering a gold vein. A large altar has been constructed in the center of town, and it often burns with sacrifices of food, incense, animals, and personal property in hopes for the continued prosperity of the town.

6 – The Little Monastery:
Despite its name, this monastery is actually quite large. Located to the northwest, this isolated monastery is filled with Ascetics and Disciples of Twilight, there to study under their chiefs who both reside within. Rumors abound that they intend to marry despite the duties expected of a chieftain of their respective tribes, but neither has commented on the matter.

7 – Mataku:
Located only a few day's travel from Ardorachia, this sleepy little town has suffered from a disturbing number of tragic accidents over the last couple of years, as well as experiencing an unusually high number of stillbirths. With several of the younger children having recently disappeared on consecutive nights with signs of neither mischief nor foul play, rumors abound that the village is cursed.

8 – Free Choice:
You may choose your location at your discretion.

Age and Gender

[D.0]

When a young person reaches 16, they are considered mature enough to form their own pact with one of the multitude of lesser spirits that inhabit the world. As such, it is tradition for them to go on a short journey upon reaching this age, one lasting as little as a month or enduring for many

years. Some pact with only a single spirit and return to their lives, but it isn't unheard of for ambitious individuals to pact with as many as six (although this is rare). Such people are typically heralded as destined for success.

You may freely pick your age, or you can gain **+100 CP to begin play at the age of either 14+2d8 years old, or the flat age of 16**. You may freely pick any gender or sex you desire.

Tribe

[E.0]

This would be the background option. Now, people can change tribes—it requires a ritual and the sacrifice of something they hold valuable, but it's common enough with people dissatisfied with the life they're living. You can even do this yourself—however, the tribe you pick for your background determines what skills you grew up learning, and what perks you get a discount for. Changing your tribe once you arrive in this world won't alter that at all. You may freely pick your tribe freely, or you can gain **+100 CP to roll 1d19** to select your tribe randomly.

Wait, 1d*19*? But there are only eighteen tribes. How…?

1 - Kings of the World
Tribe of Ardorach
[E.1]
The Shamans of Ardorach mimic their patron in taking a leadership role to the rest of the tribes, and are well-trained in the arts of ruling. They form pacts with the spirits of Ardorach, which mimic their progenitor's form by taking the shape of great dragons or having strong draconic influences to their appearance. The spirits have powers relating to duty and leadership, as well as manipulating space and time.

2 - The Hive
Tribe of Formicula

[E.2]
Spirits of Formicula echo the form of their parent, and resemble bugs, worms, spiders, and arthropods of all sorts. The powers they grant their shamans are powers of unity, cooperation, and architecture. Shamans of bug spirits are often weaker individually than many other shamans, but when grouped together members of the Hive are far more than the sum of their parts. They often assume managerial duties, carrying out the will of the Kings of the World by directing others to act in unity. As Formicula also guided the creation of the first buildings, they are also the foremost experts in erecting structures.

3 - The Gaian Keepers
Tribe of Psammos
[E.3]
Spirits of Psammos range from having an earthen appearance to resembling those creatures that dwell within the ground to outright looking like living books. Their shamans possess the power to reshape the earth, but also possess curious powers regarding knowledge and the preservation of it. The Gaian Keepers follow their Spirit's guidance in serving as recordkeepers to the history and written works of civilization.

4 - The Disciples of Twilight
Tribe of Zvezda
[E.4]
The shamans of Zvezda are most known for their pursuit of balance, and revere the twilight hours of dawn and dusk where the light and darkness transition into one another. The powers granted by Zvezda's spirits are those of darkness and light, and of finding balance between extremes; this is often echoed in their forms, although a number of spirits lean more towards light or darkness. The Disciples' practice in finding balance has led them to be excellent mediators for conflict, and they can often find employ as judges.

5 - The Children of the Mountain
Tribe of Yamagaka-no-Kami
[E.5]
Spirits of Yamagaka-no-Kami appear hard and solid, built like rocks and mountains, although mountainous beasts often influence their appearance.

They range in color from simple greys and browns to encompassing every color of mineral and jewel ever created, depending on which aspects of their father spirit they most embody. Shamans who pact with spirits of Yamagaka gain similar powers of earth to those of Psammos, although their powers tend more towards producing and flinging about rocks than simply reshaping the ground. They also gain powers related to the arts and crafts, which surprisingly show no particular tendency towards sculpting—any form of the creative arts can be empowered by the shamanism of the Children of the Mountain, for their Spirit is the first and foremost of craftsmen.

6 - The Mercantile Fleet
Tribe of Nbushe
[E.6]

Spirits of Nbushe overwhelmingly look like creatures of water—be they made of water entirely, or merely resembling the creatures that live within or upon it. Since becoming the patroness to a tribe of her own, however, more spirits have been born that bring to mind wealth and fortune, or the ships and vessels upon with such gold is earned. Shamans of Nbushe gain powers over water and wealth alike, and the Mercantile Fleet are known to be the primary movers and shakers in trade across the continent, ferrying goods across its many rivers and out to sea to the multitude of islands surrounding the mainland.

7 - The Galeriders
Tribe of Machakw
[E.7]

Spirits of Machakw sometimes resemble the wind itself, and sometimes look like clouds, but the overwhelming majority of them take forms in likeness of those creatures that fly in the air. The shamans of the wind spirits also gain power over the air, gain strength similar to that needed by the sky to hold up the heavens, but also gain an affinity for travel and the sending of messages, and the Galeriders are often used to keep the disparate towns and cities and villages in contact with one another.

8 - The Wardens of the Woods
Tribe of Xochitl

[E.8]
Spirits of Xochitl resemble those plants and fungi that she created, although they often take on some animalistic or humanoid features as well. Shamans of the forest spirits gain the ability to grow and manipulate plantlife, as well as aggressive powers of the hunt. The Wardens of the Woods take on the role of forest guardians; not only to protect forests from those who would exploit them, but to protect people from those monsters in the wilds that would feed upon them instead. For far worse things than simple beasts stalk the woods of Gaia.

9 - Singers of Genesis
Tribe of Yochanan
[E.9]
The children of Yochanan are spirits with a preference for animal forms, especially birds and mammals. Yochanan's shamans are known as the Singers of Genesis, and gain incredible powers regarding music and beasts; at their highest levels of power, they can create entire new animals by converting music into flesh. They hold music to be the highest form of artistic expression, and create everything from epic odes written with the assistance of the Gaian Keepers, to educational ditties to help children memorize important facts.

10 - The Stormcallers
Tribe of Lungada
[E.10]
Spirits of Lungada call to mind the storms and lightning; curiously, few of her children have imagery harkening back to disease, for all that the great Spirit was the one to create plagues in the first place. Those pacted to such spirits are called the Stormcallers, and unlike most of the tribes, they have very little to do. Lungada does not ask that her tribe carry out her own duties of destruction, although they are widely accused of doing so whenever disease breaks out or storms wreck buildings. Even with such ill will, they are still important to the agricultural community, and farmers can be fiercely protective of them for their ability to ensure regular rainfall.

11 - The Ascetics
Tribe of Dương Trọng Tấn
[E.11]

Spirits of Dương Trọng Tấn tend to look much like people, although always with some twist to their appearance that makes them clearly unlike any member of one of the races. They tend towards bulky forms and sculpted physiques, being very much spirits of the body and the flesh. They are pacted to by the tribe known as the Ascetics… which, truth be told, is something of a misnomer. While it is true that the most powerful of the tribe have taken up an ascetic lifestyle, the majority of the tribe merely put more work into training their body than other tribes do. As a whole, the tribe is in an eternal quest for perfection, seeking to hone their physical vessel until it surpasses the limitations of the flesh. As a result, they often tend towards jobs of physical labor, which they see as a method of perfecting themselves.

12 - The Cultists of Silence
Tribe of Æsbiorn
[E.12]

Spirits of Æsbiorn are similar to those of Dương Trọng Tấn in that they often look like bizarre spin-offs of the humanoid form, but they are clearly meant for more esoteric and erudite purposes than those spirits, and often appear either thin and frail, or old and wizened. In either case, they grant their shamans potent mental and psychic prowess, as well as the power to keep or discover secrets. The Cultists of Silence have wound up forming something resembling a secret police force to monitor the other tribes, utilizing their psychic powers to hunt down hidden criminals and bring them to justice without ever letting the populace know their thoughts are being peered into. Shamans of Æsbiorn have very little respect for privacy, and often little concept of it in the first place.

13 - The Purifiers
Tribe of La Cirujana
[E.13]

The spirit children of La Cirujana resemble a wide host of animals, and the only commonality between their forms is that all of them have some part of their body (sometimes all of it) that is consumed by or represents flames in some fashion. Her shamans are known as the Purifiers, and the spirits they pact with grant them control over flames, the ability to mend wounds, and the powers to burn away infection, disease, corruption, and foulness by

changing the properties of fire. Despite the destructive potential of fire, the Purifiers shy away from it to focus on its more beneficial properties.

14 - The Winter Shepherds
Tribe of Onartok
[E.14]

Spirits of Onartok take after those creatures who flourish among the frost, but it is not unknown for them to appear as snow sculptures or fierce warriors of ice. The shamans who pact with the children of Onartok are known as the Winter Shepherds, and it is their duty not only to ensure that people are ready to survive the cold and barren days of winter, but also to serve as a bulwark to fight off the arisen dead; for a terrible flaw in the creation of the world led to undead rising up during the winter months, and seeking the death of men.

In their duties they have power over the cold and ice, as well as great potential for violence. They develop protective powers as well, for too many of the dead can inflict disease or curses via injuries. During the “off season”, they typically engage in farming or hunting to store up food for the next winter.

15 - The Observers of the Fallen
Tribe of Meskhenet
[E.15]

Meskhenet’s children are also known as psychopomps, and their appearance bring to mind dead and dying things, as well as the accoutrements of funerals. To Meskhenet’s dismay, her association with the undead, even if it is to send them to their final rest, has resulted in many of her spirits taking on forms resembling that of the living dead, and as such many are wary of them. Still, there are always those willing to take care of the deceased, and such shamans are known as the Observers of the Fallen. They gain powers over death and the dead, serving as undertakers, funeral directors, and even mediums. Theirs is a solemn duty, but they perform it with grace. They oppose the undead as fervently as any Winter Shepherd, but do not focus on fighting those living dead who hunt the living. Rather, their work is to bring gentle rest to those confused spirits

who linger past the time of their death, and to perform those rituals that prevent the dead from rising in the first place.

16 - The Revelers
Tribe of Amahau
[E.16]

Curiously, few of Amahau's spirits bring to mind his parties and festivities. Instead, they resemble toxic animals and plants, for many of the drugs he introduced people to were quite poisonous if taken too liberally… to say nothing of how he created the risk of alcohol poisoning. Despite his spirits being ominous in appearance, shamans of Amahau are very well regarded and widely desired. Known as the Revelers, they're always the life of the party and try to bring joy to people's lives. Their role in society is to manage festivals, parties, and the many holidays to the great Spirits. It is their purpose to keep hope and joy alive even in the dead of cruel winter.

17 - The Technocracy
Tribe of Xian Xiuying
[E.17]

The special trait of the spirits of Xian Xiuying is that they could fuse with machines, and grant them function; for the laws of this world prohibit complex machinery from working without spiritual assistance. The Technocracy exploded into prominence as they produced all sorts of inventions, powered by partnered technology spirits. Eventually they found their limit—the machines they could produce were limited by how many technology spirits there were. So many technologies would lie hollow until a spirit inhabited them for a time, only to travel to another piece of tech.

The machine spirits of Xian Xiuying resemble just that; machines (although some resemble lesser creations of metal such as swords or raw ores). Those pacted to them are the Technocrats, and by honoring and revering the spirits that grant motion to their machines they can improve their function. Technocrats have roles of power and prestige across the continent, as it is only through their pacts with spirits that much of the technology of this world can function. But the elders of the tribe hold a secret close to their chests; the lightning spirits of the Stormcallers are just as effective at powering machinery. They dare not let this secret loose for

fear of forfeiting their tribe's high status in society, so they spread misinformation about electricity interfering in the functioning of machines. Shamans of machine spirits have power over… well, machines. As spirits provide only function to machines, it is the shamans who have the power to animate and direct them. They also gain special powers in shaping and manipulating the metals that their patron placed in the earth.

18 - The Fair Folk
Tribe of Síthmaith
[E.18]
Síthmaith is a spirit who betrayed her kind, forcing flaws into Creation and stealing away members of other tribes to create one of her own, an eighteenth tribe that was not a part of the original seventeen. Spirits of Síthmaith are fae creatures, whimsical and mischievous and utterly divorced from anything resembling morality. But few people pact with them willingly; instead, the Fair Folk steal away the children of the other tribes and raise them as their own, leaving a solidified dream-homunculus known as a changeling in place of the stolen child. Any child who resists will find themselves invaded and changes made to them via the medium of dreams. The Fair Folk have power over dreams and illusion, and also possess remarkable abilities that allow them to twist and corrupt things to better suit their purposes—minds, bodies, and even the soul. They also have an unwholesome affinity for curses.

19 - The Unblessed
Tribe of None
[E.19]
Oh, so *this* is what the nineteenth option was… this is quite special, you know. If you choose to be Unblessed, you won't gain the power of any of the tribes. Instead, you'll gain powers reminiscent of the spirits themselves, rather than what they hold domain over. You'll have no ability to pact with any spirits, but in exchange you will gain power over spirits and spirit powers themselves, able to nullify or enhance the power of other spirits, or even temporarily steal their powers for your own use, letting you mimic members of one of the tribes… though to a lesser degree. As one who is Unblessed, you will have no past or history in this world; you could consider it to be as though you were simply dropped into the jump.

Race:

[F.0]

There aren't any associated discounts to the species you pick, but each will provide you with a different experience in this world if that's what you're looking for. Gaia has a small host of sapient species, but these are the most common ones.

Humans:
You should be familiar with these already. They are the most numerous species on the continent, and were the ones to originally mark the great bargain with the Spirits to become the first shamans. Since then, however, the ambrosia that marked family lines as having the Spirits favor has been stolen and spread among all the other races, and at this point there isn't so much as a single person on the continent who isn't capable of forming pacts with spirits to one degree or another.

Giants:
Skilled craftsmen and mages with access to the strong-yet-light froststeel mined in their mountainous homes in the far north, the giants initially overwhelmed humanity before the more powerful shamans beat them back. They have since stolen the ambrosia and anointed themselves, and a couple centuries after their initial defeat they started to interact with their southern neighbors again. By the modern day, they have largely reestablished peaceful relationships with the other races of the continent, although as they stand twice the height of a full grown man they still largely keep to their own towns for the sake of ease of living.

Changelings:
Changelings aren't born, but made; they aren't true fleshy, living creatures, but constructs crafted from dreams and cast in the image of skin and bone. Changelings can go for years without being discovered—and indeed, without even knowing their true nature, simply believing themselves to be the very person that the Fair Folk made them to replace. But eventually, odd behaviors and physical abnormalities add up, and when they're

revealed for what they are the illusion that makes them look human, or giant, or Weaver, or what have you, fades away. Their true form resembles that of solidified smoke or clouds painted in strange colors, compressed into the rough body shape of the species they were made to imitate. Changelings face a great deal of prejudice due to their nature as beings made to replace other people, and confused, innocent changelings are regularly driven out of their homes by the very people that used to love them. They often find better treatment in more urban areas, which are less likely to face the depredations of the Fair Folk, and thus hold less resentment towards them.

Weavers:
Weavers resemble nothing so much as giant spiders. Giant, polite, civilized, proud spiders, who created the first known civilizations inside the jungles they call their homelands. Despite their similarity to their smaller relatives, Weavers are actually devoted herbivores. They have a primarily frugivorous diet, with their massive fangs designed to pierce into and drain hard-shelled fruits of their juices, as well as drain sap from trees when they can't find enough fruit to sustain themselves. Weavers are nonvenomous, but the fluids that serve in place of typical arachnid hemolymph are highly poisonous, and both males and females of the species are brightly colored as a warning to potential predators. They produce thick strands of silk that are tougher than steel, and can alter its substance to cause it to quickly harden when exposed to air, which they use to create whatever tools they may need as the situation arises. Their pedipalps are hand-like, allowing them more versatility than their arachnid body would suggest.

Kobolds:
Standing at roughly two-thirds the height of a full-grown man, kobolds are a curious mixture of reptile and mammal. They are covered in fine scales and fur, and different bloodlines of kobolds can be tracked by a combination of color patterns and seeing which portions of the body have fur and which have scales. They have muzzles, and a slight growl to their voice, but a highly refined sense of smell, capable of smelling the difference between different types of ore. Their ability to smell is unimpeded by physical materials in between them and the scent, making them exceptional miners who are able to specifically mine towards where they smell desired

minerals and metals. They possess a curious ability to cease to perceive undesirable scents, which is needed as without it any strong scent would be enough to force a kobold to their knees.

Perks

[G.0]

Here you will select skills and abilities to help you make it through this world. We're afraid we don't know how experienced a Jumper you are, so we've taken the liberty to include some perks that may be of more use to a beginning Jumper than to an experienced one; as such, you receive a **+400 CP stipend** to spend on perks alone, a stipend which is doubled if this is one of the first three jumps in your chain.

Numerous perks make reference to the "Body Mod". The Body Mod is a collection of alterations to yourself that is treated as the new "you" at a base level. When a gauntlet or drawback takes away your powers, they do not take away your Body Mod (unless they specifically state otherwise). A basic Body Mod supplement can be found here, but others exist.

Perks under the tribe you selected are discounted by 50%; if discounts reduce the cost below 100 CP, the perk is instead free.

General

[G.1]

Spirit Pact (Free):
You have an ability shared with all of the other races of this continent; the right to form a pact with a spirit and benefit from their power. While every tribe has a greater pact with their patron greater Spirit, the greater pact is what allows them to make bargains with the lesser spirits who are that great Spirit's children. The terms of such bargains are usually quite simple; prayers will be made to the spirit, offerings left to them occasionally, and similar acts of worship. In exchange, the spirit will accompany its supplicant and bestow upon them a measure of its power.

Spirits, even those descended from the same greater Spirit, are by no means all equal. Most spirits are quite weak; they are certainly capable of granting powers no human has, but nothing spectacular. Meanwhile, the most powerful of the lesser spirits can grant sufficient power to destroy a mountain. Such spirits are highly sought after, however, and are very demanding of their worshippers. The more powerful the spirit, the more praise, offerings, and worship they demand in exchange for their pact.

In your time in this world, you will be able to have an active pact with up to six spirits at a time, if you can keep all of them satisfied. Although spirits can manifest visibly, they are otherwise incorporeal beings residing primarily in the less-than-physical Spirit World, and are invisible to the naked eye. Physically manifesting in the physical world is trying for them. This perk only provides the ability to form pacts with spirits from this jump.

You can start off with up to three spirits, which you may freely design. Every spirit has a small handful of abilities shared with all other spirits of its type, as well as a single special ability that the spirit focuses on, thematically appropriate to one of its progenitor spirits. Yes, “one of”; although the majority of spirits are derived from just one of the great Spirits, hybrids still make up a large proportion of the population, with powers from both of their progenitors even if they are individually weaker than mono-typed spirits of equal magnitude and are incapable of reproducing. At least one of your spirits must be from your tribe, even if a hybrid.

Spirits manifest their power to their shamans in one of three ways; as *Familiars*, as *Totems*, and as *Essences*. Each spirit is only capable of one of these.

Familiars are spirits who are able to manifest physically with ease due to their pact, which exert their powers at their shaman’s command. They are the most common result of a spirit pact.

Totems form when a spirit takes on a physical form, but rather than acting themselves leaves it up to their shaman. They do so by taking the form of objects of various sorts, often fanciful and impractical in nature but able to

function due to the nature of the spirit overriding physics—they commonly appear as apparel, jewelry, or weapons, which are used by their shamans to exert their powers.

Essences form when a spirit doesn't take on a physical form at all, but symbiotically attaches itself to the soul of its shaman. The shaman is capable of wielding the spirit's power as though it was their own, but it is usually weaker than a *Familiar* or *Totem*. They are the rarest form of spirit pact.

The power of your spirits is based on the point value of all the perks you purchased from its connected tribes' perk list. With only the purchase of one of the cheapest option, you'd gain a mild resistance to effects similar to those of the tribe and some mild elemental manipulation. If you purchase a tribe's entire perkline, you can affect entire mountains and cities with your power. This works off of the total point value, and is not affected by discounts. If you want your spirits to be even more powerful, you can invest points in a tribe itself, without actually purchasing more perks; for instance, if you purchased the Singers of Genesis's entire perkline but that isn't strong enough for you, you could keep putting points into the Singers, but it would only increase the power of the associated spirits.

If you are Unblessed, you are unable to form pacts with spirits. Instead, you gain the inherent ability to influence the powers of spirits (of this world and others), enhancing or weakening their abilities, twisting them away to affect a different target than intended, or cancelling out their effects. The scale of these effects is still based upon the point value you purchase from your "tribal" perks, so a sufficiently powerful spirit might still overwhelm you.

Effortless Extraction (-50 CP):
Barbed arrows, quills, wayward fishhooks… there are all sorts of things that can not only pierce your skin, but get lodged there, preventing you from easily or safely removing it. That won't be a problem for you anymore, because as long as you want it out, you are easily able to remove anything from your body without causing additional pain or injury. Not only is it helpful for when you get attacked by the notoriously aggressive dire porcupine, but it also makes childbirth a breeze. As a nifty side-effect, it

also means that the jagged or hooked blades favored by many monsters will cause less damage to you than they by all rights should.

Tricks of the Trade (-50 CP, Free for Your Tribe):
Each of the tribes has a role to play in this world, and you begin the jump with proficient knowledge in the skills expected of an average member of your tribe. You gain the skill for your tribe for free, but may spend the listed price to purchase the skills of another tribe. You may do so multiple times.
The Kings of the World: Leadership skills, navigating the bureaucracy
The Hive: Coordinating groups, construction
The Gaian Keepers: History, book restoration
The Disciples of Twilight: Mediation, law
The Children of the Mountain: 1 craft skill of choice, 1 art skill of choice
The Mercantile Fleet: Sailing, merchantry
The Galeriders: Traveling, weather reading
The Wardens of the Woods: Combat, 1 nature skill of choice
The Singers of Genesis: Animal husbandry, 1 music skill of choice
The Stormcallers: Weather reading, demolition
The Ascetics: 1 martial art of choice, 1 labor skill of choice
The Cultists of Silence: Acting, policing
The Purifiers: Medicine, healthcare
The Winter Shepherds: Combat, resource acquisition & preservation
The Observers of the Fallen: Funerary rites, negotiation
The Revelers: Festivities, matchmaking
The Technocracy: Repair work, 1 mechanical skill of choice
The Fair Folk: Corrupting morals, hiding
The Unblessed: Any 1 skill of choice

Kings of the Paperwork (-200 CP):
Although the Kings of the World would have you think of them all as rulers, the fact of the matter is that their population outnumbers the amount of leadership positions for them to fill. Although they certainly occupy the vast majority of the seats of leadership, most of the “Kings” are instead members of the bureaucracy. In case you wind up in that job, here’s a little gift to cut down on the drudgery of your position; whenever you have paperwork to fill out, the form(s) will instantly be completed. You’ll know what’s in them as if you had read them thoroughly, will have signed only

what you would have knowingly and willingly signed in the first place, and the paperwork will otherwise be completed to the best degree you're capable of. All you have to do now is send it wherever it's supposed to be.

The Secrets of Magic (-200 CP):
Magic does exist in this world, although the peaks of its power are far overshadowed by what shamanism can accomplish. It is, however, more versatile, even if it does require extensive learning. Taking this perk allows you to manipulate the elements of fire, earth, water, and air, detect the presence of people who wish you ill, find the inherent magical power in ordinary objects and draw upon it to improve your spellcasting, and can even be used to provide enchantments to objects by altering the conceptual balance between the elements in it.

The main pillars of this style of spellcasting are the elements, increasing or decreasing the concepts related to those elements, and sympathetic magic. Magic is draining to use, as it draws directly upon your stamina for power. It isn't especially strong as far as magic systems go, but mages held an almost unbeatable advantage over ordinary men before the great pact with the Spirits.

Favored (-300 CP):
Spirits like you more than most, and like some rare few individuals you have been granted the privilege of having no restrictions to how many spirits you can form pacts with; as long as you can provide all your spirits with the prayers, sacrifices, and worship they require, you can form pacts with as many as you want.

In future jumps, this removes any world-specific limitations preventing you from forming mystical oaths, deals, or pacts with multiple or incompatible beings (for example, a Binder in a Dungeons & Dragons 3.5 jump would be able to bind vestiges that normally wouldn't permit themselves to both be bound to the same individual).

Perks of the Kings of the World
[G.2]

Duty Calls (-100 CP):
There are always demands on a king's time, and you must somehow find a way to meet them all, for upon your shoulders lies the burden of rule. You are always aware of your next upcoming duty, appointment, meeting, or similar obligation. This awareness doesn't intrude on your consciousness and doesn't force itself to the forefront of your mind, but instead simply doesn't permit you to forget important matters.

Because you have such great duties, it also follows suit that you are permitted great powers. Holding such advantages over ordinary men would ordinarily lead to jealousy, but not for you; regardless of what power you may hold or what success you may achieve, other people will not feel jealous of you.

Finally, because a king is often called to speak before his people, you lose any form of social anxiety you may have possessed.

King of All He Surveys (-100 CP):
It would be unbefitting for a king to be denied his kingdom. If you have largely-unquestioned rulership or ownership of a kingdom, territory, building, lands, organization, business enterprise, or anything similar, then at the conclusion of any given jump you can reinforce it with jumpchain fiat and bring it with you on your jumpchain, along with all of your subjects and/or employees as followers (so long as they're willing to come along, at least; any individuals who aren't willing to join you will remain in their world of origin, and in their place will be similar, personality-less entities who will fulfill their role in the business or society as well as the original, but don't really function as "people").

You can either import your territory/business directly into the world, in which case it will seamlessly integrate into the history of that jump and will have always existed there (with the inhabitants gaining appropriate memories). Territory/businesses/organizations imported in this way are considered items. Alternatively, you can keep it as an attachment to your Warehouse. You can make this decision for each land or territory you possess, and make the decision anew with each jump. In the event that you buy land, territory, buildings, businesses, or what-have-you with CP,

you can freely decide if they also import into future jumps, or stay as attachments in your Warehouse (if, for example, you don't want to introduce a cyberpunk megacorporation to mythological China, or you don't want to add several planets worth of landmass to the world, or to bring similar disruptive influences).

This perk becomes a part of your Body Mod, but only the part about bringing your territory with you on a jumpchain; if you lose access to the items from your jumpchain due to a gauntlet or drawback, you still lose access to them. It just allows you to bring with you what organizations you may have formed while reduced to your Body Mod.

Across Time and Space (-200 CP):
There are a number of monsters that use the fabric of spacetime as their hunting grounds. Temporal ticks will leech away the lifespan of their victims, time serpents can send a person years backwards in time to feast upon the life they would have lived, and exodus wolves can savage their prey from hundreds of feet away, eating through the fabric of space between them. It is the duty of the Kings of the World to protect their subjects from such depredations, and as such you possess an immunity to such spacetime shenanigans. You cannot be shunted through time or space against your will, cannot be attacked at a distance through space-warping, and cannot be trapped in a time loop. You are always aware when history has been changed, and have memories of both the changed timeline and the new timeline simultaneously, but are perfectly able to distinguish between them.

Finally, you gain a minor application of such spacetime manipulations yourself, and are able to send a mental message backwards in time to yourself. Furthermore, you are able to cloak it from those sensitive to the flows of time, so people normally aware of changes to the timeline will not be aware of the changes made as a result of your message to yourself. You can send a message back at most a single year into the past.

Inspiring Leadership (-400 CP):

The mark of a true king is not the birthright by which they rule, but the devotion of those who follow them. In this regard, you are amongst the greatest of kings, and inspire such loyalty in your subordinates (be they your servants, companions, or followers) that they would willingly avoid taking actions that they believe you would disapprove of. They additionally become resistant to outside sources of corruption and influences that would turn them against you.

This ability only affects your followers, companions, and direct subordinates—that is, people working directly for you. It would ensure that an army under your rule would not rape and pillage (assuming that you are opposed to such things), but it would do little to affect the lives of most of the subjects under your rule.

Note that this is not a mind-influencing affect, but rather an alteration to you, and the concept of you. This is not enforced loyalty, but the ability to inspire such devotion, and as such cannot be overcome by "removing" any sort of mind control.

Time Reversal (-600 CP):
Sometimes things go bad. Sometimes, things go catastrophically bad, beyond any chance of recovery. And sometimes such catastrophes are completely out of your control. But a king must resolve even those problems they could not possibly have predicted. So, once per jump (per jump, *not* per ten years), you gain the ability to revert time, and send yourself back into your own body while you were in the process of filling out the jump document for the jump in which you used this ability. You are still bound to go into the same jump, but you may alter your build. You are unable to repeat this reversion of time until you move on to a new jump.

Just take note—this reverses time truly, completely, and utterly; even your memories of the future are more like something you watched in a movie than something you experienced yourself. You cannot by any means retain any powers you may have gained or objects you may have collected, and lose the benefits of any training you may have performed, even purely mental training. Jump-chan will still remember things as they were, however.

Perks of the Hive
[G.3]

Unity (-100 CP):
Formicula created cooperation between different people; this is one of the core principles of the Hive, that the whole can do more than any component individual. You exemplify this; when you are part of a group working on a single goal, all members of the group will subconsciously start to coordinate their efforts to maximal effectiveness. They gain an acute awareness of the location, role, and actions of other members of the group, allowing them to act in perfect synchronicity. Nobody will find this odd.

Expanding the Hive (-100 CP):
A collective can have quality, or it can have quantity… but in rare cases, it can have both. You can display this by improving the quality and quantity of your own following with this perk, granting you the ability to invite other people to join your jumpchain. If they agree, then once the jump is over, assuming they survive, they gain fiat backing and can come along with you as a companion.

There are some caveats to this, however. You cannot use abilities that would allow you to control others or compel them with abilities when inviting them to join; they can only join you willingly and with awareness of what they are accepting. Likewise, while persuading them to join you, you lose any perks or powers that would increase your persuasiveness or charisma beyond the bounds of human limits.

This perk becomes a part of your Body Mod.

Architect of the Colony (-200 CP):
Formicula taught early people how to erect buildings in a lesser echo of the Spirits own acts of creation. You are supernaturally skilled at this to a degree expected of experienced Master Architects of the Hive, not a newcomer. You can build and modify buildings using only 80% of the resources that it should by all rights take to make. You can alter the interactions between a building and its foundations to allow you to make a

structure even on unsteady ground, and when working on a construction project you can decide if it treats the ground below it as being more solid than it actually is, or less solid.

You can build rooms that are larger on the inside than their architectural measurements say they should be, rooms that empower the use of specific abilities used inside of them (such as making a power larger, last longer, more energy-effective, etc), rooms that increase studying speed, rooms that increase healing, or even rooms that invoke a specific emotion or thought while within them.

Never Alone (-400 CP):
Solitude is a tragic thing to a member of the Hive. Oh, having some time to yourself is something anyone can appreciate, but to truly have no one there to back you up? Fortunately, now you will never experience that (barring gauntlets or drawbacks). You gain two "free" imported companion slots in every jump you go to, which you can import companions into without paying CP and without counting against whatever limit the jump document in question places on how many companions you may have.

Your "free" companions otherwise follow the local rules for importing companions in regards to how they are treated, whether they get an origin or not, and how much CP they get. If no such rules are provided, then they benefit from an origin of your choice (which, if the origin is priced at 200 CP or below, is free) and gain 600 CP to spend. They benefit from any discounts, freebies, and stipends provided in the jump document, except for those that obviously shouldn't apply to a companion.

A Hive of One (-600 CP):
Sometimes there is nobody around to help you. That doesn't mean you should have to try to accomplish your tasks on your own, because now you have help; yourself. You gain the ability to duplicate your body, mind, and powers, creating a double that is exactly like yourself in every way (except only your original body is the true Jumper). You can create an additional body once each week. All your clones and yourself are connected, each of their "minds" an extension of your own rather than an individual entity; you

gain the parallel processing ability to manage all the bodies you may have to deal with.

At the end of every jump, all your existing clones (well, clones created via this perk, at least) are left behind if you move on to a new jump, and frozen in time like the setting itself is.

Perks of the Gaian Keepers

[G.4]

Preservation Against the Sands of Time (-100 CP):
In the quest of preserving knowledge, time is the great enemy. It erodes monuments until their meanings are obscured, it ages books until they crumble at the faintest touch, and it tarnishes metal with the weight of years. You can prevent this by imbuing a bit of power into an object, which will render it immune to aging, rusting, tarnishing, staining, wrinkling, scratching, erosion, or any of the little wears and tears that slowly accumulate over time, leaving it as pristine as you originally encountered it. This resists minor damage, but provides no protection against serious attempts to destroy whatever it is you're preserving.

A Basic Education (-100 CP):
Although their efforts are more focused on the preservation of knowledge, the Gaian Keepers are still deeply involved in the education system to ensure that everyone receives at least a certain baseline level of learning. You benefit from something similar; in each jump that you go to, upon arrival you will gain knowledge relevant to your location equivalent to what a high school graduate would know. This includes knowledge of local language, culture, geography, religion, government, and general awareness of the world and how it functions. Again, this is only based on information an average resident could have access to, so some of the information may be wrong… however, any incorrect knowledge will be clearly flagged in your mind.

For an additional 100 CP, undiscounted, this doesn't only apply when you arrive at the start of a jump, but you gain a new surge of knowledge every

time you come upon a new location, ensuring you could keep pace with a local no matter where you go.

This perk becomes a part of your Body Mod.

Burrow Divers (-200 CP):
Although they run a number of libraries on the surface, the Gaian Keepers also keep great records stored in chambers deep beneath the ground known as Burrows, where they hope to keep them safe and unsullied by those who would seek to revise history to their own ends. Working in conjunction with some particularly secretive Kings of the World, they even warded these Burrows against changes to the timestream, and hidden beneath the earth are records defying the changes to history some of the Kings of the World have made.

You know the secret arts required to access these chambers, allowing you to swim through the earth as though it was water, and breathe through it as though it was air. You can share these benefits with other people, if you so desire, although be wary about bringing outsiders to the sacred Burrows.

Earthen Records (-400 CP):
The earth remembers everything that happens upon it and within it, observing and recalling all things. You can access these records by communing with the very earth itself. By touching earthen materials, you are able to look backwards into that object's history like a record, letting you see events that happened as though the object had recorded it. You may also view the records kept by locations, as long as the earth is still present, despite the individual dirt particles of that location possibly having long been displaced. The earth is a whole that is more than its components.

Buried and Forgotten (-600 CP):
Although dedicated to recording knowledge and history, the Gaian Keepers are acutely aware that there is some information that should never see the light of day, and some books that should never be read. The Fair Folk propagate many such works, and the secrets held within have driven men

mad. As such, their duty is not only to preserve knowledge, but also determine if it is safe to share.

By burying a copy of a book in the dirt and expending a bit of power, you can obscure the writing and imagery of all other copies of that book in the setting. This includes translations, revised editions, photographs of the pages of the book, and the very original versions first published. This can also extend to non-physical writings or images; in a high-tech jump, you could bury a device with a copy of that awful comic you drew as an edgy teenager, and it would disappear from the internet forever.

Perks of the Disciples of Twilight

[G.5]

Sight Unfettered (-100 CP):
Fitting to those who balance between light and darkness, you gain the ability to see clearly regardless of light conditions. Even complete darkness does not impede your sight in the slightest (although you are aware that it's dark), and bright lights cause you no pain nor make you flinch away if suddenly exposed to them. You can adapt instantly to changes in brightness, and the quality of your eyesight is improved to peak human levels in all respects.

The Twilight Twixt Night and Day (-100 CP):
The Disciples of Twilight are a group that calls upon a pair of power sources that are mutually incompatible, yet they can still wield them freely. So too is it for you; you are able to use and learn powers that are mutually incompatible, such as holy and unholy magic or the Light and Dark Sides of the Force, and suffer no consequences for doing so. You can use these opposing powers separately, or even safely use them both at the same time.

This also allows you to select perks and options that would otherwise be barred due to other options you took in a jump document. For instance, if perk 'A' and perk 'B' are incompatible, you would still be able to purchase both. However, this only applies to options that are made incompatible due to whatever option you took; it does not apply to exclusive features. For

instance, if Background ‘B’ has an exclusive perk, if you had Background ‘A’ you would not be able to access that perk; you are unable to access it because you don’t have the right background to start with, not because your background was explicitly barred from selecting it.

This perk becomes a part of your Body Mod.

Balancing Sides (-200 CP):
With their long practice in meditating upon contrasting perspectives, the Disciples of Twilight are often called upon to mediate conflict and serve as judges. You are easily able to see things from the perspective of other people, and can avoid allowing your own biases to influence your judgement. When involved in a dispute, with an act of will you can allow yourself to see matters from the perspective of all relevant sides in the dispute.

Doing so does not let you access information you don’t already have, but there is an additional aspect of this power that can help with that; anyone involved in any dispute you are trying to resolve is compelled to speak only the truth. Not necessarily the whole truth, but they won’t realize that they are prevented from lying until they try to do so.

Stalk in the Darkness/Walk in the Light (-400 CP):
Although they favor the perspective of balance and finding a midpoint between extremes, the Disciples of Twilight are well aware that even moderation is best taken in moderation. At the start of each jump, select either darkness or light. If you select darkness, then behaving in stereotypically “shady” ways, being secretive, cheating, sneaking about, and similar such acts are all empowered, and operations you undertake while using such underhanded means are much more likely to succeed.

If you instead chose the light, then actions that fall under the paradigm of “light”—such as honesty, forthrightness, direct opposition, compassion, and so on—are all enhanced, and your actions taken while following the upright path are more likely to have consequences that are beneficial to you. However, halfway through the jump, this effect switches; if you chose

darkness, then now you benefit from the light path; if you picked the honorable choice, then you'll find more success on the dishonorable route.

Do note that this isn't a good/evil dichotomy, but one of light and darkness, or perhaps gentleness and meanness or honesty and dishonesty, which are by no means required to mean good and evil.

An Oath Upon the Stars (-600 CP):
As mediators of disputes, Disciples are capable of enforcing the deals and concessions of the involved parties. You can bless a treaty, deal, oath, promise, accord, or similar written or verbal agreement. All parties involved in the deal will be made fully aware of the details of the agreement beforehand, so no one can say they were tricked into something they didn't agree to.

If any of the involved party breaks their vow, then you and all other involved parties immediately become aware of it, as well as the circumstances behind the breaking, the motivation for breaking it, whether it was intentional or not, as well as becoming aware of the location of the oathbreaker. This awareness "refreshes" every day for a month, or until the oathbreaker has been punished or forgiven. If an oathbreaker has any special powers, they are incapable of wielding them against yourself or any of the involved parties until after they have been either punished or forgiven.

If all involved parties give their agreement, you can instead mystically reinforce the deal, which prevents all signatories from breaking their side of the bargain in the first place.

Perks of the Children of the Mountain
[G.6]

Augment (-100 CP):
There's nothing quite like creating something from scratch, but if you need to improve something that's already been made, you're more than capable of accomplishing the job. In addition to giving you more talent when it comes to matters such as restoration, retrofitting, and general

improvements of already-existing objects, you are also able to give such objects the benefits of any of your jump fiat-backed abilities that would normally affect an object you create. In so doing, you will now be considered the “creator” of the object in regards to your powers and abilities whenever it would be beneficial to do so. You do, however, have to make some form of tangible improvement to whatever you’re applying this to.

Of special note is that Augment does not apply to any object somehow capable of thought. Likewise, it also doesn’t function in conjunction with Magnum Opus… at least, not at the default level. If you pay another undiscounted **300 CP**, then you can apply Magnum Opus to the items you improve. It must be an improvement you make through actually working with the object, not something you magically improve in an instant.

Magnum Opus (-100 CP):
The Children of the Mountain always seek to come closer to the unreachable goal of perfection in their craftsmanship. You’ve come closer than most, although not in the conventional sense. This does not actually increase your skill in creating things; instead, it allows you to, at your discretion, provide standard fiat backing to any object which you have personally crafted.

Items backed by fiat in this manner are impossible to permanently lose. If they are lost, destroyed, or stolen, then they will reappear in your Warehouse after one week; this does not apply if they are sold or given away, and such objects lose fiat backing. If damaged, these items will be repaired after a week. Furthermore, any fiat-backed items you create that only function due to reality-specific metaphysics, energies, or dimensions, are guaranteed to continue to function even when you travel to a different jump. If you make any improvements or modifications to the item, it is guaranteed to retain those upgrades across jumps, even if the item itself is destroyed.

This only works for non-sentient objects you personally create, or are at least the primary creator or assembler of. It doesn’t work with automated

creations you oversee, or large projects you direct, unless you personally do a majority of the work involved in its construction.

This perk becomes a part of your Body Mod.

Solid as Stone (-200 CP):
“Solid as stone” is a common turn of phrase among the Children of the Mountain, used to refer to something as being of particular quality or worthiness. You take it a bit more literally, and are capable of imbuing any non-living object you touch with the hardness of marble if you so desire. It remains as flexible as ever, but is very tough and resistant to damage. If the object you seek to enhance is already as strong as marble, or stronger, then this only provides a +10% increase to its hardness and durability. A given object can only benefit from one application of Solid as Stone at a time.

You can rescind your blessing if you so desire, without even needing to touch the item again.

Mastercraft (-400 CP):
There are many craftsmen in the world who aren’t Children of the Mountain, because there are never enough Children to keep up with the demand for their products. Many Children, such as yourself, learn secret and supernatural techniques to allow them to craft objects more swiftly than normal without sacrificing quality. Any object you make, you can create in only half the time it would normally take.

Worthy of the Mountain King (-600 CP):
When the chieftain of the Children of the Mountains, known as the Mountain King, dies, the most prominent members of the tribe go into reclusion. Each throws themselves into their work, and each strives to create the greatest object they could possibly make, the pinnacle of their craft. When the traditional period of mourning is over and it is time to select a new chief, each presents the results of their craft and is judged by their peers; the greatest craftsman is declared the new Mountain King, and as tribute receives all the gifts that were submitted for judging.

Were you to enter such a competition, you could very well win it, for your craftsmanship has fully surpassed the limitations of logic and reason. When you create an object, you can devote additional time working on it to make it better at whatever its function is, even if the object is “complete”. Keep forging the same sword to make it even sharper and harder; this extra work will never damage or make the object less effective at its job. After working on perfecting the object for twice the length of time it took to initially create it (or for one week, whichever is longer), your object will become supernaturally capable at its function; the aforementioned sword might be strong enough to cut through stone and beautiful enough that even the people slain by it would admire its splendor as they die.

And even once it’s achieved this level, you can keep working on it to make it better. The only limit to how much you can refine an object in this matter is your patience.

Perks of the Mercantile Fleet

[G.7]

Seaworthy (-100 CP):
What’s the worth of a sailor who has no sea-legs? You adapt perfectly to the movement of vessels you ride on, particularly wave-tossed rocking of boats. You also gain an immunity to seasickness. In case you go overboard, you also gain the ability to swim as fast as you can run, and an insurance that no matter the lighting or level of dirt in it, your vision will never be impeded by water—this includes preventing liquids touching your eyeballs from being painful or damaging.

Currency Exchange (-100 CP):
Even if you’re only looking at a single continent, you still won’t find a single unified currency. In traveling from one side of the continent to the other, a member of the Fleet might find themselves switching between two or three different currencies depending on where they stop; as a traveler between realities, you’ve doubtlessly encountered far more. Here’s a little something to help with that; you may, simply by willing it to be, transform any amount of money you possess into an equivalent amount of money, but in a different currency. The money you transform in this fashion will always be

treated as valid currency by any businesses, government officials, or other involved entities. Assuming it was legitimate currency in the first place before the transformation, of course.

This perk is added to your Body Mod.

Currents of Currency (-200 CP):
The Mercantile Fleet is the primary means of trade on the continent—with some members even running caravans rather than boats, for goodness sake! So, it of course makes sense that as a member of the Fleet you would be good at merchantry. But perhaps not this good. You can tell with a glance what a person wants or needs, and are skilled at playing to those desires to entice someone to buy from you.

You always know the value of any goods you have to sell or are looking to buy—not only the local value of whatever town you happen to be in, but possess an awareness of the going market price in every locale in your current setting, to be sure that you sell your wares where you'd make the biggest profit. Finally, you gain a preternatural ability at haggling, always knowing when you're pushing the price too high for the buyer or too low for the seller, having a sixth sense for when to put the pressure on them and when to lighten up, and having a keen eye for detecting bluffs.

Sunken Treasure (-400 CP):
Kind though Nbushe may be, the sea itself is oft a fickle mistress, and sometimes a cruel bitch. Many a ship that couldn't afford to charter a high-powered shaman of the Fleet or a Stormcaller has been dragged beneath the waves due to storms at sea, along with their cargo. It would be a shame to let such treasures stay lost forever, wouldn't it?

You gain a supernatural sense that allows you to detect the monetary value of objects. Normally, this sense only extends some 20 meters around you. However, water conducts this supernatural sense spectacularly well, and its range extends to 8 kilometers in regards to sensing the value of things under the water.

But you also gain several traits that allow you to retrieve such sources of wealth once you've found them. You can breathe water as clearly as you breathe air, and you are unaffected by high (or low) pressures; meaning that not only are you safe at the bottom of the ocean, but you won't suffer from the bends when it's time to ascend.

Tides of Fortune (-600 CP):
The gold must ebb, and the gold must flow. The merchant must sell, and the merchant must buy. Wealth must be earned, and wealth must be spent. This principle is important to the Mercantile Fleet, who frown upon collecting money for its own sake. You gain special benefits for adhering to this principle.

Earning money will slowly help your various powers to grow. The more money you get, the more powerful you become—although this is a form of logarithmic growth, and eventually you'll have so much money that earning more barely even earns you a drop of power. However, you also gain power by spending money—gaining power in proportion to how much of a percentage of your wealth you invest back in the economy, rather than simply hoarding for yourself.

This wealth must actually belong to you—becoming a banker and handling vast amounts of other people's money won't do you any good, other than the salary you earn.

Perks of the Galeriders
[G.8]

Wind-Kissed (-100 CP):
The Galeriders are the beloved of the air, wind, and sky, and they will never harm them. No matter how powerfully the wind blows, it will never push you harder than a mild breeze. This also extends to what the air blows around; dust will never get in your eyes, and you could walk right through a tornado without having to worry about having half of a house smash into you. Whenever it's dramatically appropriate, your hair and clothing will billow about as if the wind is blowing, even if it isn't. When you move, the air

subtly bolsters your movements, and in terms of getting from Point A to Point B, you move 20% faster.

Traveler's Ken (-100 CP):
As the messengers of society, Galeriders can expect to travel all across the continent. Normally, this would mean they would undergo extensive schooling to learn a good number of the many languages spoken on the continent, but lucky you, you get to skip that. Honestly, considering how many worlds you go to you'll probably need this.

You can clearly understand, speak, read, and write any mundane language that you encounter, to the same degree of understanding as your original tongue. This does not apply to any language that requires physical/metaphysical properties you do not possess (such as a pheromone-based language that uses scents you have neither a nose refined enough to distinguish between, nor the glands to produce).

If the language has supernatural effects when spoken, then you "simply" become capable of learning it a hundred times faster than any normal person, and can learn it from any sample of its writing even without having a translated version to compare it to.

This perk becomes a part of your Body Mod. However, there is a small aspect which goes "deeper" than your Body Mod, and that becomes a fundamental part of who you are, unable to be taken away by drawbacks or gauntlets (except for those that explicitly steal away your knowledge of language). When you first arrive at a jump, you become fluent in the local "primary" language, as though you were a native speaker. It wouldn't do to go to take a drawback that seals away even your Body Mod, only to flounder because you don't understand what anyone is saying, would it?

Trekkings of a Messenger (-200 CP):
Being a messenger is hard work, and involves extensive travelling across sometimes inhospitable terrain, and the weather is all too often terrible. When you are hit by inclement weather, any objects in your possession are protected against damage from the weather. Furthermore, you gain an

inexhaustible supply of stamina; this won't help you go without sleep, but in terms of simply putting in the effort you could keep running forever.

You become unnaturally sure-footed and balanced, able to keep your footing regardless of the circumstances. To help you carry packages and letters, then as long as you are able of physically lifting a load, no amount of weight will slow you down, interfere in your movements, or otherwise slow you down, no matter how large, heavy, or cumbersome it may be. Finally, you move with remarkable alacrity, able to walk or run at twice your normal speed; when traveling (that is, going from Point A to Point B when there is at least a mile of distance between them), then this speed increase is doubled again.

Travel Guide (-400 CP):
Although their primary role is as messengers and ferrying packages from town to town and city to city, a Galerider's experience with many different locations and with journeying from place to place often results in them picking up side jobs as travel guides, showing people the sights and famous monuments or landmarks, as well as guiding pilgrims or travelers from town to town. When traveling with a group, you are able to share the benefits of any perks you desire with you fellow travelers. Furthermore, you gain a flawless sense of direction and perfect mental map. You always know which way is north.

Riding the Gales (-600 CP):
Despite the name, only advanced Galeriders ever actually reach the point of being able to fly. Lucky you, you don't need to reach a high level of affinity with one of Machakw's spirits to accomplish that. You can soar, unfettered by earth or gravity as a small part of your being is imbued with the essence of the wind. While flying, you are capable of carrying up to 100 times your normal lifting weight limit (although you don't gain special strength in regards to anything except lifting); a number of Galeriders of this level find work ferrying goods in place of slower caravans. Furthermore, all forms of speed increase that you possess are doubled while you are airborne.

Perks of the Wardens of the Woods

Care and Be Cared for in Turn (-100 CP):
The Wardens of the Woods are the caretakers of nature in all its glory, and nature kindly returns the favor. You never get dirty, your clothing or hair will never catch on plants or needles, and you can move smoothly through the underbrush without it scratching you. You can climb even limbless or spiky trees as easily as if they had handholds, if you walk barefoot then you will never step on animal droppings or a pebble, and even the sharpest and hardest twigs will be soft under your feet. You will never be infested with natural parasites you don't knowingly invite into your body, and you will never be bitten by nonsentient bugs that aren't controlled by someone else. In short, all of the inconveniences of the natural world? They don't happen to you anymore.

Protecting the Environment (-100 CP):
Now, a Warden's powers are mostly focused on *using* the environment, but you, with your powers from other worlds? You might need to be careful not to destroy the natural world around you. This perk should help with that, as it allows you to completely control collateral damage and effects. Your powers will only affect those you specifically intend for them to target, and will never harm or affect those you don't intend for it to. This perk affects everything you have; perks, powers, scenario rewards, even items or the powers of pets at your command.

You could detonate a nuclear bomb to kill a spider, and not only would no one else be hurt, but no buildings would be destroyed and the radioactive fallout might as well not even exist for all that it affects the world. You might have a lot of explaining to do, though.

This perk becomes a part of your Body Mod.

She Who Hunts the Hunters (-200 CP):
The natural world is glorious, but it is tainted by the presence of wicked, unnatural beings never intended to be part of any ecological system, and who take glee in destruction or harming innocent people. For monsters stalk the wilderness and prey upon whoever they can, preferring the flesh

of people over that of animals. And for all that they work to protect the forests from being overly cut down for lumber, the typical work for a Warden is hunting down that which would hunt the innocent.

You gain supernal tracking ability; you are able to recognize even individual people or creatures from the marks they leave behind, and your talent at pursuit is so superb that you could track a shark underwater… three days after it had already swum through the area. On land? It's effectively impossible to escape you.

Furthermore, when attacking creatures that aren't a part of nature, your attacks will be empowered; blades will cut deeper, arrows will pierce further, and blunt blows will strike far harder than they have any right to.

Speak for the Trees (-400 CP):
The natural world has a lot of secrets to share, if you're willing to listen. You gain the ability to communicate with plants, and be heard by and be communicated with in turn by them. While interacting with you, plants are treated as though they are sentient, and capable of understanding your intents, wants, and desires, and conveying information to you as though they actually had eyes and ears and an understanding of the world. All plants are friendly towards you by default.

Additionally, unless a jump document specifically makes a distinction between plants and fungi, you can use any power that would work on either of them apply interchangeably to both. So all these plant-based powers of the Wardens of the Woods would be applicable to fungi, as well.

Blessings of the Green (-600 CP):
Wardens don't always come out the victors in the fights with monsters; but as long as they escape alive, they will always be able to fight again another day. For some, this is because of Technocracy prosthetics. For you? Nature provides.

You gain a slow degree of regeneration. However, this regeneration is increased in accordance to how much greenery is around you. Stay indoors, and you might heal a cut over an hour. Walk on a grassy field, and

your cuts will disappear in seconds. Fight in the middle of a forest, and your broken bone will fix itself mere moments after it snapped.

Furthermore, your own presence increases the regeneration of the plant life around you. As long as the roots haven't died yet, you could regrow an entire felled tree just by spending a few hours nearby.

Perks of the Singers of Genesis

[G.10]

The Song of Genesis (-100 CP):
One of Yochanan's first gifts to his people after he accepted the tribe as his own was the gift of song; a very specific song. In its pitches were images, in its rhythms were emotions; it was a song detailing the creation of the world, exactly as it happened, and all who heard the song could see and feel it as though they were there. And although it took a long time, eventually the Singers of Genesis managed to adopt the technique for their own, and compose their own songs that could allow people to live through the experiences and feelings of another.

Through the medium of song, you can allow anyone to experience anything you have. You can also compose fictional events for them to experience, although they will always have a tang of hollowness to them that is inherently recognizable as fiction. You can make people experience feelings you want them to feel, and see what you want them to see, through the power of your voice. What's more, you can teach others the special songs you sing… although you cannot teach them how to compose their own.

Pet Bond (-100 CP):
In creating animals, Yochanan also allowed for the existence of pets, which have enriched the lives of more people than can be counted. And perhaps they enrich your life, too… but wouldn't it be a tragedy for a jump to end, only for the wonderful pets you love and that loved you in turn to be left behind? Now they won't be.

If you have a creature as a pet (or in the case of many cats, if a creature has you as a pet), you may claim it as your own and provide it with the fiat backing of the jumpchain. Your pets will come along with you on your chain, and will gain a similar ability of that of companions to return to life in your Warehouse after 24 hours if they die. Pets that have died do not experience the pain or trauma of their passing. Your pets do not age past the prime of their life, becoming younger if they've already passed that point (animals that grow stronger with age do not have a prime, and will simply never age to the point of decline or death). If your pet is a creature incapable of affection (or incapable of it in a way that humans understand it), it will become capable of both feeling and expressing affection in a "normal" fashion. By default, they will hold great affection for you equal to that you hold for them.

Your Warehouse gains an attachment specifically devoted to housing your pets when they aren't with you; each pet has their own area, with space to roam and play, a supply of toys, a regularly-refilling supply of food and water, and any messes they make neatly and odorlessly disappearing. Your pets are incapable of taking genuinely violent action against one another, and can freely enter one another's area as long as the pet owning it is willing to share the space.

Pet Bond has a special interaction with Retroactivity, in that it can reach back even into your life before Jumpchain; any of your pets that you have ever had, including those that passed away, can benefit from this and will appear in your Warehouse upon arriving in this world.

This perk becomes a part of your Body Mod. If you gain a pet during a period of time when you are deprived of your Body Mod, it will come with you once you regain access to it.

Music Soothes the Savage Beast (-200 CP):
The Singers of Genesis are blessed with music in their hearts, and animals have a special sensitivity to this music. The music that plays within you can be heard by animals, and has a soothing effect on them, calming any hostility and preventing them from attacking you… as long as you don't overly provoke them, at least.

Furthermore, you can project the song in your heart outwards to play music from the very air, without you needing to sing at all. The sound simply appears from around you; however, you are still considered to be the one singing it for purposes of any powers or perks you may possess that depend on you singing.

Jumper's Melody (-400 CP):
Singers are accustomed to considering complex and esoteric matters due to their exposure to the Song of Genesis, which perhaps may explain how you are able to do this. Your singing can interact with the powers of your chain; while you are singing, you can gift the benefits of two of your perks or powers to any and/or everyone that can hear you, the benefit lasting for as long as you sing and for an hour afterwards. Do note that this only counts for those who can hear you in real time; people listening to a recording would receive no benefit.

Alpha of the Pack (-600 CP):
The greatest of the Singers are often accompanied by a retinue of beasts which they have earned the loyalty of. You too can earn any animal's loyalty, although the methods may differ depending on the species and what perks you already possess. For some animals, you can earn their loyalty simply by being friendly to them; for others, you may have to prove your power and dominance. If you have Music Soothes the Savage Beast, then just spending enough time in your presence is enough to win over the heart of any animal. Regardless, you are able to teach anything to any animal, to the degree that you are able to domesticate even animals that can't be domesticated.

Note that this does allow you to claim even an animal that can't be domesticated as a pet, letting you apply the effects of Pet Bond to it once you've trained it enough.

Perks of the Stormcallers
[G.11]

Cull the Herd (-100 CP):

Long ago, Lungada created diseases to stop the rampant spread of overpopulation. This is a power the you retain an echo of, and Stormcallers are oft distrusted by the other tribes over it. Rather than creating a new disease, however, you weaken the target's body's ability to defend itself, not only shutting down the immune system but empowering the bacteria and viruses inside the target. Otherwise harmless bacteria suddenly become a health risk, actual diseases become debilitating, and even the normally symbiotic bacteria of the body can wreak havoc when energized like this. While the diseases are as contagious as they normally are, they lose their vigor once they leave the body.

Power Resistors (-100 CP):
An immense capacity for destruction dwells within the Stormcallers, and learning to control their power is the first thing a young shaman must do before they can return to society after pacting with a spirit. You have absolutely perfect control over how much power or energy you use with any of your abilities or perks. You can do more than simply toggle your perks on and off; for precise control, you can increase and decrease the function of any given feature from full power to completely off, and anything in between.

You can even reduce or disable specific aspects of a power while leaving the rest to function normally. And this applies to everything; not only your perks, abilities, and powers, but also scenario rewards, racial features, and even the items you possess. The item will still *exist*, but you can make it cease to function, or reduce its function, or what have you. If doing so would make the item disappear, then when you turn it "back on", it will reappear. If you happen to have a perk that modifies the entire jump setting, then this also lets you control whether or not they activate in any given jump, and to what degree.

This perk becomes a part of your Body Mod.

Farmer's Favorite (-200 CP):
While any Stormcaller can manipulate the weather, it's much harder to manipulate it in such a way as to call forth repeating effects even after you leave, or to create a ward that prevents bad weather while letting good

weather still occur. You, however, are perfectly capable of these feats, and more besides.

You are able to imbed powers into a location for multiple purposes. Firstly, to make that power activate according to a schedule; no more than once per day, for a maximum duration of a month. Secondly, if a power provides a continuous effect, you can set it up so that its point of origin is the location, rather than yourself; again, the maximum duration is a month. Thirdly, you can place a power into a location, and leave it deactivated until you trigger it—an act of will you can perform at any distance. Such a power remains in place for a month before dissipating.

From Destruction Comes Rebirth (-400 CP):
Stormcallers possess great capacity for destruction, but it is not a power they wield lightly. Instead, they use it with precision, considering not only the direct destruction they cause, but also the potential that always follows every act of destruction. For from ruination comes the opportunity to grow anew.

Whenever you “destroy” something, the remains are empowered in a sense, to allow for greater creation and growth. A sword you melted into slag could be reforged into a far superior tool or weapon; ashes you create will facilitate growth far better than even they already do; the remnants of the gang you break up will have an easier time leaving a life of crime behind them and becoming productive members of society; break down a house and the rubble can be used to make an even better one—or you could even split up the rubble to partially compose several different houses, each one of which would be improved to a degree over the house it otherwise would have been.

Call Down the Thunder (-600 CP):
Destruction brings with it the opportunity for new growth, but the Stormcallers also know that sometimes you simply need to smite something with the fury of a thousand storms. And you are very, very good at smiting.

When you destroy something, it stays destroyed. It cannot be repaired; it cannot be healed; it cannot by any means come back from death. When you end something, that is the end. If you break a sword, the fragments could be reforged into something else… but they would never again be a sword. If you tear apart a corrupt regime, you could build a new nation where it once was, but that country itself can never come back.

If you also have From Destruction Comes Rebirth and the effects would contradict one another, you can decide which takes effect.

Perks of the Ascetics

[G.12]

Nourished by the Self (-100 CP):
Although the Ascetics are not nearly as frugal and abstinent as their title suggests, many are still given to long periods of meditation and training sessions that can last unbroken for days or weeks at a time. To keep themselves from needing to take breaks to eat and drink, they developed methods to sustain their physical form through their chi alone. You no longer need to eat or drink to survive, and will not grow hungry or thirsty; you can, if you so choose, do either, and although food/drink with special effects will still benefit (or harm) you, you will gain no nutrients from what you consume. Your chi provides all the nutrients and chemicals you need to keep your body in the form of your ideal self-image (so long as it is physically possible for your species).

Note that this only provides for food and drink; other bodily needs must still be met.

I Am That I Am (-100 CP):
Although the energies of chi are firmly rooted in the body, the usage of it is almost entirely dependent upon your mind and mental state, particularly on your sense of identity and knowledge of who you are. You're lucky enough that you can skip the extensive meditations usually required to reach this level of self-enlightenment; you know yourself. You know your own desires, feelings, and motivations, and cannot deceive yourself.

Furthermore, your sense of identity becomes wholly inviolate. You will always be yourself, and are immune to all forms of identity/personality death. The background you choose in jumps will never affect your personality in ways you do not wish for it to, and you will fundamentally be yourself no matter what changes the jump document suggests taking an origin might apply to you (although drawbacks are another story). Even gaining or losing memories will have no effect on your personality and sense of self.

This perk becomes a part of your Body Mod.

Dedicated Study (-200 CP):
Although Ascetics primarily focus on the body, many remember how their patron Spirit colluded with another to produce the first people, and it is very common for them to turn their dedication to self-improvement to more cerebral disciplines. You learn and improve much faster than other people; book-learning sets in quicker, training of all sorts is more effective, and physical exercise produces more gains. To put it in numbers, you improve at 3 times the speed of other people.

Furthermore, you no longer suffer negative effects from pain or tiredness. Oh, you're still *aware* of it, but it doesn't have deleterious effects on your emotions, actions, or performance.

Cultivating Wisdom (-400 CP):
Mind and body are intertwined as one host to the soul; although young Ascetics try to improve their body with physical exercise, or try to learn through studying books, at a more advanced level one realizes that all they need to improve if themselves, and greater understanding of their own mind and body.

You will find that any time you spend performing some form of meditation will also serve as time spent improving your body or mind, as though you were actively working out or studying (although you can only improve one at a time). Additionally, your meditation time will also serve to better your proficiency in a skill as though you spent all that time practicing it (again, only one skill at a time). However, this can only increase skills that you

already possess; you can't learn anything new through this method, although it is possible for you to attain new enlightenment on new ways to approach things you already know.

A Body Surpassing Heaven (-600 CP):
Being an Ascetic is all about improving oneself and trying to reach the ideal body, the pinnacle of their Spirit's craft. However, the most experienced Ascetics realize that the ideal body is like perfection—it is forever distant, and something you must always strive to achieve while realizing you will never reach it.

You have the ability to train and improve any aspect of yourself. Any ability, any skill, any form of knowledge, any trait of your body, mind, soul, identity, magic, powers, perks, luck—anything at all that can be considered a part or extension of yourself can be trained, even if it logically shouldn't be able to. And this improvement will never cease; when you have reached the pinnacle of what a person can physically accomplish in a skill, you will proceed to supernatural levels of accomplishment and doing things with that skill that are physically impossible, and can continue to improve *ad infinitum*.

Perks of the Cultists of Silence
[G.13]

Recruitment (-100 CP):
People aren't born into the Cultists of Silence, but chosen; they are constantly on the lookout for youths of appropriate personality and potential to induct into the fold. Loyalty combined with the ruthlessness to do what is needed to keep the peace, but without being cruel—that is what is needed to make a Cultist. You gain the ability to identify people's personality traits as soon as you see them. Furthermore, you can also see how intelligent they are, whether their minds have been interfered with by outside forces, and determine if they have the potential for inherent psychic powers or not.

Mental Bastion (-100 CP):
The Cultists read minds with casual familiarity; this can not only expose them to horrifying thoughts, but also pull them into the minds of the

insane—or worse yet, poison their thoughts with the creeping corruption of the Fair Folk. They practice a rigorous set of mental disciplines designed to protect them from these dangers, but you won't have to worry about them in the first place.

Your sanity is fiat-backed; you cannot go insane unless you permit yourself to, regardless of the influence of mundane ills, madness powers, or eldritch entities. Now, this won't help you *understand* eldritch entities, mind you. But your mind won't implode from the attempt.

This perk becomes a part of your Body Mod.

Self-Policed (-200 CP):
Peace has only been kept so long on this continent because of the Cultists of Silence, whose psychic powers allow them to discover and nip potential rebellions in the bud. They also excise Fair Folk infections before they can spread. The Cultists keep separate from other people, hide their identity from all but other Cultists, and are so good at keeping secrets that their very existence is widely considered to be nothing more than a scary story parents tell children to make them behave. It would be terribly, terribly easy to succumb to abusing the power they hold over others; that's why Cultists are constantly in one another's mind, policing their own for signs of treachery or corruption.

Your powers from this perk are twofold. Firstly, when you interact with other members of any group or organization you are a part of, you can immediately recognize whether or not they are corrupt or a traitor, as well as whether or not they follow or believe in the ideals of the organization. Secondly, when you are subject to some form of mind reading, you can hide thoughts you don't want to be seen. The one looking through your mind won't even be able to tell you've hidden something, much less actually find those thoughts.

Don't Break Cover (-400 CP):
To be a member of the Cultists is to live a double life—sometimes even a triple one. On one hand, they are an ordinary part of the community. On the other, they are a secret police force dedicated to preserving the peace

through any means necessary… which sometimes involves infiltrating criminal or rebellious organizations. The biggest danger of doing so is always the risk of being found out.

You don't make those sorts of mistakes. Part of this is because of how you react—you react to all events as if you had a couple seconds to think about your response before you act. Note that this doesn't actually give you time to think; you merely respond as if you did. This allows you to, among other things, react near-instantly to any situation, respond to people calling a fake name as easily as your real one, *not* respond to your real name, control your reactions and expressions, and remain smoothly efficient in combat regardless of how chaotic or confusing a fight may get. It's also helpful for keeping potentially-dangerous reflexes in check when in going about your everyday life.

Forbiddance (-600 CP):
Despite their potential for ruthlessness, given an option most Cultists prefer not to take drastic measures as a first option. The Forbiddance is an alternative to that, as well as a means of gaining more power for those willing to bind themselves. By touching a person and declaring what you forbid them, the target becomes mentally incapable of thinking about that subject or carrying out that action. A single person can only be unwillingly subjected to a single Forbiddance at a time.

However, it is possible to *willingly* take on multiple Forbiddances; if you take on a Forbiddance of your own free will, then your psychic powers (if any) will increase for each Forbiddance you bear. If you willingly take on a Forbiddance, you can "discard" it, losing the extra power in exchange for having freedom of thought again. Because it is an effect that is freely accepted, it bypasses any protections you or a target may have against having their mind influenced by outside sources.

Perks of the Purifiers
[G.14]

Fuelless Flames (-100 CP):

Needless to say, fire is an important part of life to a Purifier, and it is traditional to always have a fire burning in a Purifier's home. However, this is quite unsafe, leading most Purifiers to resort to these. You are able to create a type of fire that burns without fuel; it doesn't require air to combust, nor fuel to burn; it exists wholly of its own accord, a single aspect of the concept of fire made real. As a consequence of this, it doesn't naturally spread, and simply continues burning in the spot where you place it. It still heats things and is damaging to touch, however. Despite not needing air, exposure to water will cause this fire to instantly snuff out due to the reaction between the opposing elements.

Purification (-100 CP):
Fire cleanses; Purifiers internalize this concept to ensure that they're never responsible for spreading diseases from their patients to people who are healthy. You and all your belongings cease to be a transmission vector for diseases, viruses, pathogens, and similar contagious maladies. Furthermore, whenever you transition from one dimension to another, you, your possessions, your companions, your Warehouse—everything—have your microbiome and virome "purified"; they are rendered wholly non-infectious, ensuring that you don't accidentally spread a disease from one world to another which has no protection from it. If you want to infect another world for some reason (or simply keep research samples of diseases), you may selectively exempt targets from the effects of this perk.

This perk becomes a part of your Body Mod. However, the second function—the one ensuring you don't spread contagion between jumps—becomes a fundamental part of you, and cannot be suppressed even by drawbacks or gauntlets that specifically disallow your Body Mod (although you can suppress it of your own free will). Wouldn't want you to go to a new jump and instantly cause the worst plague that world has ever seen because they haven't developed any immunities to what you bring with you, now would we?

Sacred Incenses (-200 CP):
The hospitals of the Purifiers burn incense to help with the healing process. You can breathe smoke as clearly as normal air, and see through smoke clearly and without hurting your eyes. When you inhale smoke, it boosts

your immune system, increases your healing speed by 10%, and provides mild increases to your strength and speed. At your discretion, you may invert this effect to apply these properties to anyone exposed to smoke that you create.

Warmth of the Hearth (-400 CP):
The Purifiers' role in the world is simple; they are the doctors, the healers, the medics of the world, who provide comfort to the injured and succor to the sick. As such, it's only natural that they cultivate a good bedside manner. You know the perfect balance of cheerfulness and seriousness that most comforts a patient; they'll never feel like you're acting the part, because you know how not to. You know how to let yourself personally care for others and what they're experiencing, and not simply see them as yet another faceless patient.

As a consequence of this, you excel at providing comfort to those who need it, and make for an excellent listener, and your advice is more likely to be well-received should you care to give it. You would make an excellent therapist.

Phoenix Rebirth (-600 CP):
The Purifiers take the role of fire as an agent of healing very seriously; although using fire to cure injuries is a basic tool in a Purifier's healing arsenal, only the rarest few are able to bring it to the level where they can burn out even death itself.

Once per jump, or every ten years (whichever is shorter), you are able to revive from being killed. As you fall dead, your body is engulfed in flames, which burn brightly for a moment before bursting outwards. These flames burn your enemies like normal, but apply any healing powers you may possess to any of your allies who are touched by the flames. Once the explosion of fire dies down, you arise from your own ashes, whole and healthy.

However, it wouldn't be a power of a healer if it was all about reviving yourself, now would it? You are capable of converting a single use of any 1-up ability you possess—including Phoenix Rebirth—into ten uses of

resurrection that you may use on other people, but not on yourself. Unlike 1-ups, which reset after a given period of time, you can build up a stock of resurrections with which to bring back other people which persists past each jump or ten-year period.

Perks of the Winter Shepherds

[G.15]

Sure-Footed (-100 CP):
Winter brings with it ice, and many a warrior has fallen before the undead due to losing their balance. This has never been a risk for the Winter Shepherds. You possess a perfect sense of balance; furthermore, you can perfectly retain your balance on slick, slippery, or uneven surfaces, and will never slide on the ice when you wish to be still.

Frozen Existence (-100 CP):
The ice of Onartok can freeze many things; the ice seen in the world itself is simple and freezes only the physical, but the concept of "freezing" can be applied in a more conceptual sense by a spirit, which Onartok has done for you, freezing you into position as a fact of existence.

You gain an immunity to any effect that would make you cease to exist, or would twist the nature of your existence into something not recognizable as yourself. Even if someone time travelled to the past and killed you as a baby—or killed your parents before you were conceived—you would continue to exist. If you were annihilated by an attack of pure void, or were struck by a more-than-death attack, or were hit by an attack that conceptually destroyed the very idea of you on a fundamental level, you would continue to exist.

Note that this does nothing to stop you from dying or chain failing, it simply ensures that you will still exist, even if that is as a soul (or, depending on what perks you have, as whatever exists after even the soul has died). The only way you could cease to exist would be if you were to willingly embrace oblivion of your own free will.

This perk becomes a part of your Body Mod.

Fighting Off Father Winter (-200 CP):
The undead are a threat to be sure, but the chill of winter itself can be as dangerous. One of the duties of the Winter Shepherds is to ensure that the deathly cold of winter nights is kept at bay. You gain the ability to bless buildings and clothing, causing them to ward against the cold. However, you are better off not benefiting from it yourself.

Not only do you suffer no pain or damage from the cold (indeed, even if you are brought below the point of freezing, your blood will continue to flow), but the chill embrace of winter empowers you to better fight against the encroaching dead. While your body temperature is very low—to the point that it would be lethal to someone without this perk—all of your physical abilities are increased; furthermore, you gain a mild form of precognition that alerts you to danger a second before it appears.

To Last 'Till Spring (-400 CP):
Winters are harsh. Food is scarce, supplies run low, and hunting for more is a dangerous prospect when the undead roam. Another duty of the Winter Shepherds is to ensure that their people survive the winter. For some this means doing the hunting themselves, but others find different ways of preserving life.

Simply put, you can bless people to make food last longer. Not in the sense that there are more supplies, but the body stays full and has nutrients for a longer period of time than is reasonably possible. A single good meal could keep someone comfortably full for a full week before they start to feel hungry again. This blessing lasts for a month at a time.

On Ice (-600 CP):
Normally, if something freezes solid, it's dead. Even "simply" being encased by ice is quickly lethal, as air is fast to run out and the body cools down rapidly. For you, however, that isn't a problem. Things you freeze can, at your discretion, be left perfectly unharmed by the process, and simply be preserved in the ice until thawed. Furthermore, you are capable of freezing yourself in ice like this for special benefits.

While locked up in the ice, you remain conscious and aware of your surroundings (although you can allow yourself to “sleep” for a time, if you feel the need to), and gain a potent regeneration factor allowing you to heal from almost any wound over the course of four hours. Furthermore, you gain the ability to travel via ice; by touching a patch of ice, you can instantly teleport to another patch of ice that you can see.

Perks of the Observers of the Fallen

[G.16]

Rites of the Departed (-100 CP):
The primary duty of the Observers of the Fallen is to ensure the dead rest in peace, and they have a number of rituals via which they do so. You know these methods in full, and by performing these funerary rites you can soothe the spirits of the dead, and lull the undead into quiescence. Furthermore, you can establish a dialogue with the awakened dead, even those otherwise reluctant to speak, to determine why they’re still in the world of the living so that you might resolve their issues and let them rest in peace.

This does not apply to the undead of winter, nor to undead who have been intentionally animated by another person; this only applies to “naturally” forming ghosts and undead, such as those who had business left unfinished in life or who died with great regrets.

You are able to see and understand ghosts and the spirits of the dead, even when they would otherwise be invisible or incorporeal.

Whispers Beyond the Grave (-100 CP):
To an Observer, the dead are always present. They can feel the watching eyes of those ancestors who observe the living and can recognize the love that dead parents hold for their living children. The dead are just as much people to the Observer as the living are. So perhaps it makes sense that you can invite the departed to join you on your chain.

You gain the ability to summon the spirit of a dead person you know the identity of, and speak to them. However, you are incapable of asking for

secrets the spirit might know, just as the spirit is bound from sharing information you do not already know. However, what you *can* do is invite them to join you on your jumpchain. If they agree, nothing happens at first; however, they will appear in your Warehouse with a living body as a new companion once the jump is completed. They aren't truly alive, rather possessing a simulacrum of their body in life, but are treated as being alive for all intents and purposes.

If you possess Expanding the Hive, then if someone who agreed to become your companion dies before the end of the jump, then they will be returned fully to life as your companion once the jump ends.

This perk becomes a part of your Body Mod.

Dues to the Dead (-200 CP):
The Observers of the Fallen give honor to those who have passed on, and in return they receive a blessing for the departed that those who only contract with spirits will never understand. Firstly, spiritual copies of offerings you give to a deceased individual will actually pass through the veil to reach them, allowing you to provide material of the living world to the world of the dead—a much-appreciated gift for any soul. Note that you cannot have any intention of keeping or repurposing an object given as an offering; even if it physically still exists, it is now the property of the dead, not you.

Secondly, the blessings you receive from the dead are subconsciously recognized by those who were close to the dead individual in life; people will instinctively have a better opinion of you if they knew or were related to individuals for whom you performed the funerary rites, whom you've prepared for funerals, whom you've helped pass on to the next world, or whom you've returned to true death from unlife.

Thirdly, when you sacrifice offerings to the departed, they can strengthen your blessing, giving you certain spiritual powers. You gain the ability to see through walls and physical barriers when you desire to, and you can recognize the true nature of people's souls on sight. These additional

effects fade away if you've gone three full days without giving an offering to the dead.

Séance (-400 CP):
Usually, the Observers of the Fallen do not overly pry into the secrets of the dead, but sometimes the need is great… and sometimes, they are simply such good friends with the dead that they desire to speak with those who have gone to the afterlife already. Regardless of your reasons for doing so, you now have the power to perform a séance which can summon the ghostly spirits of the dead. Unlike Whispers Beyond the Grave, the dead you call forth can speak freely, and you may ask whatever questions you like. However, the dead are not compelled to answer or obey you.

The dead can only stay in the world of the living for a short time unless they possess a host. If they attempt to, it is a battle of willpower to stay in the body (unless the host is willing, of course). Fortunately, you are also gifted with powers of exorcism to remove such rude guests; although in this jump the exorcism only serves to banish possessing ghosts, in future jumps it is effective for ending all manner of possessions.

When you summon the dead in this manner, everyone present is able to see and understand them.

Death is Not the End (-600 CP):
Death is an old friend to most Observers, but you may find yourself meeting him more than once. When something would kill you… well, you still die. However, that is no longer the end of your jumpchain, because you can continue to exist as a ghost. If people can either repair your body, or obtain a suitable empty host body for you to occupy, then they can perform certain rituals (which are taught to you upon taking this perk) to call your ghost to inhabit the soulless body, effectively returning you to life; however, this ritual takes hours to complete and can only be done once per decade. If someone has some other method of returning you to life, they can use that instead. If you're still a ghost when the jump ends, then you fail your chain; you are returned to life, and get to choose between going home or staying in the jump. If you have some other ability that lets you be a ghost at the

end of the jump and *not* fail your chain, then it takes priority and you don't fail.

If something destroys you as a ghost, you fail your chain immediately. You are vulnerable to exorcisms and techniques that banish you full to the afterlife as a ghost, so be careful of those. If you have any 1-ups, they take priority over this perk.

Perks of the Revelers

[G.17]

Just the High (-100 CP):
Revelers are known for being quite *experimental* in the substances they're willing to consume; a number of these would have a rather detrimental effect on their health if it weren't for the blessing of their patron Spirit. You've developed an immunity to the negative side-effects of drugs and alcohol; negative side-effects include addiction, overdosing, or similar unwanted effects. You just get the good stuff.

Furthermore, when you share drugs or drink with someone else, they benefit from this perk as well, although only for what you share with them. Note that this is not a general immunity to poisons.

Nothing But Another Partygoer (-100 CP):
For all that people enjoy their presence, people don't often pay much attention to what Revelers get up to, dismissing them as nothing but partiers. Excellent if that's what you want, but not particularly important otherwise. This has, quite accidentally, combined with their gossiping tendencies to give the tribe one of the best information networks on the continent. You benefit from this tendency to be overlooked… or at least, a specific aspect of you does. You know, it's not normal for people to be blessed by so many different spirits; your jump could be really inconvenienced by all the questioning into your nature you'd have to deal with without this perk.

Although it does nothing for out-of-jump purchases, anything that you buy with CP in a given jump document will be excused within that jump. The

sometimes-strange powers you have won't be treated as strange, and you won't be viewed with suspicion for having the abilities you purchased or duplicates of one-of-a-kind items you may have obtained.

This perk becomes a part of your Body Mod.

Dance Away the Pain (-200 CP):
The Revelers' most deeply held wish is to help others find happiness, and how can one be happy when the world is weighing down upon your shoulders? Parties are a method of earning freedom from such weights; when you engage in happy activities such as dancing and partying, it is always guaranteed to make you at least a little bit happier. Such activities will slowly wear away at negative effects that you have been subjected to, ranging from symptoms of illnesses to curses to depression. It will never fully take them away or solve the root problems, but they will interfere in your life less and be less of a problem to you overall. What's more, when you engage in such activities with other people, the benefits of this perk spread to them while you're both partying/dancing/whathaveyou.

Life of the Party (-400 CP):
Every Reveler knows how to throw a party, but only the greats know how to set one up like you do. When you arrange for revelry and merrymaking, the people who attend will find themselves subconsciously directed towards people they don't know, but with whom they have a high compatibility for friendship. Acquaintances at your parties will have an easier time upgrading to friends, and friendship will more naturally become something more, as your parties work to facilitate relationships of all sorts. If anyone attending your party is subject to a negative effect, such as poison, anxiety, or a severe injury, then for the duration of the party those effects will cease to be a problem. They don't disappear, and all the issues associated with them will return once the party's done, but for the duration of the party at least such difficulties quietly cease to interfere.

Finally, your social expertise has reached its peak, giving you such charm and charisma that even outside of parties you'd find no issues making friends with even the most taciturn and recalcitrant of people. To add to

this, any form of social anxiety you may have possessed simply ceases to be.

Let Our Chains be Broken (-600 CP):
The core principle of partying is freedom; freedom from stress, freedom from worries, freedom from the boredom and humdrum of everyday life, as you do something special and exciting. But how can you bring freedom to others if you can't free yourself? You gain the ability to free yourself from any manner of trap, hold, grapple, prison, chain, binding, sticky glue, seal… virtually anything that limits or restricts you in some method short of jumpchain fiat itself. Do note that for these purposes, natural gravity is not considered to be something that "limits" you, although if you were subject to some sort of gravitational field you would be able to simply ignore it.

Perks of the Technocracy
[G.18]

Have You Tried Turning It Off and On Again? (-100 CP):
Technology in this world functions through a device being possessed by a machine spirit; for the spirit to be willing to possess the device in the first place, however, it must be appeased on a weekly basis through the devotions of a Technocrat (note that it is only requires so small an expression of worship because the device itself is treated much as a miniature shrine by the spirit). As such, many members of the Technocracy make a steady living just by going around to people and ensuring their devices continue to function, as a great number of people who own Technocracy machinery are not themselves Technocrats.

However, this has created a problem nobody anticipated. Namely, that too many people have no idea how to make even the simplest of devices function, despite being given clear instructions on how they work. As such, Technocrats such as yourself are too often called upon to perform the demanding task of… turning a device on in the first place.

Fortunately, you are blessed by the machine spirits, and machinery of all kind improves in function at your touch. When you have a device that is suffering any sort of malfunction, you can perfectly resolve the issue simply

by turning the device off, and then back on. Note that this does not apply to problems caused by sabotage, the machine/spirit being upset at its user, or (in higher-tech worlds) not being plugged into a power source in the first place.

This perk will also come into effect if you direct someone else to turn it off and on again; you need not be there in person for every problem, which is a little trick the Technocrats of this world would be desperately happy to have themselves.

Man and Machine (-100 CP):
It is not uncommon for Technocrats to follow completely different design principles from one another when making machines to host a spirit, and it may not be entirely clear from first glance what a machine is actually meant to do in the first place. Fortunately, the machines themselves whisper the answers to you.

When you attempt to operate some sort of machine or device, you gain a basic understanding of its function. This doesn't explain *how* it works, but you will know the general purpose of the device and how to make it do its job. This allows you to pick up even the most alien of objects and be able to use it to do its job… although this does nothing to provide any skill at actually using the device in the first place. Very useful if you're dropped into an alien setting and have to figure out how the hell you're supposed to use a gun that looks like a robotic fish, how a sphere covered in buttons is supposed to pilot a spaceship, or which end of the magic tube is the one that shoots fire.

This perk becomes a part of your Body Mod.

Spirit Technology (-200 CP):
Many young Technocrats are restricted to performing maintenance, as creating a machine suited to be a shrine to a spirit requires more know-how than just putting the pieces together. Fortunately, you know the secrets to producing technology that can host a spirit, and can take this knowledge with you to future jumps.

While spirits are required for a machine to function in the first place in this jump, future jumps likely follow more conventional rules for technology. In such worlds, you can ritually bless and consecrate any manner of machine to make it into a suitable host for a spirit, and can use a Technocrat ritual to summon a willing spirit to inhabit the device—even if you're in a jump where no such spirits exist.

In future jumps, machines that host spirits in this manner will have all aspects of their functionality improved by 50%; in this jump, however, the physics of the world are such that it is a necessity for them to work at all. In case you're worried about misbehaving machine spirits, don't be; although they won't be willing to keep possessing a machine if they are not regularly prayed to, spirits are incapable of experiencing boredom and have no personal control over the machines they possess.

The Purity of the Blessed Machine (-400 CP):
The flesh is fallible; the machine is perfect. A growing faction of the Technocracy have taken to replacing lost body parts with mechanical prosthetics, using their own soul to ensure the functioning of the machine in place of spirits. This creates an unprecedented degree of natural connection between the prosthetic and the natural body. When you apply a prosthetic, cybernetics, grafts, or similar additions or replacements to someone's body (be they biological or mechanical), it will always be easily accepted by the body and will never result in rejection.

More than that, however, for all purposes it will be considered a natural part of their own body. This means that the body's natural healing will also fix up the subject's artificial parts, and that healing and transformation magic will likewise affect the prosthetic (rather than repairing the missing limb—if you want that, you need to remove the prosthetic entirely).

This also applies to prosthetics and cybernetics applied to your body.

In Pursuit of the Singularity (-600 CP):
There are some things technology can't do; however, a great many Technocrats prescribe to the idea that there is nothing that technology can't

do, only things technology can't do *yet*. You have taken this idea to its logical conclusion.

Anything you are capable of doing, you can likewise accomplish via technology. No matter what your powers are, or how esoteric or conceptual they may be, you will always be able to replicate them via technological means. The inspiration on how to do so simply flows into your head. Such machines are not, however, replicable by other people.

Perks of the Fair Folk

[G.19]

Nothing But the Truth (-100 CP):
It is the Fair Folk's way to warp the world around them to their liking, and twisting people is a common pastime among them. And the best way to hurt or change someone has always been the truth, and Fair Folk are very, very good at being misleading and deceptive without ever telling an outright lie.

When you tell the truth—be it spoken or written, in person or via a medium such as a video—those who receive your words will inherently realize that it is in fact the truth. Note that it doesn't have to be the whole truth, and some truths are very much dependent on one's point of view, but those receiving your statements aren't likely to consider that. Those convinced that you're telling the truth will not find their belief in your truthfulness to be unusual, and it isn't possible for someone to turn this against you by recognizing when you're lying from the lack of surety that you're telling the truth.

Finally, you gain incredible skill in learning how to make statements that are technically true, but mean something very different from what the listener thinks they mean.

Sweet Dreams (-100 CP):
Sleep is sacred to the Fair Folk. Not only is communication via dreams one of the means via which they communicate with one another, but they often begin the process of corruption via dreams, and they steal away sleeping

children. Since sleep is so important to them, it only makes sense that they'd develop methods to ensure their rest is kept safe.

You gain the ability to instantly fall asleep in any situation, simply by willing yourself to do so. You can be on hard rock with loud music playing, and would still be able to fall asleep. Furthermore, your sleep is blessed; while asleep, nothing can harm you—you don't have to worry about chain-failing because some random person decided to slit your throat in your sleep or a predator decided to eat your sleeping body when you're helpless to do anything about it. Do note that this does nothing to protect you if you're already in a dangerous situation—you can't fall asleep while falling to save yourself from hitting the ground, and you can't protect yourself in combat by falling asleep mid-battle.

This perk becomes a part of your Body Mod.

Fairy Contract (-200 CP):
The Fair Folk are always looking for ways to bend the world and its people to suit their desires; mystically-binding contracts are one of the ways they go about it. Of course, nobody in their right mind would agree to sign a contract with one of the Fair Folk… but that's one of the reasons why they're so good at illusions.

If you write up a contract and can get two parties to sign it (but no more than two), then jumpchain fiat ensures that both involved parties *will* carry out their part of the bargain, as long as it is something they are capable of doing. Note that the contract, although binding, is not a legal one, and thus can be signed even by those whose signatures would not be legally binding, such as by children. It isn't even required to write your name, as long as it's willing—a drop of blood, an X, or a fingerprint would all do as a signature in place of a name. Although neither party can be under compulsion, and the contract itself cannot be hidden from the signatories, there is no requirement that the signing parties actually understand what they're agreeing to.

Note that these contracts cannot be used for you to avoid death or bypass drawbacks. It's limited to what you are actually able to do.

Changeling Tale (-400 CP):
Very few children are actually born to the Fair Folk themselves, likely due to some mistake in how the tribe's origins were from corrupting members of the other tribes. Instead, they gain new recruits by preying upon the youth of the other tribes—although not in a literal sense, despite what many folk tales would tell you.

If you so desire, then by spending a few days around a child of less than 10 years of age (or equivalent, for another species), you may replace all of the genes of one of the child's parents with your own—even if they are of a different species. This doesn't alter their appearance (or cause genetic problems) on its own; however, you can apply any of your inheritable traits to your new "child" as though they had been born of your blood in the first place. Furthermore, this also lets you replace their parents in memory as thoroughly as you replaced their genes; the child's memories will change so that you were always their parent, making whatever "corrections" are needed to fit.

Your children—both normal children, adopted, and those subjected to this perk—will always grow up to be loyal to you, and to hold close those things that you value to their heart.

The typical follow-up to taking a child is to leave a changeling behind—a dream-construct made in almost-but-not-quite perfect mimicry of the child they're replacing. But that is an ability covered by shaman powers, not perks.

Wyld Dreams (-600 CP):
The Fair Folk are secretive, but what has been discovered of their culture, so to speak, is that it's degenerate, hedonistic, and malevolent. They sometimes kidnap ordinary people and later release them; such poor souls are driven mad by the sights they've seen and sensations they've experienced, and speak of strange and wild things that have no place in Gaia. But some of the Fair Folk don't need to kidnap people to put them through the experience of the debased fae revels, and instead visit these wyld things upon their dreams.

As long as you see a target, you can mark them. Marked individuals are exposed to the debauchery and cruelty of the fae in their dreams, simultaneously repulsed and attracted by the nature of their hedonism and the wrongs they commit, for such is the nature of the Fair Folk. Dark secrets will fill their mind, and when they awake they will find that though they slept, they received almost no rest. Furthermore, you can slip hypnotic commands into these dreams. As days go by and they grow more and more exhausted no matter how much they sleep, as their dreams grow wilder and fell knowledge is whispered into their ears, your hypnotic commands grow stronger. After five days, it will be all but impossible for them to resist doing anything you desire, and might only be able to oppose you in that which is fundamentally against the base nature of their being.

You can remove the mark at any time, at which point they may recover, but they will remember what they dreamt, and will still be under the effect of your hypnosis. You may only mark one target at a time.

While your target receives no rest, *you* do, and gain the hours they would have rested as free hours you don't have to sleep. Furthermore, you can give those hours of sleep to other people… or even sell them back to the person you stole them from.

Perks of the Unblessed

[G.20]

See the Unseen (-100 CP):
As a drop-in with no connection to anything of this world, the rules it operates by have struggled to find a place for you, and have ultimately decided you fit best as a spirit. As such, you gain abilities bringing you closer in nature to that of a spirit… and what would you be without the ability to see your new compatriots?

Normally, spirits are invisible and incorporeal, save to those who have ingested certain herbs, marked their eyelids with special paints, or who have undertaken a journey to form a pact with a spirit. To you, however, all manner of invisible things will be exposed, from spirits hidden in the Spirit

World to those who are truly see-through to those who have twisted light around them to become invisible. Your eyes can see everything.

Independence of Mind and Spirit (-100 CP):
To be a spirit is to have a nature that cannot be changed by outside forces, only by those from within. You share in that; your mind and soul are impossible for other beings or forces to control. Oh, your body can be manipulated, but it won't affect you mind; your thoughts will always be your own. This renders you immune to all forms of corruption that affect the mind or soul rather than the body, as well as rendering you impossible to possess without your say-so. Even if you are possessed, you will still have freedom of mind, and will be able to eject the one possessing you with a simple act of will.

This perk becomes a part of your Body Mod.

Servitor Spirits (-200 CP):
Although modern spirits are best termed the "children" of the great Spirits, their first attempts at reproduction didn't produce anything nearly so separate from themselves, instead being extensions of their will. You possess this older method, and are able to create entities that serve as miniature extensions of yourself.

The existence and appearance of these beings are modeled around a single one of your perks, powers, items, or alt-forms; any such option you choose to make an entity from is considered "filled". Although you do not lose access to that option yourself, you can't use it to create another entity via this perk.

These spirit-like entities possess their own version of the perk/power/item/alt-form used to create them, and also have a small number of similar powers thematically related to what they're based on (although an option with a sufficiently broad category of abilities (such as a power that allows you to transform into any animal) might not provide extra abilities to the entity you create). Each entity may have either one or two options that they are based on; if you choose two, however, each will be only half as powerful as they would otherwise be.

What these entities look like is up to you to design, but they are only as powerful as the CP value of whatever option you gave them; a 50 CP perk would be about as tough as a small cat, while a 600 CP one would be powerful enough to shatter stone and rip apart steel… unless the specific features of the option they're based around improves their abilities beyond that.

It is up to you whether these beings have their own individual minds, or if they are simply extensions of your will, no more independent of you than your own limbs. You may have a number of entities in existence at a time equal to the number of jumps you've been to, including this one. You can "recall" an entity at any time to unmake them, and are always aware of where they are in the world even if they aren't extensions of yourself. Unlike actual spirits, your extensions are incapable of becoming incorporeal unless you yourself are already able to do so.

The Pact of Spirits (-400 CP):
It's a little unfair that the other backgrounds give you access to nifty shaman powers, while you are restricted to being a copycat. But power comes in many forms; while this one is dependent on what you already possess, it has the potential to be vastly more effective in the long run.

In short, you gain the ability to form pacts similar to those spirits form with shamans in this world. You may gift someone with a weaker copy of any of your perks or powers; they're only half as strong as your own, but giving them in this manner doesn't detract from your own strength. You may at your own discretion require certain prerequisites be fulfilled for them to access the powers you grant them, such as performing certain rituals or prayers. You may rescind the powers you granted at any point in time.

Apotheosis (-600 CP):
You have truly ascended, and have become a being like unto a spirit yourself. You gain the ability to turn invisible and incorporeal, and gain some manner of abnormal appearance which you may design, no smaller than a mouse but no larger than a 4-story house. This appearance will serve as an alt-form after this jump. Furthermore, you may select a single

topic which will serve as the domain over which you are the spirit of; you gain powers similar to a shaman over that topic, with power equal to the value of all the Unblessed perks that you have purchased (the base value, not the value modified by discounts). This topic can be as specific or broad as you want, but be warned; the broader the topic, the weaker your ability to control and manipulate it will be.

Furthermore, you will retain your dominion over your chosen domain in future jumps, and what you gain dominion over in those jumps will likewise be retained. After this jump, any divine or pseudo-divine perk or power you possess that allows you to select some sort of “domain”, will overlap with all similar options from other jumps. For instance, if you were a god of lightning in one jump, and a god of agriculture in another jump, then you are treated as a god of both lightning and agriculture according to the jump-specific features and powers of both jumps.

Items

[H.0]

Here you can buy some stuff to make your journey a bit easier. Unlike perks, your discounts here aren’t decided by your tribe; instead, you have 2 discounts for each price category, each of which reduces the price by 50%. Discounting the price of a 50 or 100 CP item makes it free. One of the Warehouse modifiers, however, will specifically be free or discounted for your background; this doesn’t count against your discounts.

You have a **+400 CP stipend** to spend on items alone. If this is one of the first three jumps in your chain, then this stipend is doubled. All items purchased here are backed by jumpchain fiat, and will function in any world you go to. If they are lost, destroyed, or broken, then they will be returned to your Warehouse intact after a week. If damaged, they will be repaired after a week, unless you want to keep the damage for some reason. If you make any modifications or improvements to these items, they will retain the upgrades across jumps, even if destroyed.

You may at your own discretion import a similar object into an item you purchase, granting it the same properties as the item would have had instead of gaining it as a separate object.

A number of items are actually modifiers to your Cosmic Warehouse; the Warehouse is an extradimensional storage space where you can store things so you can take them with you from jump to jump, apart from just the CP-purchased items that are backed up by jump fiat. A basic Warehouse supplement can be found here, but others exist. A number of those Warehouse modifiers provide you a device allowing you to modify that part of your Warehouse; if you so wish, you can merge those together into a single device, also capable of hooking up to any consoles you have in your Warehouse to access them from any point in your Warehouse. If you lose the device, you will always find it again in the first place you look.

Commemorative Figurines (Free):
It would be nice to have something to remember your jumps by, wouldn't it? For this jump, and for every previous jump you have been to, you gain a series of collectible figurines representing your notable actions and appearances, as well as those of your companions and any particularly interesting natives of the jump. For every future jump you go to, you will gain an additional series of figurines.

Tribal Aesthetic (Free):
This installs a console in your Warehouse. At this console, you can alter the appearance of your Warehouse to represent the colors, themes, and architecture of any of the 18 tribes, or revert your Warehouse's appearance back to normal. This console also stores any other aesthetic changes to your Cosmic Warehouse that you may obtain.

The Hungry Void (-50 CP):
There is a hole in your Warehouse now. Within the hole is the Void. Anything you throw into the Void will cease to exist. However, there is a catch; you must possess or otherwise have rightful "ownership" of whatever you want to throw into the Void. It is impossible for anything to accidentally fall into the hole; only that which is deliberately disposed of by the person

who owns it (or someone acting with their explicit permission) is capable of passing through the hole into the Void.

The Legend of Jumper (-50 CP):
You're quite popular among Jump-chan's kind, you know that, Jumper? A great form of entertainment, as far as their concerned. And like so many different forms of stories, enterprising individuals have made different media depicting your adventures. This purchase provides you the entire set of *The Legend of Jumper* franchise, which comes out with new content at the conclusion of every jump. This purchase includes; movies, tv shows, cartoons, anime, manga, video games, board games, card games, posters, body pillows, action figures, Lego sets, and much more.

However, it doesn't come with the Commemorative Figurines. Those are super rare and exclusively made for you. No other such models (legally) exist anywhere else.

That Belongs in a Museum (-50 CP):
History should be recorded; inter-omniversal history that spans across a multitude of timelines might be harder to keep track of, but this Warehouse attachment in the form of a museum will do the job. This museum serves to document your life, covering everything from your first birth to every single jump in your jumpchain, showing copies of interesting artifacts from your jumps, paintings and pictures of particularly notable scenes, and generally serving as a massive, continuously-growing museum exhibit of your past.

It also records your possessions. Every item you obtain in some manner or create has a duplicate preserved in this museum in its original form, as well as a copy demonstrating each modification you make to the original. As such, even if you import every single sword you ever obtain into a single super-duper-mega-ultra-sword, you'll still be able to admire their unique and individual appearances, and have fun swinging them around.

You additionally get a hall devoted to preserving the history of the unique wildlife you've encountered, which has the fossilized remains of every type of creature you've seen (or seen a remnant of) in your jumps. Even if that creature wasn't actually fossilized when you saw it. Just to clarify, even if

you saw it as an undead, the fossilized remains are quite thoroughly inanimate.

The thing is, you can't exploit this for infinite resources or an unlimited supply of chain fiat-backed items; nothing created or copied by this museum can be removed from the Warehouse, and any "consumable" or power-granting items cannot be used.

The museum does not duplicate purchases such as pets, followers, people, territories, or organizations, although it does keep a record of them, and possibly scale models. The scale model of That Belongs in a Museum contains a smaller to-scale model of That Belongs in a Museum, which contains another ad infinitum.

Warehouse Expansion (-50 CP, 2 Free for the Unblessed):
So, you have a Warehouse. But it's a little… dinky, isn't it? Oh sure, it's the size of a decent warehouse, but there's no way you're going to fit some of the stuff you can purchase in the jumpchain in there. That's where this comes in. Each purchase of Warehouse Expansion increases all dimensions of your Warehouse by a factor of 10. The Unblessed receive two purchases for free, but have no discount if they buy more. If you take this four times, your Warehouse will instead gain the ability to expand to fit whatever you put in it; there will always be more room.

An Infinite Sky (-100 CP, Free for the Galeriders):
It's unfortunate that a Warehouse is just that; a structure, with a set roof height you're unable to adjust. This Warehouse modification changes that; you gain a device in your Warehouse that allows you to modify the height of the ceiling to whatever you want; you can even remove the ceiling entirely. The walls will still be there, but up above you can see a clear sky. Your device allows you to alter what the sky looks like; it can stay clear, or you can set it to different "times", place a sun and stars up there, make it shine moonlight, etc. These aren't actually physical objects, however; even if you removed the ceiling and tried to fly up to the moon, it doesn't actually exist so you could never reach it.

If you're careful about how you stack things, this effectively gives you an infinite amount of storage space… as long as you don't try to store anything too wide. To accommodate this, your device allows you to install shelving in your Warehouse, with a broad variety of options to customize this shelving, all neatly sorted with an unnaturally intuitive interface. This shelving isn't restrained by physics, and are perfectly capable of holding an infinite amount of weight without suffering damage.

The Book of Mornings (-100 CP):
A recounting of the history of this world and its spirits, starting in the void before the great Spirits woke up. In future jumps, it will give a true recounting of history, including the very origin of Creation itself. It may not be very useful, but it may come in handy to know whether a given world came into existence of its own accord or if it was created by another's hand.

The Burrow (-100 CP, Free for the Gaian Keepers):
There is now something beneath your Warehouse; dirt. Dirt and stone now stretch for an endless distance under your Warehouse. But that's pretty useless, so you also gain a basement, which is the same size as your Warehouse itself (excluding the benefits of An Infinite Sky). Your basement also hosts all kinds of mining tools (being of the highest technological quality of the most advanced jump you've been to), which you can use to mine out the earth beneath your Warehouse. Not only will this provide more storage space, but you can also dig up gemstones, minerals, and ores. These are only those that can be found on your Earth… unless you also have Materials of the Multiverse, in which case ores and minerals from other jumps can also be found if you dig for them long enough. These ores and minerals are not limited to the amounts that Materials of the Multiverse provides you.

The Club (-100 CP, Free for the Revelers):
This warehouse attachment is special, in that you can deploy it outside of your Warehouse. It provides a perfect venue for any sort of party; despite the name, it's good for everything from a rave party to a classy formal ball, reshaping itself to be most appropriate to whatever kind of shindig you're throwing. The Club has a special atmosphere about it, a way of allowing

those who enter to let go of their troubles and focus solely on having fun. If you bring food, drink, or drugs into the attachment, then when you deploy it there it will become a constantly-refilling supply of them available for partygoers to enjoy. You and others are conceptually incapable of making a profit off of selling these, however; this is a place to enjoy yourself, not to make money.

Concert House (-100 CP, Free for the Singers of Genesis):
You gain an attachment to your Warehouse that by default consists of a concert house (although you can personalize the appearance as you wish, such as making it look more like an outdoor stage, a theatre, or any other music venue). It's perfect for performing, with optimized acoustics and copies of every instrument you could imagine stored in the back room (instruments which, let it be noted, cannot be removed from the Warehouse). But while it's great for playing music, its real purpose is for music to be *listened* to.

For the Concert House can play music on its own. It can play anything you have ever heard before, any sample of music presented to it, or any sheet music that has been brought into your Warehouse. It can spontaneously arrange new music to fit your mood with masterful skill, or play the song you're thinking of exactly the way you want it to be. Its music can be limited to the Concert House, or you can hear it anywhere—even outside of your Warehouse, if you so wish (although in such cases only you would be able to hear it). The Concert House operates according to your desires, and as such can be made to stop playing should you wish it to be quiet, even if you aren't in your Warehouse at the time.

Dream Distance (-100 CP, Free for the Fair Folk):
Alright, so you've got a Warehouse, with a decent size. It doesn't take too long to go from one end to the other. But what about your attachments? Depending on the jump, you might get anything from a house to an entire universe as an attachment to your Warehouse, and not every Jumper has access to easy faster-than-light travel. Fortunately, you have this option; if you purchase this modification to your Warehouse, a crystal will appear in the exact center of your Warehouse. It's small, but it is connected to your mind and your Warehouse as a whole. It twists the relationship between

space and distance in your Warehouse, giving it the kind of dream-logic that allows you to be in one place one moment, and an entirely different location only a second later… although not quite that extreme. This dream-logic means that it takes only a few minutes of walking to go between even the furthest apart locations in your Warehouse. For you, every place in your Warehouse is nearby to every other.

You can harmonize other people with this crystal to allow them to travel in your Warehouse via this dream-logic, which requires the use of your Warehouse key. Only you can do this, although at your discretion all your companions can benefit from it by default.

Environmental Controls (-100 CP, 1 Free for the Disciples of Twilight): A plain warehouse might not be the best place for storing every kind of item, or you might just want more variety in the place you hang out. This provides a device which you can use to alter the ambience of your Warehouse, either in segments of it or across the entire structure at once.

It allows you to adjust the temperature, humidity, brightness, cleanliness, gravity, airflow, and the levels of acoustic transmission in your Cosmic Warehouse. A built-in safety prevents you from using these alterations to harm yourself or others. However, if you purchase it twice this limitation is removed. Just be aware of the potential to damage your possessions.

If you're a Disciple of Twilight, you only gain the first purchase for free. The second purchase is undiscounted.

The Great Outdoors (-100 CP, Free for the Wardens of the Woods): A warehouse to store your stuff in is nice and all, but isn't it a bit dreary? This Warehouse attachment puts doors in your Warehouse, letting you go "outside". Outside is a beautiful natural environment, featuring plants, water, earth… although it has an endless void instead of a sky, and only reaches as high as the ceiling of your Warehouse. There are no animals, but the plants somehow get by; otherwise, everything is pristine and pure and natural. You gain a device that allows you to customize the environment out here; make it a forest, the plains, a field… the temperature is the same as your Warehouse, however, and there is never any weather.

Furthermore, the ground only goes about 30 feet down before you just cannot dig further.

If you also have Environmental Controls, you can adjust the temperature and humidity to allow for different environments, such as a beach or taiga. If you also have An Infinite Sky, then the sky extends to the Outside. If you have both Environmental Controls and An Infinite Sky, you can provide and control the weather. If you have Wildlife Preserve, you can selectively release animals to live in the Great Outdoors.

Although you can cut down the plants here to use as building material, you cannot take them out of your Warehouse. You cannot use the Great Outdoors as extra storage space; you have a set amount of storage space equal to the volume of your Warehouse proper, and attempting to use the Great Outdoors to store more is fiat-backed to fail. You can, however, "relocate" any amount of storage space from your Warehouse to the Great Outdoors if you want to keep your things "outside", which shrinks your Warehouse. By default, the Great Outdoors extends about 50 kilometers in each direction, and if you go past that you loop around to the opposite side. However, any size increase for your Warehouse also applies to the Great Outdoors.

No matter how far away you walk from your Warehouse, when you want to return the entrance will appear only a short distance away.

Housing Complex (-100 CP, 1 Free for the Hive):
For many Jumpers, the Warehouse can serve as another home (or might even be their primary home!). However, the basic Cosmic Warehouse is a bit lacking in furnishings. This changes that by forming an attachment to your Warehouse in the form of an apartment complex. This complex will grow infinitely in size to be able to house your and all of your followers and companions, as well as having free rooms to host any guests you may invite. Somehow, it only takes no more than a minute to travel to or from any given room, no matter how many there are.

For a single purchase, each apartment resembles a full-fledged, decent quality apartment, with all the furniture and utensils and whatnot already

present. For two purchases, each individual apartment is a decadent luxury penthouse, with features and furnishings that customize themselves to be most comfortable and useful to the resident(s) who call it home.

Members of the Hive only receive the first purchase for free; the second purchase is undiscounted.

Mealtime (-100 CP, 1 Free for the Winter Shepherds):
Wouldn't it be a shame for your chain to be cut short by a death as boring as starvation? Well, no need to worry about that anymore! Three times per day, your Warehouse will provide you, your followers, companions, and pets with food. You can place specific requests on what to eat, but the Warehouse is only as good as a chef in a decent restaurant, so won't be making anything especially fancy—it otherwise produces something random, although never something you dislike. It makes the food from nothing; the food has no particular supernatural qualities despite being made *ex nihilo*, and can come from any jump you've been to in the past. If the food would ordinarily have special properties, those properties don't exist, only the flavor and nutritional content. Speaking of nutrition, the meals it provides will by default be well-balanced to keep you at optimum health, although you can request less healthy food if you desire it.

You may purchase Mealtime twice; the first is free to Winter Shepherds, while the second is at full price. The benefits of doing so are twofold; firstly, the quality of the food vastly increases, improving the Warehouse's food skills to those of a 3 star Michelin chef, and the food itself will be of the highest quality. Secondly, the Warehouse is now willing to feed anyone within it, not just the members of your jumpchain entourage.

Medical Facilities (-100 CP, 1 Free for the Purifiers):
You gain an attachment to your Warehouse dedicated to solving all your medical woes. When someone or something that is damaged, injured, sick, or otherwise unwell enters the facility, it will automatically diagnose everything that could be considered "wrong" with that target short of not being alive. If the target wishes to be healed or is incapable of giving an opinion in the first place, the facilities will proceed to do their best to fix the problem(s). However, their healing and repairing abilities are restricted to

the best options available from your home version of Earth. However, if you purchase this a second time, the source of healing ability broadens to include any jump you've been to. The means of healing doesn't matter—biological, spiritual, magical, technological—the facilities are capable of reproducing any of them, as long as you've been to a jump where they exist.

Regardless of how many times you purchase this option, the facilities also contain a comprehensive collection of medical and surgical equipment, as well as appropriate environments for their use. Purifiers receive only a single purchase for free; the second purchase is not discounted.

Multiversal Mall (-100 CP, Free for the Mercantile Fleet):
So, you want to give a companion some cybernetics, but don't have the know-how to make them yourself. Or you need a blaster rifle, but didn't think to bring one with you from your last jump. Or the hi-tech gizmo you're making needs to be made of mithril to be lightweight enough to be of any use, but you don't have any on hand. What's a Jumper to do?

Go to the Multiversal Mall, that's what! A handy attachment to your Warehouse that will include a variety of different stores selling objects and services that can be found in the worlds of your previous jumps. It does not, however, sell any unique objects, nor anything that you would normally spend CP on. What you buy from these shops is not fiat-backed, either.

There are a fair number of other shoppers in the mall, but they are all "NPCs" created by the mall itself to make it feel less empty and eerie. If you don't like them, they won't appear. The shopkeepers are similarly NPCs, but you can't get rid of them—you're also conceptually incapable of stealing from the Multiversal Mall. You *will* pay for anything you take from a store, and if you don't pay for it up front, the price will simply be taken from your belongings.

If you also possess Mealtime, then your mall will also sell foodstuffs from previous jumps.

Power Generator (-100 CP, Free for the Stormcallers):

The default Warehouse is decently lit, but doesn't have anywhere to plug in your electronics… and while this world doesn't really have any, the same can't be said of other jumps. So, this provides your Warehouse with a whole lot of conveniently-placed plug-ins. In fact, there always seems to be one right where you need it. Furthermore, your Warehouse gains a generator capable of producing energy. What kind of energy? Whatever kind you need. How much energy? As much as you need. Comes with a number of convenient, infinitely-extending cables, as will as a set of truly universal adaptors, which can be used to fit any kind of plug into any kind of socket.

Questor's Ointment (-100 CP):
Normally, this ointment is freely provided to young folks once they're old enough to journey for their first spirit. By placing a little bit of this spicy-smelling cream (which curiously enough isn't spicy to the tongue at all—rather bitter, actually) right under your eyes, you're able to see into the spirit world, as well as see other things which are invisible or incorporeal. The ointment wears away after a few hours, but this small tub has enough for 20 applications of the stuff (assuming you have two eyes, at least), and the tub refills once every week. The cream is traditionally dyed in the primary colors of the questor's tribe, but without artificial coloring is actually transparent. If you're a Weaver, one purchase of this provides 4 tubs.

Sorting System (-100 CP):
After a number of jumps, keeping track of everything in your Warehouse can become quite the chore. This Sorting System provides you with a device that can automatically sort and order the items in your Warehouse, organizing them as neatly as possible and giving you a list of all your belongings, as well as their current location (both where they belong according to the sorting system, and where they presently are—even if outside of the Warehouse).

This sorting system can also bring you any object in your Warehouse in only a few seconds, no matter how hidden it may be.

Spirit Index (-100 CP):

This pocket-sized encyclopedia is full of information on every kind of spirit in the world; it lists the habitats in which they can be found, typical behaviors and powers, and how one might best earn their favor. This will update in all future jumps with spiritual entities so that you always know how to best approach a spirit in whatever world you may find yourself. It seems to hold much more information that could reasonably fit in its pages.

Dojo of Reflection (-200 CP, Discounted for the Ascetics):
This Warehouse attachment creates a room for practicing combat, magic… anything, really. One wall has a mirror for you to see yourself, the opposing wall is covered in weapons of every kind, and every surface is capable of absorbing unlimited amounts of energy to avoid inflicting collateral damage as you practice. It will expand as needed, or contract. A console near the entrance allows you to customize its appearance to produce different environments to fight in. Furthermore, any damage received in this room is immediately healed—even death, or effects stronger than death. Even perks that normally keep things permanently dead are still reversed. No permanent injury can be inflicted in this room, even mental or conceptual.

Furthermore, if you or someone else is in need of the perfect sparring partner, you may walk over to the mirror and thrust your hand in. Grasp what you feel, and pull out; your reflection will come out of the mirror. If you want a one-on-one fight, it will immediately begin combat; if you want a larger battle, it will help you pull more reflections out until you have enough for the fight you want. The instant you wish for the fighting to stop, all reflections will return to the mirror; they aren't real people, only facsimiles that have no concept of anything outside of war and combat.

The Factory (-200 CP, Discounted for the Technocracy):
Creating new things can be a delight. Creating the same thing for the thousandth time, on the other hand, lacks any of the inspiration, passion, and love that you put into your first version of the creation. To help you avoid such drudgery, you have this handy-dandy Warehouse attachment. The Factory is an automated facility capable of reproducing anything that you have built yourself, as long as you feed it enough supplies. It takes about as long to make anything as it would take you, and can only make one thing at a time, but as long as it has enough supplies it can keep

making those things forever. There's a console you can use to decide what you want it to build, and allows you to list a build order so you don't have to micromanage each individual thing it builds every time.

Froststeel Weapon (-200 CP):
Froststeel is a miraculous metal that is incredibly lightweight, but is harder than forged steel and keeps a keen edge. Mined in the mountains to the north from whence the giants came, this metal looks like a chunk of ice, and is by far the most superior material to be naturally found on the continent. It's also costly as all hell to get ahold of. If a creature is vulnerable to either silver or cold iron, Froststeel counts as being both of them.

You have a weapon of your choice composed entirely of Froststeel. If you choose a ranged weapon, you also gain an ammo pouch or quiver containing 20 pieces of ammunition, also made of Froststeel, which refills every 12 hours. You may choose any weapon from a simple knife up to a bolt-action rifle (if you choose a gun it will come with its own machine spirit, and will only function as a weapon if you give it a few minutes of prayer, devotion, or make some sort of sacrifice of food or valuables to it. The more you give it, the more prayer it "stocks up", letting you go longer without needing to give the spirit devotion).

The Garden (-200 CP):
This is a Warehouse attachment for a single purpose; growing things. It hosts a number of different environments (as many as you need, curiously enough), each suited to grow a different type of plant or fungus. It has all the fertilizer any sort of plant might need, and a device for controlling the environment similar to, but more detailed than, the Environmental Controls item, allowing you to micromanage every aspect of each of the environments to best suit the flora you're growing, down to the nitrogen levels in the soil or the degree of esoteric energies permeating the air. Any flora with dangerous features will find them contained to a short area around it; it won't make caring for it any safer, but it will prevent its deleterious effects from spreading and potentially damaging or altering your other plants. If you have mobile plants, they will also be provided with the environment they need for safe roaming.

And to assist in your new gardening endeavors; at the start of every jump, you receive a package containing seeds and spores of every type of plant or fungus that grows in the setting of the jump, each temporally preserved so it can't start growing until you actually plant it. And don't worry about losing control of a particularly virulent (or violent!) species; each environment is isolated from the others, and can be purged of life at your command. If all of a given species of plant in your possession dies off, then you receive a new package of seeds for that species after one week.

Holding Cells (-200 CP, Discounted for the Cultists of Silence):
Ever captured a superpowered character, only to realize that no matter what prison you sent them to, they're just going to break out eventually? Now, you have a prison that's guaranteed to hold them. You gain an attachment to your Warehouse consisting of a number of prison cells. You gain a device that allows you control over these cells; resize or reshape the cells, make them into cozy apartments or dank dungeons, electrocute the captives, etc. These cells are fiat-backed to keep anyone and anything locked inside them contained with absolute certainty, except for yourself. They also restrict the powers of those locked inside, preventing them from using them to affect the world outside their cell, even indirectly. Normally, you have to force them into the cells yourself; if you also have Stasis Pocket, however, then if you have rendered someone helpless or unconscious you can directly teleport them into the holding cell. Likewise, you can instantly remove someone from their cell to your location without having to move someone through your Warehouse where they could possibly get ahold of some nasty stuff.

At your discretion, you may leave occupied cells behind when you leave a jump. This can either eject the inhabitant of the cell, or an entire copy of the cell can be left behind with the prisoner still locked up.

The Perfect Workshop (-200 CP, Discounted for the Children of the Mountain):
Not every world will have all the tools you need to make all your cool gizmos, and not every world is advanced enough to have tools of

particularly high quality even if they have what you need. This attachment to your Warehouse removes the worry for that. Each time you enter the workshop, its contents change to match what you intend to create or repair or what have you; it always has the right tools, always has the spare parts, and always has a supply of common materials you might need for your creative pursuits. Good for everything from art to enchanting objects to engineering a plague to constructing giant robots—the room even changes size to account for what you're creating, and if you have any helpers it will also provide tools for them. The environment in the room lends itself to a clear and focused mindset.

If you also possess the Medical Facilities, you can pay an additional undiscounted **100 CP** for the Workshop to grow into a larger facility itself, which has copious testing environments and laboratories, as well as all the equipment you might need for any sort of scientific research or development.

Shrine of Favor (-200 CP):
This is a large shrine, with an ambiguous statue in the middle of it. The statue seems to change appearance to look like whatever you're currently praying to, and has an indeterminate appearance at other times. This building can be located anywhere you desire in the jump, or you may have it be a Warehouse attachment. Any prayers you give at the Shrine of Favor can be dedicated to any entity; the prayers you give at the shrine are ten times more potent, both in terms of how they empower the being you pray to, as well as in regards to the benefits you receive from the prayer, and how much your prayers appease that being. If you had to pray to them for an hour every day, you would receive the same benefits if you gave your devotions for only six minutes.

The shrine fulfills any criteria for prayers that need to be performed at specific locations, and is considered to be dedicated to whatever entity you are praying to at the moment.

Stasis Pocket (-200 CP, Discounted for the Kings of the World):
You have access to a pocket dimension. You can't visit enter it yourself, but you can with an act of will store anything you own or hold within it, with a

total volume in the pocket space of 300 cubic meters. You always know what is stored in your dimension, and can withdraw anything stored within by simply intending to do so.

But that's only half of the item's name. What is stored in this pocket is frozen in time; and, more interestingly, this pocket dimension is partially layered atop your Warehouse. The effect of this is that you can with a moment of focus store anything in your Warehouse in your pocket dimension, or place anything from your dimension in your Warehouse, letting you not-quite-instantly withdraw or store anything you possess in the Warehouse. Furthermore, the Stasis Pocket's time-freezing quality can be applied in part or in whole to your Warehouse, letting you freeze and unfreeze time within as you desire.

You could stop a plant from growing at just the right age, freeze a perfectly aged cheese to stop it from getting older while you store it, freeze a companion so they don't go insane waiting a million years for you to finish a particularly long jump, or freeze a nation item attached to your Warehouse so you can take a break from ruling them without worrying that they'll self-destruct without you there to fix things.

Wildlife Preserve (-200 CP):
You gain an attachment to your Warehouse consisting of a vast natural territory. In this territory exists copies of every breed of animal that you've seen or even heard of. Note that this copies the type of animal, not the individual, and bases "animals" off of what you consider to be animals and not people. There's a control panel near the entrance that keeps track of how many there are of each animal, where they are located, and allows you to customize the habitats they live in; this can allow you to keep each animal or animal type isolated in its own environments, separated predator animals from prey, allow them to all mingle freely, or just about anything else you could imagine.

This attachment will spread out infinitely in size as you interact with more animals, and has what are effectively quick-travel stations allowing you to go to and from any habitat in an instant, regardless of how far away it is. The animals are completely incapable of using these stations themselves

regardless of how intelligent they may be. If the population of any given type of animal falls below a sustainable number, new members of that species will spontaneously appear.

You may view animals here, approach them, pet them, play with them, or if you're the type to do so, even hunt them. However, you cannot take any living animals out of the Wildlife Preserve, and animals removed from it cannot be brought back to life.

Materials of Multiverses (-400 CP):
There's a lot of neat stuff in the various jumps you might go to. Unfortunately, a lot of these fantastic minerals, energies, and materials are found exclusively in certain realities, and are unavailable elsewhere. At least, they're unavailable unless you have something like this. This provides a room attachment to your Warehouse, which contains a neatly sorted collection of all non-biological materials and resources that are unique to any jumps that you've been to, with each material being held in a suitable container.

The volume of each material you get is based on its rarity; you could have a full ton of a particularly common substance, but you might only get a couple pounds of an especially rare metal. The material is always of the highest quality. The amount of each substance in the storehouse is refilled every week. The room will expand in size with each jump as it collects more unique materials.

The Memorial (-400 CP, Discounted for the Observers of the Fallen):
Remembering the past is important, as is remembering those who fell… even if those people were your enemies. This is an attachment to your Warehouse, a memorial commemorating everyone who died over the course of your jumpchain. Both the people you killed, and the people you failed to save; both people who died for your sake, and people who were killed in your name. Name, date of birth, date of death, and cause of death are listed for everyone. If you think about someone on the memorial and dig on the patch of earth in front of it, you will find their corpse, perfectly preserved (even if they died ripped to pieces). Somehow this corpse exists at the same time as their corpse in the jump.

The Memorial also serves as something of an anchor for souls. If you are in a world where the spirits of the dead are unavailable—such as if souls are reincarnated, outright destroyed on death, or if the gods of death are particularly jealous—it will temporarily hold any soul you find interesting and keep it from moving on to its next destination. If you are looking for a specific soul, it will retroactively have captured that soul. All such captures are strictly temporary, and a soul cannot be retained for longer than a year.

If you also have Stasis Pocket, as well as either An Infinite Sky or the Burrow, then the Memorial evolves to serve as a physical anchor for a new afterlife made in echo of Meskhenet's own creation of a hereafter. The Memorial's role in catching souls allows it to fill your afterlife with those souls that catch your attention and hold them permanently within. By default, it also catches the souls of all those who serve you, worship you, or who you are close to. Within this afterlife you have great powers, and can reshape it to appear however you desire to provide reward or punishment to the deceased, or even simply numb their minds so that the passing of time does not wear upon them. You can also issue unbreakable laws the deceased must follow, such as not harming one another without permission. These souls cannot escape from your afterlife; the only way to leave is to be resurrected or reincarnated by someone with the right powers.

Note that local gods may be upset if you steal too many souls that belong to them. You may at any time release a soul to go on to its original fate it would have had if you had not intercepted it first. While the dead may not freely enter or leave (although they can be summoned, unless you forbid it), you are able to enter and exit your afterlife simply by touching the Memorial, which exists in both your afterlife and your Warehouse.

This afterlife lightly touches upon the afterlives of all the previous jumps you've been to. When within your afterlife, you can call upon the dead from a previous jump, and if they are willing to speak to you, they will answer. They might even come and visit if you permit it (note that such visits are just that, and it is not possible for them to stay for any great length of time).

War Mount (-400 CP):
In regards to international conflict, the continent has by and large been peaceful since the ancient war between humanity and the giants. That said, the constant threat of monsters and the yearly onslaught of the undead has ensured that the people of Gaia have not forgotten the ways of war. When they need to march to clear out a particularly nasty monster infestation, they prefer to ride to war on combat-trained megafauna such as triceratops, ankylosaurs, rhinoceroses, or (in colder climates) mammoths. Tyrannosaurs are rarer, as their use is frowned upon by those who aren't a part of the Kings of the World. Purchasing this item gives you one fully trained megafauna of your choice, outfitted with froststeel barding to protect it in combat. Your Warehouse is provided with a steady supply of food to keep your mount healthy. Should your mount die, it will reappear alive and well in your Warehouse after a week.

Grand Librarium (-600 CP):
Your Warehouse gains an attachment leading to a library. This library is truly vast, and contains copies of all fictional and nonfictional media ever produced in every world or jump you have ever been to. Children's scribbled stories, masterful works of literature, online fanfiction, educational documentaries, magic grimoires, video games, technical readouts, blueprints, secret scrolls, government documents—everything that has ever been written or typed or otherwise recorded, has a copy in this library. If it is an inherently dangerous book or has knowledge that is dangerous to know, it will be carefully separated from others and clearly marked as hazardous. All contents are sorted in an unnaturally easy to understand system, but you don't need to use it; the library has a pseudo-awareness, and knows what you are looking for. It will rearrange itself in an instant to bring to you the content you're interested in.

This library will also contain copies of any books or knowledge that you've obtained. It can also merge together with other library options you may have purchased, taking the most beneficial aspects of each to become superior to its components. This library updates with every new jump you take on.

The King's Scepter (-600 CP):

A duplicate of the scepter of the King of Spirits, this is a short staff, capped with a jewel-encrusted skull of a small dragon. It grants incredible power in regards to spirits; any spiritual power you wield, or that you willingly grant power to in your vicinity, is effectively increased as though an addition 200 CP were invested in that spirit's tribe (as though spent on the Spirit Pact perk). This also applies to the powers of the Unblessed.

Vimana (-600 CP):
Only two of these flying fortresses exist, so you're quite lucky to have somehow received a third. Crafted over the course of decades by the most Master Architects of the Hive, using components made by the best craftsmasters of the Children of the Mountain, and imbued with the power of the wind by dozens of separate Galeriders, the seven-story flying castles known as "vimanas" are the most magically potent structures to exist on the continent. Each is armed with dozens of ballistae and catapults, and even if they were merely landbound structures would be well-equipped to combat a siege. They are sufficiently fast as to travel 400 miles in a single day and can rise up to a mile above the surface, directed from a control room in the heart of the castle. You can even operate the siege weaponry from this control room without the need for soldiers to load and aim them for you. Yours is lavishly equipped with lush furniture, and the armory holds sufficient weapons and armor to equip a force of 300 men.

Companions

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All companions start off with **600 CP** to spend on perks and items, as well as another **+200 CP** stipend to spend on perks (except for [Insert Jump Name Here]-chan, who receives nothing extra). The pre-made companions are also assumed to have 200 CP invested in each of the tribes their spirits come from for the purposes of determining their spirit's power, but no actual perks apart from what you buy for them. Assumptions are made on the companions gender; feel free to select what their sex and gender are if you dislike the preset options.

Import/Create Companion (-50 CP):

It would be a shame for you to enter this world on your lonesome, wouldn't it? You can either import an existing companion into this jump, or create a brand new companion from scratch. Your companion receives a tribe and race of your picking, and may start with up to 3 spirits. You may purchase this multiple times; if you spend a total of **200 CP** on it, you may instead import or create up to 8 companions at once.

As a reminder, if any of your companions die, they will be brought back to life in your Warehouse after 24 hours.

Almighty Pencil Pusher (-100 CP, Free to the Kings of the World):
Not every King of the World can be a king. This fellow is one of the innumerable masses who are part of the bureaucracy… more from lack of networking skills rather than spiritual potential. He does know the bureaucracy like the back of his hand, though, and if you have any ambitions that would involve working with, or in, the government, he'd greatly smooth over your way in. He has two spirits; a long, slender dragon spirit with a Familiar affinity, and a time spirit Totem that manifests as a wristwatch made of smaller wristwatches.

The Artiste (-100 CP, Free to the Children of the Mountain):
Maybe they're flouting tradition by using their artistic skill for flower arrangement instead of a more enduring craft, but this Child of the Mountain is more than willing to endure mockery for the sake of their arte. Yes, spelled with an 'e'; they might be passionate and skilled at their work, but they're also a pretentious little shit. That said, if you humble them a bit you'll find that they're a deft hand at a number of different crafts, flower arranging is just what they've fully devoted their prodigious artistic talent towards. They've pacted with a stone spirit that has imbued them with its Essence.

The Brewer (-100 CP, Free to the Revelers):
A lot of work goes into parties, and even more into a proper festival, fair, or parade. This Reveler is a part of the infrastructure that those who actually direct the parties need. She owns a number of fields producing both barley and grapes, and has an arrangement with a Hive beekeeper to get cheap money; it's unusual for a single producer to make beer, wine, *and* mead—

much less do a good job of it—but she's always been one for going above and beyond what's expected of her. Her spirit is a Familiar resembling a scorpion with a cluster of grapes in place of a stinger; it's a hybrid spirit with a vineyard type, giving it power over plants.

Choirboy (-100 CP, Free to the Singers of Genesis):
An especially devout Singer, this young Giant is a regular contributor to the Eternal Choir—a widespread group devoted to ensuring that at all times there is at least one person singing praises to the great Spirits, to make sure that they know that the people have not forgotten their side of the covenant and to lessen the burden of frequent prayers for their fellows. He earnestly believes that the Spirits have a plan for the world, and is willing to talk to anyone about their glory for extensive periods of time. He's unfailingly kind to others even if they disagree with him. A fluffy squirrel-dog spirit pacted with him before he even left home, and he's never felt the need to get another (even if he prays enough for a full set of six spirits). It comes in the form of a necklace Totem which allows him to control small animals and make them grow to the point that they can't be considered small in any sense of the word.

Clockpunk Enthusiast (-100 CP, Free to the Technocracy):
The ticking of gears is the most beautiful sound this Technocrat has ever heard, and her dreams are filled with the graceful spinning of gears and sprockets. Their life is taken up with invention, always trying to design a better shrine-device for spirits to take up residence in, often to the exclusion of using an existing device that would do the job just as well. They're obsessed with machines, to the point that they have a full set of six spirits, all of whom are clockwork-themed machine spirits. Two of them are Familiars, a cog-deer and a flying fish made of intricate metal parts. One is an Essence-type spirit, having granted her the ability to bend metal into different shapes by touch; the remaining three are all Totem-types, one a ring, one the goggles she wears, and the last appearing as a pair of boots. Of these three, the ring is also a psychic spirit hybrid, while the boots are hybridized with an earth spirit.

Definitely Not a Cultist (-100 CP, Free to the Cultists of Silence):

This companion (who is not in any way associated with the Cult of Silence, which doesn't exist in the first place and why are you asking about them *did they send you?*) is seen as a joke by the rest of the Cult (or would be, assuming they existed in the first place). They are so clumsily obvious about pretending not to be a member that no one can honestly believe that someone so oblivious and stupid could possibly be a member of a secret conspiracy (which definitely doesn't exist). Their Totem-type thought spirit does not work double time subtly influencing minds to ensure that they don't single-handedly destroy the definitely-not-real secrecy that the absolutely-made-up Cult has worked so hard to maintain for these past millennia. The only reason they would hypothetically be tolerated by their hypothetical organization is because they're really, really good at the rest of their job… a job which they definitely don't have, because the Cult isn't real.

The Digger (-100 CP, Free to the Gaian Keepers):
Many of the Gaian Keepers are so focused on the lore of society that they forget that the earth has many stories to tell, too. This Keeper is someone who focuses more on the secrets hidden beneath the ground, and he loves nothing more than uncovering new gemstones or finding underground caverns and exploring them. He has two spirits, a hybrid earth-and-body spirit in the form of a drill Totem, and a mole spirit Familiar.

Fallen to Wanderlust (-100 CP, Free to the Galeriders):
It's natural for Galeriders to love traveling—they'd switch tribes otherwise—but few take it as far as this Weaver has. They want to see everything and go everywhere, to the point that they've sold their own home and just travel. Half of the time they don't even have anything to actually deliver or anyone to guide; they're fine just wandering where they will, only returning to places they've been to before to attend a festival they haven't experienced before. Their partner is a simple bird spirit who's given them their Essence.

Homebody (-100 CP, Free to the Purifiers):
This Kobold Purifier isn't quite at retiring age, but they've stopped practicing medicine anyways; too many late nights without sleep and too much sacrifice of their own time, and for the sake of their own health they had to

call it quits. Still, they're quite happy, as they've always preferred staying at home to heading out; given a choice, they'd hardly leave the house at all. They're much more comfortable curling up by the fireplace with a nice book than interacting with other people, although they're by no means unpracticed socializers. They have a Familiar spirit of the hearth, with heritage from a spirit of animals—a ferret spirit, to be precise.

The Huntress (-100 CP, Free to the Wardens of the Woods):
It's a rare Warden who doesn't take their job seriously, but this girl is one of them. Not to say that she doesn't recognize her responsibilities—she certainly does! But she feels like having an important duty is no reason not to have fun fulfilling it, and she heads into town more often than most of her tribe in order to get more socializing in. She's lighthearted and enjoys taking in the beauty of nature, as well as taking long naps… and although she doesn't know it yet, she's also a Changeling. Three spirits accompany her, a Familiar spirit of a walking tree, a hybrid mind/serpent Totem spirit in the form of an elegantly-carved bow, and an Essence spirit allowing her to walk into one plant and emerge from another nearby.

Just a Sailor (-100 CP, Free to the Mercantile Fleet):
Most people try to strike a balance between the different aspects and responsibilities of their tribe; the Mercantile Fleet doesn't have that luxury, as ships require many more people to sail them than their products need to be sold. So many, like this Weaver, pay far more attention to the "Fleet" bit than they do the "Mercantile" part of their tribe's name. It's not much of a sacrifice for him; he loves the sea, and he loves traveling on it. It's rare to see him at work without a smile on his face. He's pacted to a hybrid boat and wind spirit that serves as his Familiar.

Magical Girl of Sunlight (-100 CP, Free to the Disciples of Twilight):
Disciples are supposed to be all about balance, right? This girl, however, apparently didn't get the memo, as her sunshine-bright personality is matched with the trio of Familiars she's pacted to—a sun spirit, a light, and a fire spirit. While technically there's no rules against it, she hasn't progressed far in the organization of the tribe because of her refusal to moderate her light aspects with darkness. As such, she's terrible at

mediation or serving as a judge, because she just can't view a problem impartially; she always winds up taking someone's side.

Martial Magician (-100 CP, Free to the Ascetics):
Magic isn't a terribly common field of study on the continent, as people prefer to focus on enhancing the powers of their spirit when they want to learn any sort of mysticism. It shouldn't come as a surprise that this dying art is most common amongst the Giants who invented magic originally, especially those like this fellow. They're an Ascetic whose vision of self-fulfillment reaches beyond just perfecting their mind and body, but also of reaching a oneness with the world around them that they believe can be found in magic. They've integrated it into their martial arts and usage of chi to be a potent combatant… although they've only ever experimented with it in the controlled environment of sparring with their fellow Ascetics. They've pacted to a chi spirit of the Essence variety, and can use it to shape chi energy into floating runes they can imbue with magic for a variety of effects.

Master Architect (-100 CP, Free to the Hive):
As a very communal species, it should come as no surprise that the Hive is a very common tribe among the Weavers, and they hold the highest number of Master Architects among their numbers. This bulky female Weaver has built up a lot of public goodwill through providing cheap, but high-quality, housing to the masses, with a specialty in making "small" apartments that are significantly bigger on the inside. They have two spirits; a Familiar taking the form of a small swarm of bees, and a hybrid rock/flame spirit Totem that appears in the form of a roll of tape.

Redcap (-100 CP, Free to the Fair Folk):
This young human was kidnapped as a child and indoctrinated into the Fair Folk, a past shared by over 90% of the tribe. However, they're utterly incompetent at the corruption and manipulations expected of their kind, with a short attention span and a shorter temper. Instead, the tribe uses them on those occasions when they need to resolve problems with force, a task which they take to gleefully and with great abandon. They've formed pacts with three fairy spirits; an Essence-type that allows them quickly make illusory duplicates of themselves, and two Totems taking the form of an axe and a pair of bracers.

NecRomantics (-100 CP, Free to the Observers of the Fallen):
Many Observers have a close relationship with the departed, but few take it quite as far as this man has. In his communion with the dead, he happened upon a particularly lively—metaphorically speaking—ghost who quickly befriended him, and that friendship turned into more. He's one of the few people who have actually married a ghost, and they have a happy and loving relationship, so much so that she will come along with him on your journeys, sharing a companion slot. He has a Familiar-type spirit who takes the form of a mummified human corpse.

The Slaughterer (-100 CP, Free to the Winter Shepherds):
Typically the Shepherds eagerly await the coming of spring and dread the season of autumn, because the horrors of winter weigh even heavier upon them than they do for the other tribes. For this feisty Kobold, however, it's quite reversed. She dislikes the warmer months of the year, because it's so much harder to find socially appropriate ways to dismember things. She's not exactly sane, and well aware of it; she has a deep-seated desire to harm others and outright fetishizes the act of killing, but her parents did a good job raising her to be a moral person… meaning that although she won't kill someone, the desire to do so is ever-present. Hunting undead is an excellent way to revel in her desires without hurting anyone. During the rest of the year she makes do with hunting monsters, but most monsters aren't person-shaped enough to really take the edge off of her urges. She has a Familiar who's shaped like a snowman, and a hybrid snow/moth Essence-type spirit who gives her the ability to produce streams of freezing silk.

Stranger in a Strange Land (-100 CP, Discounted to the Unblessed):
A foreigner from the lands across the sea, her ship was destroyed in a storm and she clung to driftwood for a week, surviving off of rainwater until she washed up on the shores of the continent. Although she doesn't have the blessings of the locals, she is still a native to this world and the touch of spirits has been with her since birth; unlike you, she does not count as being Unblessed. She cannot form pacts with spirits; however, in her old home she was an archmage, and as such is vastly more proficient and powerful in the local variety of magic than any native to the continent,

making her fully able to contend with a stronger-than-average shaman should it come down to combat. She focuses on the elements of Earth and Air, and is skilled at causing conceptual effects associated with those elements.

Wise Old Man (-200 CP, Free to the Stormcallers):
This Giant is getting on in years, but he's achieved a remarkable level of affinity with his spirits and has learned more about life than any younger companion can claim. Mostly, by his own admittance, by screwing up so badly that he was forced to either learn to be better or die. He has a ton of wisdom about life in this world that you could learn from. He's pacted to four spirits. A lightning spirit in the form of a staff Totem, a hybrid thunder/rain Totem-type shaped as a shirt, a stormcloud Familiar, and a lightning/sky spirit, but this time an Essence-type, who imbues him with incredible speed and raw power. It terms of raw combat ability, the Wise Old Man could beat the crap out of any of the other companions, and is considered to start with 400 CP invested in each of the tribes associated with his spirits, although he still only has what perks you give him.

Drawbacks

[J.0]

As it is very likely that you'll find yourself running short on points, this section will allow you to obtain more by taking drawbacks. There is no limit on the number of points you can obtain via drawbacks, but remember; drawbacks are always enforced by a stronger version of jumpchain fiat that takes precedence over any perks, powers, or items you may have.

Extended Stay (+50 CP):
For each time you select this drawback, your stay increases by 10 years; each purchase past the first adds another 10 years to this (so the first purchase would add 10 years, the second would increase it to 30 years, the third to 60 years, the fourth to 100 years, etc). You may receive up to **+300 CP** from this drawback.

Demanding Spirits (+100 CP):

Spirits are unusually challenging to deal with for you. Each individual spirit you pact with will demand at least 30 minutes of prayer and devotion a day in order for you to access the powers they grant.

Overspecialized (+100 CP):
Normally, the type of tasks a given tribe is good at is only a tendency; not every member of the Mercantile Fleet is *actually* a merchant, and not every Child of the Mountain is a smith. They're just strong cultural tendencies. Now, however, everyone will strictly stick to what their tribe is good at, without variation. Need to buy something? The only shopkeepers are members of the Fleet. It's your sister's birthday? Nobody is permitted to throw a party unless a Reveler shows up. And if you're a Purifier and want to make a sword? Too bad—you can't craft anything other than medicine. Somehow society keeps puttering along despite how it should fall apart at this degree of hyper specialization.

The Passage of Hours unto Hours (+100 CP):
Something's gone wrong with your relationship with time upon your insertion into this world. For you, it feels like all time passes at only half of its actual speed. Everything is going to be slow and drawn-out to you, and it will feel like your jump is twice as long as it actually is.

They Give and They Take Away (+100 CP):
Your perks and powers are no longer a part of your being, but something that the great Spirits grant you access to. You must spend at least an hour in prayer, giving praise to any Spirit of your choosing, who will then provide you access to your abilities for the next 12 hours. Each additional hour of prayer will let you access your abilities for another 12 hours, so if you have to go without praying for a while you could stack up prayers beforehand. Your devotions do not need to be given all in one chunk; you can break up your prayers into portions across the day.

Ascetic Prohibitions (+200 CP, Doubled for the Ascetics):
You are actually required to live an ascetic life. You lose access to any money perks or items you may have, and are permitted only to keep enough money for you to live. You must live a life free of excess, and

cannot indulge in hedonism. This means no sex, no rich foods, no drugs, and no alcohol.

Despoiling Aura (+200 CP, Doubled for the Winter Shepherds):
In fighting the undead, you have been affected by them too strongly. Your body now has a small bit of an undead curse on it. It isn't strong enough to affect larger living beings, but grass and small bugs will die, and already dead and perishable materials—such as food—will spoil if in your presence for more than an hour in total per week. Stay away from pregnant women.

Drunkard (+200 CP, Doubled for the Revelers):
You're a full-fledged alcoholic. If you don't have at least four alcoholic drinks a day, you'll get the shakes and your mind will start to obsess over drinking, with other thoughts being slower and more cumbersome. Unlike an actual alcoholic, though, you aren't able to overcome this with time and effort.

Fairy's Bane (+200 CP, Doubled for the Fair Folk):
When not try to despoil the world to suit them, the Fair Folk spend much time communing with their spirits… but also with worse things. Stranger things, coming from outside the bounds of the Spirits' Creation, which are wholly divorced from normality and with a perverse hatred for everything on Gaia. Engaging with such entities can have consequences. Fortunately, you only have one of the lesser afflictions among the Fair Folk instead of one of the worse mutations. Choose from only one of the following:

- The touch of cold iron burns you, and its wounds do not heal easily.
- If someone pours small particulate matter in front of you, such as salt, sugar, or sand, you are compelled to count out the entire volume, grain by grain. Any perks to instantly determine the amount don't work; you need to count out each grain individually. If 24 hours pass and you are not done counting, then the compulsion ends automatically.
- If someone speaks your true name, they can compel you into obedience. At least one person is guaranteed to learn your true name during your stay. Although this person will not be particularly cruel in their usage of it, such protection is not guaranteed for anyone else who learns your name. If someone knows your true name, they may

freely break any promise, oath, pact, or bargain they have made with you, and no powers, laws, or personal revenge can punish them for this.
- You are incapable of lying.
- Your in-jump and out-of-jump powers alike are negated when you are nearby to salt, and a simple line of salt on the ground is an impassable barrier to you.
- Any long-term powers you possess (including enchanted items, or items with special powers originated from being created with supernatural skill) will cease to exist come the dawn. They can come into effect during the day, but the dawn specifically will make them cease to be.

Fence Sitter (+200 CP, Doubled for the Disciples of Twilight):
You are all but incapable of taking a side in any issue. It will be extremely hard for you to do anything but try to pursue the middle ground, even when one side is clearly in the wrong or taking a side would be beneficial to you. You will make a terrible mediator, and can expect disapproval from your superiors if you're a Disciple.

First, Do No Harm (+200 CP, Doubled for the Purifiers):
You are incapable of intentionally causing physical harm to someone, outside of what may be necessary for the sake of their continued health (such as setting a broken bone).

The Flesh is Weak (+200 CP, Doubled for the Technocracy):
A growing portion of the Technocracy have come to embrace technology a little bit *too* much, and you're one of them. You hate your body—the flesh, the blood, the muscle, the bone, it's all so disgusting. If you think too much about your body, you'll get nauseous. The only way for you to ever feel comfortable about yourself is to get a mechanical prosthetic. But a single prosthetic will only work for so long before you need to replace something else… and something else… and something else… fortunately, Technocracy prosthetics can even replace the functioning of organs like eyes due to the help of the spirits animating them. And once you run out of limbs, you *are* going to look for other parts of yourself to "fix".

Going Native (+200 CP):
Glad to see you like it enough here to try to live like a normal person in this world. You lose access to all out-of-jump perks, powers, and items. You do still have access to your Warehouse, but it's empty of all your previous possessions, which will be returned to you once the jump is over—any Warehouse attachments you might have stay there, however. Any companions you may have are similarly reduced to any in-jump purchases.

Groupthink (+200 CP, Doubled for the Hive):
You're particularly prone to falling into the behaviors of the crowd and agreeing with what the masses say… or at least, the majority opinion people around you hold. Going against the grain of popular opinion is going to be ludicrously difficult. If anyone ever starts a riot, you can be certain that you're going to join in.

He Gave Us the Plague (+200 CP, Doubled for the Stormcallers):
Because of their association with destruction, Stormcallers are often blamed when things go wrong. Now you face this problem too; whenever something goes wrong around you, people will think it's your fault, even if you couldn't feasibly have, say, made a man's dog give birth to a one-eyed puppy.

Mole Man (+200 CP, Doubled for the Gaian Keepers):
You're used to the darkness beneath the earth and the dim light of the glowmold in Burrow libraries, and the sun, and even torchlight, burns your eyes terribly. You gain immense sensitivity to light, and sunglasses dark enough to stop the pain will leave you almost blind. Even just the light of the moon borders on being overly bright. On the plus side, you gain excellent vision in the dark.

Money on the Mind (+200 CP, Doubled for the Mercantile Fleet):
You lose whatever morals you might have possessed when it comes to making money. Now, this won't necessarily lead you into crime—you don't forget about the law and its consequences, after all—but you're more than willing to perform unethical business practices that are technically legal, but that should by all rights have laws against them.

Music on the Mind (+200 CP, Doubled for the Singers of Genesis):
You suffer from an affliction that occasionally falls upon Singers who delve too deep into the Song of Genesis, and your thought patterns have been altered to think in song lyrics. This most notably affects your speech patterns, as you will be forced to sing everything you say. This does not actually make you any better at singing, and *will* get on people's nerves.

No Respect (+200 CP, Doubled for the Kings of the World):
For whatever reason, people will never give you the respect you deserve. If you're of high rank, no one will acknowledge it and will treat you like any ordinary citizen; if you are already an ordinary person, people will act like you're supposed to be deferential to them. If you accomplish great deeds, no one will give you any credit. Note that this only applies to respect; if you do something wrong, people will still hold you accountable.

Perfectionist (+200, Doubled to the Children of the Mountain):
"Good enough" is never good enough for you. You always have to go the extra mile to make things perfect… but perfection is an unattainable goal. While normally a craftsman must satisfy themselves with coming as close as they can, you can never accept your inability to create something as perfect as it is *supposed* to be. You will put too much work into what you create, and most often your attempts to make it better will ultimately decrease the quality. Note that this prevents the effects of Worthy of the Mountain King from coming into play.

Possessed (+200 CP, Doubled for the Observers of the Fallen):
In your communion with the dead, you stumbled upon a less-than-pleasant individual who took advantage of your openness to possess you. They aren't strong enough to control your body for more than a couple hours a day, but during those hours they will do anything they want, engaging in hedonism and even violence, as they yearn to experience both the good and bad sensations of being alive once again. If you somehow get rid of it, you will be possessed again a week later, but by an even worse troublemaker who will actively mess around any relationships you may have. If you get rid of *that* one, and even worse ghost will show up, and so on.

The Rule of Law (+200 CP, Doubled for the Cultists of Silence):
Ultimately the role of the Cult of Silence is to keep order and peace, and that means not committing crimes… at least, beyond those necessary to function as secret police that don't have any governmental oversight and are technically vigilantes, that is. Aside from what is necessary as a part of your duties to your tribe, you are incapable of committing illegal actions.

Spirits of Warfare (+200 CP):
Spirits now demand that blood be regularly spilled in their name. They don't outright need human sacrifices, but people killing or dying in their name now provides them fuel and power. The nations of the continent now constantly wage war upon each other for the glory of the spirits; these nations are not, however, split up along tribal lines.

Treehugger (+200 CP, Doubled CP to the Wardens of the Woods):
Normally, the Wardens recognize society's need for lumber, and permit a certain degree of tree felling so long as they take care to plant new trees and don't overly damage the forest as a whole. You though? If someone so much as snaps a branch off of a living tree, you'll respond the same as if they ripped the arm off of a person.

You Don't Belong in This World (+200 CP, Doubled for the Unblessed):
All things from this world find their origins in the Spirits; you do not. Like the entities the Fair Folk call from beyond Gaia, beings of this world will inherently recognize you as being "other", no matter what you look like, and will know that by the rules of the world you are inherently *wrong*. People will be fundamentally distrustful of you, and although you can reduce this over time it will never fully disappear. The Fair Folk, on the other hand, will be quite accepting of you… which will likely make normal people even more distrustful of you.

Wanderlust (+200 CP, Doubled CP to the Galeriders):
You're infected with a need to see new places, and you can't bear to stay still for long. You are incapable of remaining in any one location for more than two weeks, although you can return to an old location after three years if you've used up that amount of time.

The Book of Evenings (+300 CP):
The end of days approaches, and everyone knows it. All forms of precognition fail to work, even those that only predict seconds in advance. Crops fail no matter how well taken care of they are (although wild plants grow as normal), all drinkable water looks and tastes like blood despite remaining potable, the dead dissolve into ash during every season but winter, ghosts refuse to pass on to the afterlife, all children of sophont species are stillborn, and wild animals try to kill people with all the ferocity of rabid monsters.

Speaking of monsters, their population has exploded, and regular waves of enemies will make their way out of the wild places of the world to try to wreak havoc in the decaying remains of the culture of the shamans.

Society will slowly waste away over the course of your stay here. The great Spirits will try to fix it, but Síthmaith's sabotage of the works of the other Spirits introduced flaws into Gaia that just can't be corrected.

Eternal Winter (+300 CP):
Something's gone wrong, and now winter will last for the entire period of this jump. The magic of spirits will ensure that people will manage to survive and even get plants to grow during this interminable season, but the real danger is the undead. You now have to face the constant threat of the undead for the duration of this jump. To make matters worse, anyone who dies during this long and dark winter will rise as a hungry undead only a minute later.

Fairy Grudges (+300 CP):
You've somehow incurred the wrath of the Fair Folk as a whole, and they want to make you suffer. They won't attack you directly though—not until the last year. Indeed, if you actually catch sight of a single Fair Folk until then, it will be quite the surprise. Instead, they'll go after the people you care about. They'll destroy belongings, defile the body, wriggle into the mind, and work to turn every ally you might make against you.

Don't have or befriend children if you don't want them to be kidnapped and raised into weapons against you.

The Loathing of Those Who Were Forgotten (+400 CP):
You might have noticed a lot of talk about “the continent”. The great Spirits aren’t omnipresent, and if you take this drawback then for a long time now their attention has been solely focused on the continent that they made their home on; but by no means does that mean the rest of the world is empty. Far from it, as the rest of the world has developed a fierce resentment for the people of the continent, a hatred so strong that it can negate spirit powers. Not only that, but their well-trained and experienced armies now sail to invade the continent. Their hatred will also cancel out any out-of-jump abilities you bring into play against them, apart from magic itself.

A Pact Broken (+600 CP):
Something has gone terribly wrong, and the spirits have declared war on the races of the continent, fully intending to purge them entirely. People’s spirits will turn on them; without your intervention (and more power than this jump alone provides), non-spirit sophont life on this continent will cease to exist within ten years. Other, perhaps, than for you, assuming you can survive your own spirits trying to kill you, then all the other spirits trying to do the same, then the Spirits themselves descending to attempt to murder you. No options in this jump provide enough power for you to survive this.

The End

[K.0]

So, your ten years in this world are over. Congratulations on getting through it intact. As always, all drawbacks are removed, and you are restored to peak condition so you can make your final decisions.

Now you have a choice to make—and I don’t mean the standard one. On one hand, you can choose to internalize all of the powers your spirits gave you; you’ll leave the spirits behind in this world and go forward capable of wielding yourself the powers they once used on your behalf. Alternatively, you can bring all your spirits with you. They count as followers, and can still use their spirit powers for you; however, they will no longer require you to

show them devotion in order to receive their powers (although they'd certainly appreciate it).

Now for the choice you've been expecting. Regardless of which you decide, you will bring with you all the perks, companions, and items you obtained on this jump.

Stay Here:
At least it's a safer place to end things than Warhammer? You stay on this world.

Go Home:
Maybe a world where technology doesn't follow the normal laws of physics made you hunger for normality? Regardless, you return to your version of Earth, taking with you everything you've obtained over the course of your chain.

Move On:
It's been fun, but that Spark is still waiting for you to get it! If the world was fun at all, you might come back once you unlock the power to freely walk between worlds. Until you achieve your Spark, this world will be frozen in time.

Creation Myth

[L.0]

Ardorach, Patron of the Kings of the World
When the great Spirits woke in the void, they were without unity and purpose, and save for each other were alone amidst nothingness. It was Ardorach who brought the Spirits together and guided them to work towards a single purpose, and under his leadership they created the world and those who dwell upon it. He was the first to speak, the king and leader of the Spirits who would make all of Creation. When Formicula invents the means for them to actually work together, his contributions to the great work would be the formation of time and space, creating the fabric upon which they would build Creation.

Formicula, Patron of the Hive

Of course, while Ardorach might have directed the spirits to work together, that didn't mean it actually happened right away; no one had yet come up with the concept of 'cooperation'. It was from Formicula's mind which sprung the idea of unity, of each Spirit lending their powers to the one who was best suited to accomplishing a specific task under Ardorach's greater vision. And when the Spirits at last created people to populate their world, it was she who miniaturized, simplified, and rendered mundane the process of creation to teach people how to create homes and buildings.

Psammos, Patron of the Gaian Keepers

Though under Ardorach's guidance, and wielding the powers of all the other Spirits through Formicula's cooperation, it was Psammos who actually controlled the creation of the world itself, spinning earth and ground and soil out of the nothingness in the Spirits' first act of material creation. As the one to make it, it was his right to name it, and so the world became known as "Gaia". Psammos was also the one to first create the concept of "history"; when they eventually created the races to populate their world, he realized that the short lives and memories of men would soon forget their experiences, so under his direction his children began to record the past of this world so that future generations would not grow up ignorant.

Zvezda, Patron of the Disciples of Twilight

At first there was only the void, which was neither light nor dark; it simply *wasn't*. And then the spirits existed, and for the first time something *was*. But throughout the process of creation, the spirits had thus far worked without sight, the very concept of seeing alien to them. The spirits had no true physical form, so there was never anything to see; but now that they had created a world, they had no idea just what had been created, save for Psammos himself. It was Zvezda who created a small but bright orb and set this new sun to float above Gaia, and with her invention of light allowed the spirits to see their world for the first time. But the light was harsh and there was no escape from it, so when the spirits grew pained and blind, it was again she who cloaked their world in night, and when that was too dark it was again she who set another, weaker orb of light to serve as the moon,

and dotted the void with pinpricks of light so that the all-encompassing darkness did not seem so overwhelming.

Yamagaka-no-Kami, Patron of the Children of the Mountain

Although the creation of the world of Gaia was without a doubt impressive, and Psammos received great praise from his fellows for the deed, now that they could see it Yamagaka-no-Kami felt it needed more. Psammos had created many types of earth and soil for the world, it was true, but the overall appearance of the world was little more than a ball, be it one of massive scale and the first physical object to ever exist. It was Yamagaka who compounded soft earth into hard stone and gemstones, who carefully separated the surface of the world into tectonic plates, and who raised high mountains and dug deep valleys. Among them was Mount Dingir, the highest peak of the world, and at its peak would be the home and resting place of the Spirits. And when people walked the world, he taught them how to shape and craft things of their own using the materials the spirits provided to him, which led to many craftsmen and artists hailing Yamagaka as the first of their kind.

Nbushe, Patron of the Mercantile Fleet

When Yamagaka had finished carving Gaia into a suitable shape, it was Nbushe who took note of the many low points he had given shape to, and she created water to fill these low places, creating the oceans and lakes and rivers that would cover so much of the world they were creating. But the other spirits were upset that Nbushe covered up so much of the beautiful world they had created together, so Nbushe made water shimmer and glisten in the light and made the seas a gorgeous blue, and they were entranced by the beauty of the waves she had made. She paid little attention to the people of the world when they were created, but when they took to the sea in boats, her gaze was drawn to them, and to the glittering gold they so fervently traded between each other. She fell in love with gold and money—not to hoard as some were wont to do, but to see it ebb and flow and move as fluidly as the water she had created, and she watches, entranced, as her tribe's trade changes the economy and gives it high and low tides of its own.

Machakw, Patron of the Galeriders

But the process of Creation ground to a halt then, as the Spirits didn't know what to do next. They had created a world, and they could see it. What else was there to do? Those who had ideas had only a goal, with no idea about how to accomplish it, so on Machakw's suggestion they split apart to look all throughout Gaia and investigate the world they had created, until such time as inspiration struck. But since he was the one to suggest it, they made Machakw their messenger, and he ran back and forth across the earth constantly so the spirits could keep in touch. In his travels, he realized that Zvezda was struggling with the constant need to hold the sun and moon and stars in the void to keep them from crashing and damaging Gaia, and he realized what they should create next. And so Machakw guided the process of Creation next, and it was he who made the sky to carry the heavens. But because Machakw was clever, he also made the winds, which allowed him to travel much further and faster in his duties as the messenger between the spirits.

Xochitl, Patron of the Wardens of the Woods

In traveling the world, the Spirits realized what missing from their world—something to fill it. Ardorach envisioned a world teeming with life, and by his direction some of those members who had yet to take up the role of Creator began to design life to fill the world. Xochitl's contribution would form the base which all other life would need to survive, for she designed the grass and trees and mushrooms and all things that grow from the soil. But Xochitl is fierce, as well, and in anticipation of her siblings' creations she made a number of plants that were meant to prey upon animals, rather than to be fed upon. In later days, when the monsters were unleashed upon the world, Xochitl directed her tribe of humans towards militant action, prowling the forests they called home in hunt of those that would presume themselves the hunters.

Yochanan, Patron of the Singers of Genesis

With the fundamentals of life established, Yochanan's more ambitious project was ready to be revealed, and he spread animal life far and wide across the surface of the world, creating all manner of creature and beast to bring not mere life to the world, but *movement*. And more than movement; where once there had been naught but the whispering wind and the crash of the oceans, there was now the chirping of insects, the calls of

beasts, and the sweet song of birds, for Yochanan was an artist of a different sort than Yamagaka-no-Kami, and was not content to merely create animals, but felt the urge to create the first music, the symphony of nature.

Lungada, Patron of the Stormcallers

Plants and animals were created, yes. But plants were limited by their need for water, and lived only where it could be found; animals needed food, so they lived only where there were plants. Too much of Gaia was left barren, so it was decided they needed to spread water across the land, but somehow without drowning it. Ardorach assigned the task of discovering how to do so to Lungada. As such, she conversed with Nbushe, Machakw, and Xochitl, and after learning from each of them, Lungada created the weather. At first, the clouds only brought rain, and naught else. But after the great betrayal, as forests grew and plants died and the detritus layered upon itself, Lungada saw that change was needed. When animals spread and began to overpopulate, she knew she had to act. So she took her weather, and used it to create storms. Lightning lashed the forests, and burned them down. For the animals, she tried to kill them with weather at first, but it was harder than simply burning a forest. So she created disease, and killed the animals until their populations were cut down to size.

Lungada was much reviled for her actions, but she knew she had been correct. For where animals grew too many, there was not enough food to feed them all; when she culled their numbers, they could eat again without slowly starving their entire population. Where the detritus of the forest choked new growth, the ashes following the fire allowed life to sprout anew. Creation and destruction came in a cycle, and neither could exist without the other.

Dương Trọng Tấn, Patron of the Ascetics

The creations of Xochitl and Yochanan garnered great applause from their kin, but Dương Trọng Tấn was closest to creating what Ardorach envisioned; not a mere creature to make the world fuller, but something with a higher mind, that the Spirits might watch and be entertained by. It was a monumental undertaking, for it was not enough to simply make a body; the body had to be capable of surviving the power of having a mind

and soul, and that was much more complicated. Dương Trọng Tấn went through many designs trying to perfect it; the closest he could come was giving the body an affinity for the physical energies of chi. In the end, he realized his mistake; he was trying to do too much on his own.

Æsbiorn, Patron of the Cultists of Silence

A person was too complicated for even a great Spirit to create on their own; all Dương Trọng Tấn had managed to do was create wonderful vessels. But Formicula had taught the spirits to work together, and so he turned to his sibling for aid, turning to Æsbiorn to complete the project he had begun. Given to quiet contemplation, Æsbiorn was the ideal companion in creating a proper person, and they turned their prodigious mind towards filling the vessels their brother had created. With delicate precision, they created the mind and thoughts, which held an affinity with the mental energies of psionics. With one sibling holding together the body and one holding together the mind, they were able to fuse them together into a viable host for a soul, creating the first true peoples of Gaia.

La Cirujana, Patron of the Purifiers

Mighty though the Spirits may be, they are not perfect; in creating life, they had produced a flawed creation. Living creatures aged, grew sick even without Lungada's interference, withered, and died. For the eternal Spirits, this was confusing; it was La Cirujana, ever gentle, who proposed they do something to help, rather than to simply discard the entire ecosystem and try over again. La Cirujana descended among the primitive peoples and taught them the secrets of herblore and poultices, and how to treat wounds, and how to keep clean so the foul miasma of disease and infection would not take their lives. And she showed them how to keep warm at night, by introducing to the world the concept of "fire" as a gift to people in those early days. At first, this was all she did, but when she formed a pact with a tribe of her own with the other Spirits, she taught them how to turn the painful burning of fire into a tool to purify and cleanse.

Onartok, Patron of the Winter Shepherds

The world progressed for a time. People discovered tools and hunted the beasts of the world. Animals consumed one another, plants grew on their remains… but the world as a whole was stagnant. Onartok proposed to his

fellow Spirits that they bring a cycle of change to the world, to bring variance and change. Ardorach agreed, and so Onartok created the cycle of seasons by creating Winter, and bearing it further from and closer to the heart of the world to change the perpetual Spring into Summer and Autumn, until at last Winter nestled itself into the world and brought chill and snow. But people and beasts and plants suffered terribly in that first Winter, so Onartok drifted among them, teaching beasts to hibernate and teaching plants how to spring anew when Winter finally passed. To people, he taught them how to create clothing from the furs of the animals they hunted, how to preserve food for the long winters… and also how to fight. For though he had never meant it to be, there was something dark and awful in the core of Winter, and in cold moonless nights some of those beings that had died would rise up to walk again, and hunt the flesh of man.

Meskhenet, Patron of the Observers of the Fallen

The existence of the undead caused a great uproar among the Spirits, who had never imagined such a thing to be possible. Combined with the ever-growing number of ghosts, something needed to be done. Meskhenet's proposal was to create another world, one set sideways to Gaia and the Spirit World, where the souls of the departed could rest and not risk becoming corrupted into undeath. It was considered a fine idea, and so she created the underworld and the paths that led there. There was a great exodus of souls as they eagerly flocked to a home better suited to them than the physical world, and Meskhenet did her best to create a realm that would bring peace and rest to the once-living.

But still the undead plagued the world, as those people with great emotions or grievances were unable to pass on, and their souls would twist until they animated their bodies as undead—and with great enough malice, sometimes the soul could become an undead being of its own accord, without a body at all! So Meskhenet taught the people rites and rituals to appease the souls of the deceased, and although this was not enough to completely stem the flow of undead—particular during Winter, when the strange foulness could animate the dead of its own accord—it nonetheless brought a measure of peace and safety in the years following the First Winter.

Amahau, Patron of the Revelers

Even with Meskhenet's intervention and the teachings of Onartok, the years following the First Winter were dreary and dismal, and Winter's approach was only ever met with dread. Onartok grew more and more morose, not merely over the flaws in his creation but in how the world responded to it. Amahau knew something had to be done. Claiming it was his turn to take a turn as the Creator, Amahau made the concept of "celebration". He taught people how to make mead, wine, and beer (which in turn led to the development of agriculture to keep up with the demand), how to find pleasure from certain herbs and plants (accidentally introducing people to the idea of poisons in his teachings of how not to overdose), and how to relax, let go, and enjoy themselves (what he intended in the first place).

He made sure to throw the biggest celebration right in the dark of Winter, full of gifts and merriment, for he intended that the joy of reveling would banish the oppressive pall. It is from his actions that the idea of "holidays" exists in the first place, and when the tribes and Spirits finally formed their bonds, all of the spirits were eager to claim a holiday of their own. Amahau made sure the great Winter festivities were performed in Onartok's name, claiming for himself a day in Fall to celebrate the harvest with drinking and revelry.

Xian Xiuying, Patron of the Technocracy

Xian Xiuying was farsighted, and when they asked for the reins of Creation, they laid their machinations far in advance. They filled the hollow spaces in Gaia with metal, and their fellow spirits could see nothing else that was created, and assumed Xian Xiuying had little ambition. But the greater part of their role in Creation was to make a concept, and it was by their blessing that it was possible for inanimate objects to interact with one another to create machines, which would, after the formation of the tribes, be invaluable tools in the rise of civilization. Xian Xiuying guided members of their tribe to ever-greater discoveries, and eventually they realized that machines past a certain complexity simply could not function on their own. It was then that Xian Xiuying revealed their secret; their spirits could fuse with machines, and grant them function. The Technocracy exploded into prominence as they produced all sorts of inventions, powered by partnered

technology spirits. Eventually they found their limit—the machines they could produce were limited by how many technology spirits there were. So many technologies would lie hollow until a spirit inhabited them for a time, only to travel to another piece of tech.

Síthmaith, Patron of the Fair Folk
Long ago, Síthmaith created dreams, which gave people drive and hope for the future. Yet, she was the least revered of the spirits, and when each of the seventeen tribes gathered under a single Spirit, she was left without one. She saw the relationship between tribe and Spirit, and felt how few prayers she received, and saw that her shrines were bereft of offerings, and Síthmaith grew bitter. In secret, she stole the position of Creator; without cooperating with the others, she was too weak to create anything great… but she wasn't looking to create, only to twist and pervert. One night, members of each of the seventeen tribes disappeared. And then chaos started. Weather spun wild and out of control, no longer an orderly, prepared thing. Forests began to grow unchecked, animals multiplied beyond what was healthy for the environment. Some beasts were corrupted into monsters, and pockets formed in spacetime where time was strange. It was into these pockets that Síthmaith spirited away members of the tribes, and through their dreams she reached into their souls and made them her own. Thus was born the 18th tribe, the Fair Folk.

Notes

[M.0]

This was originally supposed to be a generic jump themed around stereotypical shaman magic. Then it slowly became… less generic. And then some Pokemon got mixed in, some Shaman King, and Totem spirits basically work like Incarnum from D&D, and now I can't call it a generic jump anymore. I guess it's become an original setting?

This was created with the intention of being an early-chain jump, and made with the assumption that the person playing doesn't necessarily know everything about jumpchain. As such, here is a link to a glossary of terms. Also, remember those "Jumpchain" perks, chain drawbacks, and [Insert

Jump Name Here]-chan? They didn't really fit the theme, so I moved them into a supplement here. It's a supplement you can add to any jump, not associated with this one.

I've got some perks in this jump that bypass the removal of the Body Mod; this is *not* intended to be a method of cheesing powers, or a way to overcome drawback fiat. It's supposed to be the bare minimum necessary to continue to function as an individual even if your Body Mod is removed. Some perks are genuinely vital to being able to not go insane from what you experience in a jumpchain, or are needed so that someone with both legs missing above the knee without their Body Mod can participate in gauntlets that take it away without being all-but-guaranteed to fail because the setting doesn't have prosthetics.

The Loathing of Those Who Were Forgotten mentions people living outside the continent; if you don't take the drawback, they still exist, but the Spirits do pay some attention to the world out there, just not as much as they do the continent. They aren't consumed with hate and have no particular reason to visit the continent during your stay. Shamans don't exist out there; well, they do, but not like they do here. The "shamans" there have to individually entreat and sacrifice to spirits to do specific tasks for them, no pacts are formed and shamans aren't given any personal power. They are much better at magic than anyone you'd find on the continent, though, and figured out how to make the local technology work by putting a *lot* of magic into them in place of a spirit, so are a bit more technologically advanced.

As always, when in doubt please fanwank responsibly.

Changelog:

[M.1]

v0.5:

- Created jump

v1.0:

- Spelling errors
- Minor rephasing in many areas
- Fixed some text color issues (or lack of color, as the case may be)

- Moved the backstory of the setting to the end of the jump, making the Tribe section much shorter and more welcoming to people who don't want to read through a wall of text.
- Jumpchain perks and chain drawbacks have been removed, and can now be found in a jumpchain supplement here
- Altered the discounts on some of the multiple-purchase items so they didn't overly favor a given tribe
- Renamed Basement Library to Grand Librarium, and removed the Gaian Keeper's discount
- Added The Burrow item to replace Basement Library as the Gaian Keeper's discounted item
- Expanded The Memorial
- Added the King's Scepter item
- Rewrote Stasis Pocket
- Changed all drawbacks doubled by tribe to 200 CP base value
- Reduced the time until the Wanderlust drawback kicks in to 2 weeks
- Increased the variety of options for the Fairy's Bane drawback, and clarified that you can only take one
- Made the Despoiling Aura drawback affect small living things, as well as the unborn
- First Do No Harm now only prohibits you from physically harming someone
- Removed the [Insert Jump Name Here]-chan companions
- Created the Stranger in a Strange Land companion
- Elaborated a little bit more on The Secrets of Magic