Welcome to the World(s) of Blockheads, a world of well, blocks. Although there might be some similarities to other worlds with the same aesthetic, this multiverse remains fundamentally distinct through the presence of Time Crystals hidden within the bedrock of the world. Nevertheless, this cuboid setting will be your new world to live in for the next 10 years or so. And so, without further ado, have 1000 Crystal Points (CP) to help make your stay here a comfortable one.

Origins:

Maybe you're the **Builder**, the one who crafts items without end and creates beautiful buildings amidst the lonely but magnificent landscape without sacrificing utility or efficiency.

Maybe you're the **Farmer**, the one who watches over their livestock and crops, living off the land's bounty and extracting resources from its rich seams.

Maybe you're the **Adventurer**, the one who is at home on the road, travelling across the entire world to search for both treasure and dangers to test yourself against.

Perks:

Perks are discounted to half of their listed price to their respective Origins. General Perks do not receive any Origin Discounts.

General Perks:

(100 CP)**Blocky Physics**: Things that you build or otherwise create in the worlds you may visit here continue to work as expected in the future regardless of wherever you go. In addition, you may toggle how each of these rules may apply to stuff you interact with or create. And If for some reason, you want to keep the blocky aesthetic of this place along with your journeys, you may do so. Also comes with a free new skin for your Warehouse so you can get the full blocky experience.

(100/200/400)**Inventory**: You now have an inventory that has 50 slots that each can take up to 99 items of the same kind each. If you pay another undiscounted 100 CP, you gain the ability to treat chests, wardrobes and other storage devices which can be used to store items as if they have this Perk, giving them back some value. If you pay another 200 CP for a final price of 400 CP, you may pick those devices up and store them in a single slot as if they are any other item, resulting in the ability to store an infinite amount of items in your inventory if you create enough chests or baskets via fractal storage. Of course, getting items out of the fractal storage might be quite a bit of a hassle without proper labelling. At the very least, you don't have to worry about leaving anything behind if you want to.

(200)**Tireless Centre**: You no longer need to worry about fatigue or sleep. That is to say, you are no longer fatigued by doing anything and you do not suffer any ill consequences from being without sleep. You can think of this as having your "energy bar" be constantly topped off at its

maximum without the need to rest. If you possess any supernatural energy pools, they would also be recharged faster, though only at the rate that you otherwise would if you can take an eight hour rest every 10 seconds or so.

(400)**Blockheads**: Time crystals are truly wondrous things. Appropriate, considering how rare they are. One of the things they can do is allow you to summon more yous for a small amount of food and a scaling amount of time crystals at a Portal. These clones of you are more like additional bodies for you than true clones. What that means is that they are also you although they may look different from your original body and hence any Perk you have also operates through these avatars. Although you may only summon up to five of them in a universe at once and this does require a Portal, a body dying, even if it's your original body, will not necessarily end your Chain unless all of your avatars are dead. You may be able to find substitutes in place of time crystals once you move on from this Jump.

Builder Perks

(100)**Eye for Aesthetics**: You've an eye for the beauty in the world and in your work, granting you an effortless ability to design beautiful creations (or any other aesthetic you would like) with no loss in function.

(200)**Demesne Construction**: Architecture is not merely a matter of understanding how to build buildings, but rather how to construct places for a specific purpose. With this perk, you can bring this up to supernatural levels; areas that you designate for a purpose have a buff to actions that uphold that purpose within them that scales to the quality and suitability of the area to the purpose at hand. While a bare anvil and forge might be barely sufficient for a weak buff that minorly affects the work done, a master's workshop might be able to even double their effectiveness.

(400)**So Little Time**: With so much to do and with only this much time in a day and materials you can gather, it may seem that creation and crafting is a bit...daunting. No longer. With this perk you will find that your speed in crafting items have been halved, as is the materials needed to craft these items. Don't ask where the extra materials come from.

(600)**Design Beyond Limit**: Although in the game itself, there might be a limited selection of crafting recipes, in the world in which you're jumping into, that limit seems particularly silly. With this perk, you can step beyond such limitations as well as any other limitations that would prevent you from creating the thing you envision. In practice, what this means is that when you have an idea that you might want to make, the methods to make it will quickly appear in your mind. These methods will work, so that instead of slaving away at trying to find a way to craft something, you can move straight to making it. Incidentally, this uncaps your intelligence and capability to comprehend things, to prevent you from being overwhelmed by the recipes in case you unwisely decide to attempt to make eldritch artefacts while a mere human.

Farmer Perks

(100)**Eye for Growth**: You've an ability to know, with a glance, whether a crop, an animal, or even a person is ready to be harvested. Though for people this translates more to whether they are ready for a purpose you have in mind rather than literal harvesting.

(200)**Green Finger**: You've the capability and knowledge to actually grow crops and ranch animals for their various products. In fact, you also have the somewhat miraculous ability to get higher quality products from animals and crops than would be logically possible in such conditions.

(400)**Perfect Conditioning**: Whether it be rain or shine, snow or fog, you're always able to grow your crops and animals as if they're in the perfect conditions for them. No more worrying about overcrowding animals or the quality of the soil, they're always considered perfect for their growth, though the bare minimum must still be provided even if it's just a tub of mineral water in a shaded room for plants; this is a perk that minimises the quality of stuff that animals need not removing what they need to survive. This also halves the time it takes before they are ready for harvesting as even time is, to a limited degree, reduced in need.

(600)**Dodo Ranching**: In this world, there exist dodos. Now why is this a 600 CP perk for taking care of some chicken-like creatures? It is because these dodos can be bred to create breeds that produce resources. From dirt to wood, iron to literal rocket fuel, these resources can be extracted from the eggs of specific breeds. As such, this perk grants you a deep and innate knowledge specifically on caring for these dodos and how to induce them to breed and create new resource dodos. You will also be granted a strange luck in getting exactly the kind of eggs that you're looking for while ranching them and, when you leave this world, the type of resources the dodos can create will expand to include those found in new worlds. Of course, do note that the rarer and/or more powerful the resource is, the harder it is to breed dodos for it. Still...I wonder what a Mithril Dodo looks like...

Adventurer Perks

(100)**Eye for Novelty**: You have an eye for finding new and interesting stuff in the world. Whether it be the glint of a block of a time crystal geode or a sense that buried treasure lies beneath your feet, you will be able to easily find such things.

(200)**Weather Resistance**: As an adventurer, you are likely to face wind and snow, rain and sun on your travels across the world. Not only that, but you may come across magma and other such natural hazards in the depths of caves. Fear not, with this perk you're protected from the dangers of inclement weather and are at least resistant from the more dangerous natural hazards.

(400)**Omni Weapon Mastery**: With this Perk, you gain mastery over every and all weapons that you may come across. From the bow, to the katana to even artillery devices, you're well-versed in the art of using destructive tools. In addition, you are such a master of all weapons that you

can see, even how everyday items can be used as weapons to destroy your foes. Never be without a weapon to face the enemies in the dark again.

(600)**World Strider**: Normally, travelling between worlds in this multiverse would require the aid of a portal, from which you would cross over to other worlds. However, as a Jumper, your own interdimensional nature has granted you a very special ability. You yourself are your own portal, allowing you to cross to other nearby worlds and universes with a thought, though it cannot truly be used to go anywhere and everywhere, at least until you have achieved your Spark. You can also instinctively perform the various activities that require a portal to use, such as shaping gemstones and Time Crystals to form tools of superior quality.

Items:

Items are discounted in price for their respective origins. General Items do not receive any Origin Discount. You have a 400 CP stipend for this section.

General Items

(100)**Mostly-seeing Map**: You've a handy map in your possession that allows you to view places that you've been before in a world with a thought. It's real-time and self-updating but places where you've never been are obscured by a dark fog.

(200)**Time Crystals**: Normally these time crystals are found in Worlds in geode blocks containing a few of these precious crystals. They can be used to create portals and superior tools as well as things that pertain to linking things across dimensions. They are also used to "rush" tasks, allowing you to complete them instantaneously by using the temporal energy within them, though only for tasks that would take 3 hours or less to complete. You will gain this pile of 1000 time crystals every 10 years or Jump, whichever comes first. Strictly speaking though, if you can get your hands on crystalised time, it should function the same for any of these purposes.

(200)**A Set of Golden Tools**: While gemstone tools are of superior make and quality than regular tools, these golden tools and weapons are also of great value as using them can occasionally spontaneously produce random materials. And better than that, these gold tools will never degrade or lower in durability, as you're spending points for this. With this, it is feasible but not necessarily practical for you to literally dig the same pile of dirt to get rare materials.

(400)**A New World(s**): Woah how did you get this?? Well, no matter. This is a set of 3 "slots" where you can create new worlds. Though the size of a world here is usually much smaller than an actual planet, much less a universe, they can easily be utilised for storage or resources. In addition, you may choose to delete(be careful with what you leave behind!) worlds to regain a slot and create custom worlds that have nearly everything about them decided by you...except for the availability of Time Geodes. Of course, this is just a small stumbling block for a Jumper, I would assume.

Builder Items

(100)**Blueprints**: You now have an unending stack of blank blueprints for items or buildings. When inscribed with a valid construction plan or an item construction plan, it will create a holographic representation of it onto the world, allowing you to easily fill them in with the proper materials to create whatever is on the blueprint.

(200)**Material Stock**: You have an unlimited stock of ordinary, common materials like wood, iron and stone for whatever it is you wish to build. Of course, more advanced materials will need to be gotten from elsewhere but the benefit of this stock of base materials is that it will never run out. Use them to build to your heart's content.

(400)**Bucket of Magma**: Now, normally, no bucket can carry magma, it is one of those things that is actually unobtainable normally. However, via some unspeakable means, you do have this bucket of magma and somehow it has an endless quantity of magma inside it, limited by the throughput. The heat from this can be used to perform many things, not the least of which is turning water to steam to power devices...or to create healing saunas. However, make sure to be careful with it unless you are heat resistant or otherwise flameproof.

Farmer Items

(100**)Starter Set**: You wouldn't be much of a farmer or a rancher if you lack the animals or plants to actually grow. Well, here they are. A pair of dodo eggs, a newborn donkey calf, some carrots and saplings all frozen in time. You get a new set of these things every Jump as well if desired.

(200)**Trade Portal**: Of course, even in this strangely desolate multiverse, there is still trade. At least, with this yellow-tinted portal, specialised for this function, you're able to trade goods for coins and coins for goods with any market that exists in this multiverse. This will be seen as a completely legitimate way to do business by others so don't worry about that. In future worlds, you will still be able to access this market, and it will even expand with future multiversal markets.

(400**)Farmhouse**: Of course, maybe you want a pre-built location to herd all your animals into as well as grow your crops. Well this place will surely do you right, as it provides the best care possible for your animals and your crops, as well as providing NPCs or automated systems to help care for them in your absence. With this, you may rest assured that your harvest will be fruitful even if you are not there 100% of the time.

Adventurer Items

(100)**Method of Transport**: While travelling on foot is amazing for exploring new places, sometimes it can get tiring to hike everywhere. You gain a vehicle that can bear you quickly

across a vast majority of the world that does not even use up any fuel. The default choice would be a Jetpack.

(200)**A Torch**: When adventuring, there is always the danger of entities that perhaps prefer to lurk in the dark and prey on unsuspecting animals...or people. With this everburning torch you may no longer fear such things as much, for its light repels beings that intend to do you harm. This effect is slight, such that while noticeable to all of your enemies, they would only realistically repel beings that are almost feral and instinctual in their malice.

(400)**The Will to Live**: Even if you are to fall, whether it by hunger or from enemies, this literal Will will burn up and you'll instead return to the nearest safe Portal, preferably in your Warehouse, where after a lengthy period of time, you'll come back to life in a pillar of light and temporal energy. The Will will regenerate back in 10 years or the next Jump, depending on which is sooner.

Import:

(50/200)**Old Friends**: For 50 CP each, you may import in one of your Companions, they gain 600 CP and an origin. For 200 CP, you may import 8 Companions at once with the same benefits. Perhaps you will build a hubworld to explore other worlds from with your collective efforts?

(400)**Steve(?)**: A strange traveller who seems to be lost in this realm. Perhaps you might wish to bring him along with your journeys to the rest of the Multiverse. He has all the Builder Perks, along with Omni Weapon Mastery, Eye for Growth and Eye for Novelty.

Drawbacks:

(+0)**World Generation toggle**: If you wish, you may customise your starting world to your liking, allowing you to change perhaps the colour of the Sun or the size of the world and oceans. Just keep in mind that all changes here are cosmetic changes and will not substantially change the difficulty of this Jump.

(+0)**Portalling Out**: Instead of spending your time here for 10 years, perhaps an alternate condition might be what you wish. Very well. Instead of the regular 10 years being spent in this Jump, you must instead create a master portal, whose cost is equivalent to 10 regular portals of the highest grade to exit this Jump.

(+100)**Faster Degradation**: It seems that your tools, for whatever reason, are degrading faster for whatever reason. Not a huge problem, but it will be a constant drain on your resources.

(+100/200)**Resource Scarcity**: It is now more difficult for you to find resources like iron and clay now. Maybe this world had a previous Blockhead harvest its resources before vanishing with all the items? Hopefully you can use what you have to thrive in this world. If, for some reason you

wish to have an almost completely barren world, you may get 200 additional CP for a total of 75% cut in resources that can be found in the world.

(+100/200)**Day/Night Cycle Alterations**: Instead of the regular day/night cycles, with this Drawback, they will instead occur every 15 minutes. While the ecosystem has adjusted to this hastened day/night cycle, you will not. Hope you have eye masks. For 200 CP instead, you instead would have brief days and longer nights, essentially only 4 hours of sunlight and 20 hours of darkness every day.

(+200)**Hostiles Everywhere**: Well it seems that this world's wildlife has taken offence at your intrusion. The scorpions, dropbears and cave trolls of the world have increased in numbers and bear a particular grudge against you, chasing you for longer than they normally would.

(+200/400)**Power Loss/Item Lockout**: Quite simply, you lose all your powers or items from your previous Jumps until this Drawback wears off. For +400 CP, you suffer both effects. No worries, I'm sure that this world is unlikely to actually kill you...right?

(+200/400/600(+200))**Enemy NPCs**: Well it seems that you have rivals or enemies for your stay here. For 200 CP, they would have only stone gear or perhaps copper at best, and it's only a singe rival. For 400 CP, there are multiple rivals seeking to embarrass you with iron gear or perhaps a single enemy seeking your life. For 600 CP, there are multiple enemies who would only be happy with your dead body wielding the best gear that can be made in this world. Finally, for an extra 200 CP, whichever tier of rivals or enemies you have chosen will be able to Respawn once every 2 years to hunt you down. Best be cautious and stealthy.

(+600 CP)**World Ending Decay**: Perhaps this is why despite the ability to travel the multiverse, civilization has not expanded enormously in these parts. With this Drawback, each year, you must either build a portal to enter another world or use another way to cross them as, without fail, a great catastrophe will strike your previous home, obliterating everything in there. I do hope you are prepared for this.

Ending:

Go Home: You have decided to go back to your world after all. Or perhaps you met your final end here in which case you may only choose this option. Either way, you retain everything you have gained so far as a small consolation from not achieving your Spark.

Stay: Perhaps you wish to stay here? There is not much here, but perhaps that is what you seek.

Move On: You may of course, choose to continue your Chain if this place is not to your taste. There are many more worlds to see after all.