Version 1.1
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Generic Explorer

In even a single world, there is so much to see, so much to discover, new frontiers to walk, new opportunities to explore. Well, now, that's what you'll be doing, Jumper. This world will be one where you can explore to your heart's content, be it a mundane world, one of sword and sorcery, or even going to explore the stars. You will see much in your journeys, likely not even seeing it all given the time you'll have to explore, but don't worry, you'll have the chance to extend your time here.

You are an explorer, someone who seeks out the wild frontiers and walks through them as a new adventure, seeking discovery and experience, or possibly gold and treasure, entirely up to you. But, like every explorer, you'll need to prepare for your expedition, so take these.

+1000cp

Setting

Choose any of the following.

1. *A Generic World of Your Choice*.
2. *Isekai World*. You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have explorers in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Frontier Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Frontier Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

Always Something To Discover (Free): What's an explorer without something to explore? You are guaranteed to be able to always find something to explore, no matter how well-known the world seems to be on the surface, there is always something more that you can discover and explore. All you have to do is go searching and you will inevitably stumble onto something.

Explorer's Fitness (Free): You have a physique that has been tested through your travels considerably, giving you improved physical prowess. This is primarily geared towards endurance and balance, however, your physique can easily adapt to any physical pursuit you may desire over time with just a little training.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Bootstrapping (100cp): You've gained the ability to have a constant awareness of everything at your disposal and insights into how it can be used in both the standard and not-so-standard ways. This includes things in your environment that are readily accessible to you. This doesn't give you the skill on how to do these things, but the awareness may be enough to get you out of a sticky situation.

Urban Explorer (100cp): Going into large cities, one would expect them to have little to explore, but even in built up environs, there is always something to find, something new to see. You are a master of parkour and freerunning, allowing you to navigate through and cover ground rapidly in urban environments or those with similar structures.

Intuition (100cp): You are a natural problem solver, able to look at a problem and spot where the issues actually are and understand them, as well as insights into how they can be solved with your current abilities and skills or if you may need to learn something new to fix the issue.

The Simpler Things (100cp): You can find enjoyment in the simplest of things, appreciate what you have and not fall into boredom and ennui. You are able to simply savor a moment or experience, even if you've experienced it many times before. You also find that social isolation doesn't negatively impact you as much as it used to.

Common Sense (100cp): For you, the saying ‘when all you have is a hammer, every problem is a nail’ doesn’t really apply. You have common sense and never fall into the habit of using complex solutions when a simple one would do, nor do you fail to recognize bad ideas for what they are. If you could think about it and come up with a better idea when calm and a few hours to think, you will think of it when stressed and low on time.

Loremaster (100cp): You have a memory that is fundamentally perfect, with instant recall, perfect indexing, tamper-proofing, and the ability to suppress, but not forget, memories you don't want to taint anything. You are also well-studied in history, gaining a deep knowledge of local history, which updates to an equivalent level of knowledge in future settings. The more history you study, the deeper the knowledge you gain each jump will be.

Self-Sustained (100cp): You have gotten so used to limited fair in regards to food and water that you actually only require half what most people do to keep yourself going, and your need for sustenance is covered purely by calories, without needing to worry about the specific nutrients and minerals in what you eat, such that you could survive entirely off of a diet of rabbit and water.

Bushcraft (100cp): You are skilled in making and using rudimentary and simple tools from the materials you find in the environment, such that you could go from simple stone tools to making your own iron tools with a few months of work when you had nothing to begin with, not even clothing. This also works for the creation of simple weapons such as wooden spears or stone clubs.

Keep Your Tools Working (100cp): You know how best to keep your tools maintained and in ideal condition, it takes longer for any tool you use to need maintenance, and you have a sense for when it is the best time to actually perform such maintenance. You also know the best methods to repair equipment that does end up breaking with what tools you have on hand, if it's possible.

At the Crack of Dawn (100cp): You are able to get more out of your rest and sleep than most, giving you the ability to operate on half as much sleep as you otherwise would so long as you take short breaks throughout the day (and with 6 hours you don’t even need to take those breaks). Additionally, you possess an internal alarm clock you can set for any time you would like, which will wake you up immediately regardless of how deep you were sleeping.

Perceptive (100cp): You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the best senses a human is capable of having and can be trained up to match the heights of the greatest animals, all without the vulnerabilities such improved senses would normally have.

Unhindered (100cp): Some clothing just seems to get in the way, a winter jacket will limit your ability to bend, boots can hurt after a time walking in them, and similar such things. This isn’t so for you. You find that your clothing, hair, and accessories never seem to hurt you, get in your way, catch on anything, or restrict your movements unless you want them to for some reason.

Iron Stomach (100cp): You are inured to the foul smells, disturbing sounds, disgusting tastes, unsettling sights, and strange sensations that you are bound to come across in your travels. Your senses cannot be overwhelmed by extraneous stimuli in any form and your feelings of disgust from these sensations can be suppressed at will. This also allows you to consume spoiled foods without growing ill, granting immunity to poison and disease.

Wanderer (100cp): You're a bit of a nomad, traveling from place to place to spread whatever entertainment or knowledge you can give out. While traveling, you find that you, and anyone traveling with you, seem to travel just a bit farther than your pace would suggest.

Proper Storage (100cp): Anything you have stored on your person or a container you are carrying will be much harder to break or degrade in any fashion unless you actively want it to break for some reason. You also know several methods to store fragile objects in such a way that they are much harder to break in general, as well as how to keep them from direct strikes that would break them deliberately.

Cartographer (100cp): You are a skilled map maker. You can draw with exceptional skill, can easily identify and translate landmarks, have an innate understanding of scale, and always know which direction is north. Additionally, you can make entirely mental maps that are just as accurate as any physical one, which you can always translate to paper later if you want or need to. This also comes with incredible talent in navigation in all of its forms as well as the ability to always know where you are in lands you have explored.

Everyday Luck (100cp): You are simply a bit luckier than the average person in some small ways. While not to the level where you can rely on it to pull you through in a fight, it can keep you safe from everyday dangers. You find that random odds will tend to tilt in your favor and you will never be killed by random chance, accidents, or simple bad luck. Your luck is simple, but persistent in this manner.

Opportunist (100cp): You are quick to spot opportunities in nearly any situation, as well as opportunities to open up more opportunities, which seem much more clear to you than they have any right to be. And when you want to take an opportunity, you are decisive enough to seize it, able to weigh the pros and cons instantly in the background of your mind without having to consciously go through the effort and potentially miss your chance.

Salvager (100cp): Just because something is broken doesn't mean it is useless. You've learned this lesson well. You can easily find usable materials from simple trash and can discover uses for broken equipment with just as much ease. Surprisingly, these materials are of a higher quality and easier to use than you might expect, easily repurposed.

Teamwork (100cp): You have an innate ability to work with others, able to synchronize with anyone or anything else and keep in their tempo, making working with them simpler. You can impart a similar quality to others to allow them to work better with yourself and other people, compounding the effects further. You are also good at building trust and teamwork between people even without this quality.

Creature Comforts (100cp): In life, there can often be a great many stressors, both physically and mentally, which can lead to a wide variety of aches and pains, not to mention the normal wear and tear of daily life. You, however, are immune to these small aches and pains, headaches, and will find that small nicks and cuts just don't happen to you, though more serious ones still will.

Hunter (100cp): You know what animals are present in a given environment, can identify their tracks or signs of passage, how to capture or avoid them, and how to butcher them when you do get them. This also comes with knowledge of and skill with various hunting methods, including passive forms of hunting such as trapping. You also know how to make use of animal parts for things beyond simple food.

Gatherer (100cp): You know what plants are edible, can identify them with a glance, can differentiate between lookalikes and the real deal, and can easily harvest such plants while on the move without harming their quality, as well as where they can most likely be found in any given environment. You also know how to turn some inedible plants into edible ones. Non-edible plants with useful properties are just as easily identified.

Vehicle Affinity (100cp): You are incredibly skilled in the use of vehicles of all sorts, including basic mounts, and have greater control over them than you might expect, almost as if they were extensions of your own body, extending your awareness to the vehicle or mount whenever you are riding/piloting them.

Perspective (100cp): Your travels across the world has left you in a place with new rules and ideas, which you are able to adapt to unnaturally quickly. You are virtually immune to culture shock except for the most extreme of cases and are easily able to shift your mentality to more easily handle changing circumstances quickly and with minimal stress on your mind.

Polyglot (100cp): You are a natural when it comes to the learning of languages and will naturally learn them through simple exposure over time, as if you were actively studying during your every waking hour, so long as the language you want to learn is being spoken around you. Additionally, you are able to swap out the use of one language for another in your works, where applicable and your language-based abilities are improved upon with each language you know and learn.

Waste Not Want Not (100cp): You get the absolute most out of nearly anything you deal with and never seem to waste any of what you have available. What little waste you do produce, however, can be put to use elsewhere with surprising ease. This is not simply for crafting. Your ability to manage time and space as a resource is similarly astounding, allowing you to fit more into less for both.

Rationing (100cp): When you are low on resources, you can easily figure out how to make something even with what limited resources you have available. You can figure out how to gather up additional resources from the environment to bulk out what you already have available. You can also figure out how little you can get away with using to get by and keep your resources from being used up too quickly, while maintaining the effectiveness. This doesn't just work with food and drink, but any material resource. You also know how to make long lasting rations through a variety of preservation techniques.

Wilderness Living (100cp): You know how to create and build up a shelter in virtually any environment, only the most extreme and inhospitable would prove to be any level of issue for you. Your shelters are significantly sturdier, more comfortable, and all around homier than one might expect; pests are repelled, predators will have a hard time locating you, and the weather will have less impact within. You may even notice that the insides of such shelters are just a bit larger than they should be, though only slightly.

Chronicler (100cp): You are a skilled writer, both in terms of creating manuscripts detailing your discoveries and travels, but also in the writing of fictional stories. You never suffer from writer's block and can ensure that what you write is evocative and easily understood, relatively speaking, by the targeted demographic. Additionally, your books can teach in your stead, adding about a third of your skills as a teacher (and any boosts to teaching speed) to the rate at which one can learn something from your books. Finally, you've also got a dab hand at sketching to allow you to provide visuals to go along with your stories.

Traveler's Cloak (100cp/200cp/300cp): You are largely unaffected by the outside conditions. You carry a small piece of your preferred environmental conditions around you at all times, resting upon yourself like a cloak. What this means is that you are resistant to temperature and pressure extremes for earth's most common biospheres, low oxygen environments are just as easy to breathe in as sea level (so long as there is *some* oxygen to be had), radiation has little effect on you, glare from the sun will not damage your sight, and wind, grit, rain, and snow never seem to impede your vision. This won't protect you from a random flame geyser on a magma world, but would protect you from the ambient heat and poison gas.

For an additional 100cp, you can choose one of the following options to gain. You can instead pay an additional 200cp to gain both of the following options.

- You gain the ability to train up and improve upon this field such that, given time, you could become immune to many of the environmental hazards the aura protects you from already.
- You gain the ability to impart this aura onto others to allow them to share in your protections. This will last until you choose to revoke the effect, however, you can only do so for up to eight others.

If you spend the additional 200cp to gain both of the above options, then you also gain the ability to train up the number of people you may share this protection with and can learn to expand the field's overall range off of your own body. This can allow for you to extend the protections greatly given time.

Feast & Famine (200cp): When you eat, drink, or sleep, you can choose to store up any excess in a nebulous pool of energy you can use to fulfill those needs later. This takes the form of a single pool you can draw from and can sustain your needs for all three. This will prevent you from suffering the negatives of overindulging in such things. This energy can also be spent to replenish your physical and mental stamina, preventing you from suffering from fatigue as long as you have the energy to spend, or refill any other energy pool that you may have or to temporarily expand energy pools that aren't spent, filled, or regenerated.

Sense of Adventure (200cp): Firstly, you keep that sense of wonder regardless of how much you've seen and experienced, even if you've seen the exact same thing hundreds of thousands of times before, though you can ignore it easily if you need to. Secondly, and more potently, you have the ability to sense where you've been before, which also gives you an awareness of where you haven't been. Thirdly, you have a penchant for being able to find places of interest; beautiful vistas, peaceful oasis, ruins of an ancient time, etc. This won't create anything directly, but it will let you find such places more readily.

All Terrain (200cp): It doesn't matter what the conditions of the road happen to be, or where that road is, or even if there's no road to be had in the first place. You, and any vehicle or mount you are using, are entirely unaffected by the condition of the paths themselves. Icy ground will be just as easy to walk across as open pavement, flying through the sky will have little to no turbulence to shake you about, and even potholes seem to be little more than flat ground when you're the one going through them.

Beauty in Meaning (200cp): Not all explorers are traveling the wilds, some explore the civilizations of a past age, trying to decipher what the people and culture was like in those days. You need not worry about this as you are able to view the past of a location, seeing historical events as if they were happening in the present, seeing, hearing, and smelling it all like you were there. This won't let you hone in on specific times, not without considerable practice, but it is enough for you to get a view into the times these ruins are from, and what may have caused their fall.

Technician (200cp): When it comes to vehicles, you are a master of their creation. From a simple cart someone can drag on their own to increase their carrying capacity to spacefaring starships, you can work with it. Or, you will be able to, in time. Any vehicle you touch gives you a comprehensive blueprint, as well as an understanding of some of the principles that went into its construction, and the more you use that vehicle, the more of an understanding you will have of it, until you are able to recreate it easily. You are not restricted to using this knowledge for just vehicles, you can use your acquired understanding for creating anything, if it is applicable.

Freedom of Movement (200cp): Nothing ever seems to hold you down, in the literal sense. Attempts to hold you in place simply fail as you are able to slip through them with the greatest of ease, such that even someone physically keeping a hold of you with an iron grip could lose their grip with a simple flick of your wrist. This includes when the environment seems to be trying to keep a hold of you, such as with vines or thorny brush that will attempt to catch a hold of you and prevent your passage. This will even allow you to slip through extreme or supernatural means of holding you, such as sealing or a high tech prison designed to hold you specifically.

Mixed Traditions (200cp): Coming across so many different ways to do things has allowed you to take the various methodologies and traditions you've encountered, and will encounter, and combine them to create variations that can work in a way more suited to your needs and desires. You will instinctively know what the best combination for you to use will be, but are not limited to just that methodology if you wish to expand your horizons or teach someone else a method more suited to them.

This perk will work for anything, be it technology, magic systems, combat styles, or any variety of other techniques, styles, and traditions.

Preparation Is King (200cp): You have a knack for preparing for an expedition or anything really. You can find anything you need for a project or expedition with ease and get lucky breaks in actually acquiring them. However, this isn't the greatest boon you have, unexpected events are always an issue even for the prepared, but not for you. Any time you spend your time, resources, and efforts on preparing for something, you build up a reserve of power that you can later spend to conjure small objects you can pull from any container or pocket you have access to and isn't being directly observed.

The larger, more expensive, rarer, and more powerful the thing you conjure, the more energy you must spend, with small things, such as sand, costing virtually nothing.

Disaster Avoidance (200cp): You have an uncanny sense for when things are about to go wrong and things are about to get dangerous in one way or another. Imminent danger will give a sharp reaction, immediate and easy to notice, heightening your awareness for a few moments to help react to such danger. However, longer-term danger, such as a storm coming that you are ill-prepared for, will give a gut feeling about what you need to do to get through the situation, which will steadily grow stronger as it gets closer. This latter version only works on weather, natural disasters, or other passive threats, not on more active ones.

'Round the Campfire (200cp): Camping in the wilderness can be a wondrous experience, but it can just as easily be dangerous or stressful, and so, you have some ways to help alleviate such things. This is a subtle effect that covers a wide range of skills from fire making to cooking to singing, all seeming to make the experiences of camping just a little bit more comfortable and cozy, more like being in a home than the wilderness, giving a great boost to morale for all involved.

And should you establish a campfire, which you can do nearly anywhere without risk from the environment, it will have the effect of warding away certain types of dangers, such as biting insects, predators, and even supernatural threats such as evil spirits as the fire seems to permeate the area with a purifying effect.

Settling Down (200cp): Even explorers like to have a place to call home, and you know how to settle the lands you've explored, establish farms, construct houses, and build a community. When you choose to settle down at last, you will be able to build something you will be happy to live in and gives you the resources necessary for you to survive and *thrive*, given time. More than this, however, is that you become an exceptional teacher, able to impart your knowledge five times faster than before and able to adapt to your specific student's needs, even for crowds of people, should you try to teach groups.

Worth The Effort (200cp): Not all explorers are in it for the adventure or experiences, some are in it for the possibility of profit, and you have a knack for finding sources of profit. Be it a mine laced with resources of some sort, rare plants or animals, or even some sort of ruin filled with treasures, you can find them with shocking ease. The more effort you put into the exploration, the more hardships you face, and the more you invest into it, the more you will get in return. And in some worlds, this may even allow you to find sources of power.

Learn From Experience (200cp): On your own in the unknown wilds, it pays to be able to learn fast and remain observant. You have a knack for finding out the characteristics and traits of things entirely new to you, determining them with surprising accuracy and speed. You also learn five times as fast on your own as you normally would, though a teacher may still prove to be a boon to you in learning new things.

Even if you, for example, were to encounter a berry you've never seen before, you'd be able to determine if it was poisonous without having to try it yourself. Same for new creatures, you'd be able to tell just how dangerous they are given only a short time of observation, and given more, you may be able to determine useful patterns to hunt them, repel them, or otherwise combat them.

Expedition Crew (200cp): While the lone wanderer is common, just as common are those that travel together, groups small and large working together to make their journeys easier. You have a talent for building teamwork in those you travel with, along with trust and comradery that make such teamwork easier to work through.

Additionally, they can form a connection to their comrades that allows them to almost sense where each other is and what they are about to do, allowing all involved to work together even more smoothly than they could have without this connection.

Tomb Raider (200cp): Ancient tombs tend to be made in such a way that they can't be so easily plundered and are said to have a variety of curses upon them to deter anyone trying to get into them. You've never noticed such things. You are immune to the negative effects of curses and can shed them as easily as willing it, even extending this to others given time. This applies even if the curse is something entirely mundane, such as a disease that was somehow preserved within the tomb. You are also able to solve, break, or bypass other barriers that would hinder your progress, be they a hidden door, a trap, a riddle, or something more supernatural with ease.

Through the Endless Seas (200cp): While traveling on land or over the surface of the water, you only really need to worry about what lies around you, however, some travel under the waves, in the sky, or out in the vacuum of space, where you must keep in mind what lies above or beneath you. You have a mind suited to keeping that in mind and keeping awareness of more than just what is on the same level as you. This means that you don't suffer from the "they never look up" phenomenon that is so commonly experienced by those without this perk. You also have an expanded range of peripheral vision, effectively allowing you to see all around you, but can only really focus on the same amount you normally could.

Perceive the Hidden World (200cp): Sometimes, there is more there than one can easily perceive, from something as simple as frequencies of sound or light beyond what the common man can perceive to the outright supernatural hidden behind a glamour. You have the ability to unlock your senses to allow you to train them, expanding how precise they are, how far-ranging they are, and even unlocking new "modes" for your senses to allow for a greater ability to perceive the world through certain lenses or filters.

Safety Net (200cp): Not all expeditions are safe, so, you sometimes have to make them just a bit safer. That's where this comes in. You have the ability to create contingencies; prepared effects or abilities that will trigger when certain conditions are met. These can be as small as a letter arriving at someone's house at a specific time or a spell you know being cast then triggering under the right conditions, you just have to be physically capable of having done those contingencies at the time you prepared them. At first, you will only be able to have three contingencies at any given time, however, you can develop the ability to hold more contingencies over time.

Packrat (200cp): You have a reserve of power that you can invest into any enclosed container capable of holding material, be it a pocket, a belt pouch, a canteen, a backpack, or anything similar. This investment increases the amount of internal space the container possesses, though it will not increase the size of the opening in any way.

To start, this energy is able to expand any number of containers to add an amount of space equal to a five by five by five-foot room, however, you can train this up to increase the amount of energy available, as well as just what counts as a container. Given a little practice, a room or even a home could qualify. The energy can be reclaimed at any time, so long as there isn't something taking up the space.

Should a container be destroyed while still objects remain in the added space, you can reclaim the energy with the objects imprinted, allowing you to draw them from the next container you invest the energy into.

Wild Whisperer (200cp): You are more in tune with the flow of the natural world and have effectively become a part of the web of life in a unique way. Animals and beasts you encounter, so long as they are natural to the world, will not perceive you as an immediate threat or as prey, and will allow you to approach them so long as you have no intent to harm them. This can allow you to develop a friendly relationship with animals and beasts you come across.

Go Forth (200cp/300cp): And Venture! You have the ability to inspire and motivate others, both to pursue their own goals and realizing their potential. This means you are a skilled teacher, not just of academic subjects, but of life lessons and personal qualities, such as determination or patience. When you teach someone a skill, they learn five times faster, while teaching a life lesson would give them an understanding of the circumstances that would have taught them that through experience, including how painful such a lesson might be.

For an additional 100cp, you get the ability to teach others how to use your powers or abilities, though this won't let you impart perks to them, though you may have to teach them the basic requirements of them before they can acquire those powers, such as teaching them how to unlock and use mana before they can cast spells.

That Which Should Be Forgotten (300cp): You have come across many things in your travels, ancient secrets and forgotten places among them. And some of these secrets may deserve to remain buried. And yet, you find you have an affinity for that which is taboo or forbidden. That which is better left forgotten just seems to work for you without causing you ill effect. It is easy for you to discover and learn such techniques, in spite of any restrictions that would prevent you from doing so. Any and all negative consequences of learning or using such techniques are reduced significantly - a technique that would lead to death may instead leave you crippled, potentially permanently without extreme medical procedures, but alive. Similarly, while corruptive influences can take hold and progress, they have no actual negative effect on you while any positive effects that may emerge continue to accrue and develop.

Discovery (300cp): Exploration isn't always done out in the field, sometimes it is done in a lab. You are a skilled researcher for all forms of lore, moreover, what you learn will become a part of this perk and be able to be used regardless of the changing physics and metaphysics throughout your chain. Additionally, you can choose a single field of study. You will learn anything related to the chosen field of study a hundred times faster.

At the start of each jump, you can change the field of study chosen.

Life Lessons (300cp): Experience shapes a person, changing them in subtle ways with every passing moment, no matter how large or small, though the degree of change can vary wildly. Whenever you finish a journey, immerse yourself in a new culture, or experience something that leaves an impact on you, you can store it as a Chronicle within your mind.

You can then equip one of these Chronicles to gain a boon based on the experience and its impacts on yourself so long as the Chronicles remains equipped. This can even allow you to develop new abilities that you can utilize while the Chronicle is active.

At first, you will only be able to have a single Chronicle equipped, but you will be able to learn how to equip more as time goes on and you gain more practice with the ability. You can possibly even form these Chronicles externally, allowing you to grant others access to their effects until you reclaim them or they pass on.

Behind Enemy Lines (300cp): Outside of the more common form of exploration, there is also tactical exploration, aka scouting, espionage, and sabotage. And you are a master of it. You are a skilled scout, guerilla fighter, spy, and saboteur. Moreover, your skill in stealth allows you to avoid leaving footprints, from being detected by technological or supernatural means. Radar, magical detection of life, and senses you don't even know can be hidden from with ease, so long as you are attempting to hide. This can even allow you to vanish from sight and suppress your presence by simply willing it, making it harder for people to notice you when you are in plain sight, though the observant may still be able to spot you.

Magic of the Land (300cp): You are able to establish a connection to an environment, stretch of land, specific location, or specific landmarks, in decreasing size of locations. This connection allows you to draw on the elements of the locations you've connected to and use them to manifest supernatural effects. Each location has a pool of energy you can draw on that regenerates slowly.

The larger an area you connect to, the more power you can draw from it, but the simpler the supernatural qualities you can draw from them, the smaller the locations, the less power you can draw from them, but the more specific and complex the qualities you can draw out of them.

By having a mix of larger stretches of land for raw power and more specific locations for a greater variety of powers, you can create an effective power system based on places you've been.

You can maintain these connections between jumps.

I Can See Forever! (300cp): You have an expanded aura that stretches over incredibly long distances, miles at the minimum, stretching farther the less there is in the way. Note: Even air is enough to actually limit the range and it is only in the vacuum of space where it will stretch its full distance normally, which can stretch through the entire solar system at a base level.

At any time, you can scan the area your aura covers, using it like radar to get a general sense of the area it covers. While not very precise, this grants you an idea of the environments around you. You can choose to restrict the aura to refine the sense and make it more precise and accurate, but this requires considerable reductions in range to get detailed results from such scanning. If limited enough, it could be used as a diagnostic tool for objects and people within a small range (arm's reach at the base level), piercing through materials that would normally block the scans. The scanning is also an active process, you need to focus on it to detect things.

Over time and use, the range of this aura will expand. This is a passive effect that will simply allow the aura to grow continuously, and consistent use of the scanning function will make it go faster.

More To See (300cp): Well, this is unusual. You have the ability to indefinitely extend the duration of any jump beyond the normal ten years without being forced to stay. After the normal duration of your jump, including any extensions from drawbacks, you can choose to stay for longer while leaving it open for you to continue your chain.

Essentially, this adds an additional option when you come to the end of a jump, allowing you to remain until you choose to leave to the next jump or you die. You remake the choice each year after choosing to extend the duration and can choose to extend the duration indefinitely.

Additionally, once the normal duration of the jump is over, death no longer ends your chain while you continue in that jump. If you die after the normal end point for your jump, you will be given one final time to choose what you do with your chain, though you can no longer extend your stay, for obvious reasons. If you choose to continue your chain, you continue as normal. As a downside, if you die in a jump during this extended period, you cannot return to that jump until you spark.

The Lands Between (300cp): You have an innate sense of spatial mechanics such that you could learn how to manipulate them, with some effort. This gives you a perfect sense of distance and direction, allows you to develop abilities and technology that affect space, and can even learn to fold or shape space with enough effort made to do so. You also gain an innate understanding of where you are at all times, how fast you are moving, and the direction you are going, facing, or otherwise know your position at all times.

Additionally, you are protected from spatial anomalies, including the time distortion of extreme gravity. These protections mean you are immune to being forcibly displaced in space, can't be telefragged or trapped within an object, and could survive inside the core of a black hole, or even escape it.

You cannot use a Frontier Token to gain this perk.

Dig Through Time (300cp): You have an innate sense of temporal mechanics such that you could learn how to manipulate them, with some effort. This gives you a perfect sense of time and timing, allows you to develop abilities and technology that affect time, and can even learn to travel through time with enough effort made to do so. You also gain an innate understanding of what would happen if you were to change things in a timeline, where fixed points in time are, and similar phenomena you may encounter throughout your chain.

Additionally, you are protected from temporal anomalies and the effects of aging. These protections mean you are effectively ageless, you cannot be forcefully aged, in either direction, and can survive paradoxes that would normally end in you being erased from the timeline. You will also remember all timelines as if they all existed. Split timelines will allow you to experience both simultaneously, even in simulations.

You cannot use a Frontier Token to gain this perk.

Worldwalker (300cp): You have an innate sense of dimensional mechanics such that you could learn how to manipulate them, with some effort. This gives you a perfect sense for when you are in a new dimension, allows you to develop abilities and technology that affect dimensional boundaries, and can even learn to travel between dimensions with enough effort made to do so. You could also learn how to create your own pocket dimensions or seed dimensions to allow the creation of entirely new universes, though with the latter you'd have little control over its development.

Additionally, you are protected from dimensional anomalies and manipulations of reality. These protections mean you are effectively a fixed existence and cannot be erased from existence, warped with reality warping abilities, and can survive in the spaces between dimensions. This means you could survive the destruction of the universe you are in, though this does not allow you to avoid physical harm otherwise.

You cannot use a Frontier Token to gain this perk.

Items

You gain two additional Frontier Tokens that can be used in this section only.

Travel Clothes (Free): A set of sturdy clothing that is surprisingly warm when it's cold and breathable when it's hot out, along with boots that are quite durable, a hat that always seems to keep the sun from being too intense, resilient gloves, and a belt with several pouches attached to store small items. Additionally, you get a high quality backpack that seems to reduce the weight of what's stored inside by a small amount, a little less than a third.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Rations (100cp): A bland, but filling, staple that provides much of the nutrition a person would need in their travels, along with similar for any beasts of burden you may be traveling with. There's enough here to keep twenty people, animals included, fed for a year with the bare minimum of nutrition necessary to survive. If supplemented with forage, this can stretch farther than one might expect.

These rations are restocked whenever you enter a settlement where you'd be able to purchase additional rations normally, even if they are lacking at the time of your arrival.

Supplies (100cp): Non-ration supplies, such as ink and paper for cartography, various tools for prospecting, replacement horseshoes, etc. Simple things that are useful in an expedition or essential for a specific type of expedition. You gain a decently sized crate of these supplies, with you being able to pick what appears in the crate. These supplies cannot be sold directly to turn a profit, at least not in the same place you acquired them.

These supplies are restocked whenever you enter a settlement where you'd be able to purchase additional supplies normally, even if they are lacking at the time of your arrival.

Cargo Space (100cp): A stamp that provides a continual effect that applies to any storage space you use it on. Any storage container, as small as a pocket in your pants to as large as a ship's cargo bay, has its ability to store goods increased threefold, with the weight of that cargo similarly reduced by a factor of three, allowing for much greater storage in the same amount of space. This will persist until the stamp is removed. You can only have five instances of this stamp active at any one time. Additional purchases grant five additional uses of the stamp.

Maps & Charts (100cp): You have a variety of maps and charts for the lands you are in. They will automatically update to changes in the environment, allow you to zoom in or out, and can show you the quickest route from one location to another, defaulting to your current location if you don't choose a starting point. These will apply even when the "land" in question is in the empty void of space.

Old Reliable (100cp): You have a simple vehicle that, while maybe not the best mode of transportation, is ever reliable. This vehicle will always be available to you and can be called to you at will, it cannot be stolen, will repair itself to pristine condition every time it is destroyed, and will never need any maintenance. This vehicle will maintain any and all upgrades made to it.

Best Friend (100cp/200cp/300cp): A simple pet. Be it a cat, a dog, a bird, or any number of other animals. Regardless of what form it takes, it is eternally youthful, is very affectionate, and is immune to most forms of disease. They are overall very healthy. This animal is also easily trained and already has training as a therapy animal, having an almost supernatural capacity for easing stress and burdens on those they spend time with. They are accustomed to traveling and will not grow stressed from constant travel as other animals might. They are also remarkably intelligent.

For 200cp, this can be a larger, more dangerous animal such as a tiger. Alternatively, it may be some form of supernatural creature or alien that can match up to a tiger despite its smaller, less dangerous physical abilities. Each magical or alien quality decreases the raw physical power such an animal would possess.

For 300cp, you apply both effects, able to have a larger and more dangerous animal form with the supernatural or extraterrestrial qualities that would increase how dangerous it is. Or, you may forgo the benefits in one area to improve the other, such as turning a tiger into a dire tiger or a bird with a bewitching voice into a siren.

Map of Ancient Wonders (200cp): This simple map case seems to be empty at first, but will hold and maintain any and all maps or documents put into it in perfect, pristine condition, even restoring damaged ones.

However, on occasion, it will produce a Treasure Map that leads to a specific location, one that may not have even existed prior to you pulling out the map. If you follow one of these maps, you will find danger and challenge, but also reward. You can choose how much danger you will face when you pull one of these maps, and if you successfully navigate to where the map leads, you will find a suitable reward for the danger you faced. Afterwards, the location you were led to may well vanish, as if it never existed but for the rewards you were able to claim.

Once you pull a Treasure Map, you will not be able to do so again for one year.

Portable Cabin (200cp): Rather than a simple tent, you have a handheld box that can unfold into a full sized cabin able to host up to ten humans with surprising ease in about a minute. This cabin is stocked with raw ingredients for cooking, has a kitchen, several bedrooms, a few bathrooms with full facilities, maintains any upgrades you make to it, and is larger than the outside dimensions would suggest. Anyone inside finds it easier to relax and rest, healing and recovering just a bit faster. Storing it back in its box form is done with the push of a button and takes about a minute, with anyone inside being teleported outside before it closes up.

Wanderer's Boots (200cp): These boots were made for walking. They are the perfect shoes for you, regardless of the situation, able to shapeshift into any form of footwear while maintaining their full benefits. So long as you wear these shoes, you're feet will be protected as nothing can break through the soles from you stepping on them, you won't set off traps that rely on pressure from stepping on them, and they act as armor for your feet, even when they take a form that leaves them exposed such as sandals. This also protects against anything that would roll or sprain your ankles. You can choose if the shoes leave footprints or not and can dull or amplify the noise they make while you are walking. Moreover, the shoes are by far the most comfortable you'll ever find, such that even walking or three days straight, your feet will feel as comfortable as can be, even if they shouldn't be, such as after taking the form of high heeled shoes. They have the final benefit of granting you a slight boost to speed, balance, jumping distance and height, and overall agility.

Any and all upgrades to these boots are maintained even if they are destroyed and replaced.

Regalia of the Pilgrim (200cp): These clothes are the last set of clothes you will ever need. They are a perfect fit for you, self-cleaning, self-repairing, never chafing, and durable enough to act like light body armor regardless of the form they take. Speaking of, each article of clothing can shapeshift to become a similar article of clothing of any design or form, even changing cloth and texture at will. Its protective qualities extend over your entire body regardless of how much coverage it provides and even protects against environmental hazards such as glare that would cause snow blindness, the abrasions of sand in a sandstorm, or sunburns in a desert. They even help to regulate your homeostasis, keeping you at a comfortable temperature and helping injuries to heal ever so slightly faster than they otherwise would have been able to. Moreover, the clothing can eliminate your scent, hide your shadow, and make you overall harder to notice when you don't want to be or make you stick out more when you want to be found for any reason.

Any and all upgrades to these clothes are maintained even if they are destroyed and replaced.

Magic Backpack (300cp): This large backpack is significantly larger on the inside, about ten times larger, in fact, though this is the least of the powers it possesses. The backpack is virtually weightless on its own and reduces the weight of all that is put inside it to 1% what it should weigh, it never catches or gets in the way of your movements, it is incredibly durable to the point of acting as a shield, its opening can stretch to accommodate larger objects with ease, and it is both self-repairing and self-cleaning. These still pale before the main enhancement of the backpack.

Anything stored in the backpack is preserved in the same state it was put into the backpack and may be used as if it were in hand. Any armor placed in the backpack protect you as if you were wearing them, any shields, weapons, or other pieces of equipment can be used as if they were in your hands, and potions or other consumables can be consumed without needing to pull them from the backpack first. Objects stored within the backpack benefit from the self-repairing and self-cleaning effects of the backpack.

Over time, you will find that the internal dimensions of the backpack expand as you become more attuned to it, with the weight reduction and durability of the backpack similarly increasing.

Any and all upgrades to this backpack are maintained even if they are destroyed and replaced.

Voyager's Collection (300cp): This item takes the form of a warehouse attachment. Any time you encounter something that brings wonder or awe, whether your own or that of others, or has cultural significance, a copy will manifesting in the warehouse attachment. Experiencing more will solidify the recreation and allow it to develop a small pool of power.

This power provides some benefit based on what generated it in the first place in both active and passive forms. For example, a hot spring said to have healing properties may grant heat resistance, a minor healing factor, the ability to heal and relax with a touch, hydrokinesis, or similar, though some of these may require training or development of the power to manifest. The power replenishes slowly, but steadily, and while it won't grow in size, you will become more efficient when using the power in question.

If you lack a warehouse for some reason or simply choose to do so, you may leave it as a purely mental construct that you can project a mental avatar into at will, allowing you to revisit these locations at will.

The Traveler's Dream (300cp): As its name suggests, this vehicle is the only one any traveler or explorer could ever need, having the ability to take on the form of nearly any vehicle it has ever encountered. This vessel will adapt its form to the setting you are in and to your needs while retaining all of its abilities and storage space, which is the equivalent of a full sized cargo ship to start. It will also update to include commonly accessible technology from any setting you go to. It generates its own power and is incredibly durable.

Call to Adventure (300cp): A simple compass that seems to point somewhere other than north, changing for each person that holds it. A person that holds this compass and faces in the direction the compass points will become an explorer themselves and develop abilities similar to those described in this document. You can instead pull a pin in the center of the compass free that will cause it to spin freely, which will spread the effects of this item throughout the setting. If you do, you'll get a new one at the start of your next jump.

You cannot use a Frontier Token to gain this item.

Companions

You may spend your Frontier Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Frontier Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Explorer (50cp): This option allows you to create a new companion with 800cp and 5 Frontier Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Limp (+50cp): One of your limbs doesn't function as well as it should. Maybe your arm is weak and painful to move, or maybe your leg is stiff or in constant pain, causing you to walk with a constant limp. You can take this multiple times to apply it to another limb.

Alternatively, you can apply this drawback to a limb already under its effects, which makes it so you are instead missing the limb.

This can be taken up to twice for each limb you possess.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Map Mayhem (+100cp): You suffer from an unfortunate sense of direction. You have a hard time remembering how to determine north and which direction is east or west. You'll need to keep a compass on and to ever hope to make it anywhere, and you'll need to check often as you may drift in what direction you're going otherwise. With an additional purchase, you can't figure out how to read a map to save your life and you have a hard time remembering directions, landmarks, and paths unless you've followed them dozens of times. With a third, and final, purchase, your sense of direction is so apoplectically bad it is on par with Ryoga Hibiki or Roronoa Zoro.

Pebble (+100cp): No matter what you do, you always seem to have a pebble in your shoes, causing you discomfort unless you go without shoes entirely, which has its own problems. With a second purchase, even when going barefoot you seem to get pebbles stuck to your feet that dig in and cause you discomfort.

Pests (+100cp): You are followed by a seemingly endless horde of pests that constantly inconvenience you. Mosquitoes and biting flies, rats getting into your supplies, etc. They always come back even when you capture or kill them, but they aren't too much more than an inconvenience. With another purchase, they slowly learn to adapt to your methods of countering them, making them even more of an annoyance.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Frontier Token.

Weather Woes (200cp): The weather seems to be against you while you are traveling. Rain when you need sun, sun when you need rain, windy when you need calm and calm when you need wind. This isn't to the degree of extreme weather and it only applies when you are traveling beyond the borders of civilization. With an additional purchase, the weather gets more extreme and causes great inconvenience to you and others OR it will apply even while you are in civilized lands. With a final purchase, both of the above options apply.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Always Something to Discover, Hobbyist, Craftsman, Career Path, Combat Skills, Travel Clothes, A Place in the World, and whatever freebies you gain from your Frontier Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Always Something to Discover, Hobbyist, Craftsman, Career Path, Combat Skills, Travel Clothes, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Explorer (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Frontier Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Expedition Wars (+400cp/+600cp): There are so many legends of grand treasures, artifacts, and locations of myth that are out there waiting to be plundered, and everyone seems to be out to get to them first. This has raised tensions and competition amongst explorers extensively, and some governments are getting involved, conscripting explorers and travelers to make expeditions on their behalf, often with penalties or threats for those that refuse or disobey.

For an extra +200cp, these tensions are worse and the explorers will use any means necessary to achieve their goal of being the first to find a location… or deny access to others that make it there before them, requiring defending such locations to maintain them in truly desperate situations.

Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of My Generic Jumps, you can import items from past jumps into similar items you purchase here.

As with all of My Generic Jumps, if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.

This is me revamping my Generic Worldwalker jump as more of a general explorer archetype. The original was adopted by Vonvoid and was completed by him, but I will be rehashing some of my old perks from that jump for this one. This is just a disclaimer that if the perks look familiar from that jump, those were perks I made originally.