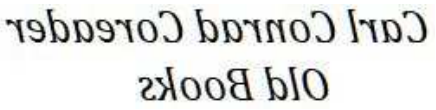
The Neverending Story



Introduction



Bastian Balthasar Bux is a very lonely and sad boy. After the death of his mother he has to deal with an emotionally distant father at home and being bullied at school. His escape from reality: books. Through a mysterious book that he stole from an old book salesman, he learns of the land Fantasia that is threatened by a mysterious power called the Nothing. In the story, the young hero Atreyu sets out on a journey to save the childlike empress and all of Fantasia from the Nothing. He experiences wondrous adventures aided by the luckdragon Falkor and gets to know many mythical creatures and face many dangers and hardships. But Fantasia seems to be lost, despite Atrejus efforts, until Bastian realizes what role he has to play in the Neverending Story.

Now you jumper must find your role in the Neverending Story as well.

You get **1000cp**

I. Age and Gender

Roll **1d10 +10** for your age or choose for free. Keep the gender from your last jump or change for free.

II. Location

Roll **1d10** for location or pay **50cp** to choose.

1) Ivory Tower - This the capital of Fantastica at the heart and in the middle of this infinite realm, and the home of the Childlike Empress.

2) Swamps of sadness - A swampland that claims the lives of depressed people. If you have any sadness in your heart, the swamps will make it worse and worse until you succumb to apathy, depression and nihilism, drowning in the swamps. Home to the old turtle Morla

3) Sphinx Gate - the outermost gate that leads to the southern Oracle who knows all things. Should you wish to visit the oracle, be warned: There's no real pattern of who the sphinxes allow to pass and those who don't pass will remain frozen in place forever...and this is only one of three gates. The area around the gate is home to the

gnome scholar Engywook and his wife Urgl. Both are very nice (despite their constant quarrels), knowledgeable and wise.

4) Spook City - A ruined city and home to dangerous nightmare creatures ruled by the dark princess Gaya

5) Silver City - A gleaming, beautiful port city with a venetian aesthetic made of pure silver in a lake of acid. Holds an ancient library whose gates cold never be opened.

6) Wandering Mountain - This mountain is the highest point of Fantasia. It is home to the old man of the wandering mountain who chronicles everything that happens in Fantasia...and outside of it

7) Yor's Minroud - A mine from which the blind man called Yor excavates dream pictures, frozen pictures and pieces of dreams dreamt by humanity, which make up the foundations of Fantastica. Many forgotten things can be found in these mines.

8) Perelin, the night forest - A forest that blooms every night, creating a vast expanse of gigantic fluorescent trees and other glowing wonders. Nearing dawn, the plants die and the forest turns into Goab, the desert of color, home to Grogaman, the many colored death. You arrive at the start of the night. Should you still be here at dawn, without the protection of the childlike Empress, you will die, as anything in Goab immediately turns to sand.

9) Earth - You aren't actually in Fantasia. You're on earth instead. Fantasticans are guaranteed to not immediately die and turn to lies should they have rolled this option, but for the remainder of the jump they won't be able to use their specific powers on Earth.

10) Free choice

III. Backgrounds

Drop in (free): You just arrive in the setting as you are in whatever location you rolled. You have no prior memories from this world, except the knowledge you have, should you have read the book.

Hero (100): You are a hero on some grand quest. Whatever that quest may be will depend on your further purchases and the stories you want to tell.

Agent of the Nothing (100): Just like Gmork the werewolf you are an agent of the Nothing or better the manipulators wanting nothing more than to spread the Nothing in Fantasia, destroying it in the process and use the lies pouring into the human world to better manipulate humanity.

Childlike Empress/Emperor (1000): You are the heart of Fantasia, older than anything there yet ageless. You are Fantasy itself, the allegorical representation of all of human fantasy and inner life. All of Fantasia is bound to your existence and therefore you are the ruler of it all. You are a being not from Fantasia, but without you nothing in Fantasia could exist. You are all of the infinite realm of Fantasia and all of Fantasia is you.

You are functionally invincible and invulnerable in Fantasia, since nothing there exists that can or would want to harm you or even disobey you, but outside powers (like humans and werewolves for eg.) entering Fantasia can still harm you, since they don't fall under your rule. Although doing so is as hard as attacking all of human fantasy and the infinite realm of Fantasia itself and as long as even a single grain of sand of Fantasia exists you will exist as well, almost powerless of course, but you'll live.

Your existence is heavily tied to the human spirit. Should all human fantasy and imagination cease to exist, which is synonymous with the world forgetting your true name, you will stop existing as well. When your powers start to fade due to a lessening of imagination in the human world you'll start to feel being overcome by a great sickness and Fantastica will start to be consumed by the Nothing, erasing all things it touches. Only a human child entering Fantastica and giving you a new name can save you and all of Fantasia, reigniting imagination in the human world in the process.

As you yourself are now practically Fantasy itself you can see all of Fantasia and all its inhabitants as mere aspects of your own fantastical being. Ordering Fantasticans, structures and magics around in your realm is like ordering your different body parts to do something. Therefore you are very very powerful in your realm, but at the same token you are limited just like a normal person is limited in their control over their body. This also makes it more understandable why the childlike Empress in the book takes a very passive role in ruling: before her all Fantasticans are equal as part of her and part of human imagination. Every active role you take in Fantasia will also heavily influence the human spirit, manipulating all of humanity through their dreams, wishes, fantasies and desires.

In future jumps you may choose to only represent and rule over all of human fantasy or over the fantasy of all beings capable of imagination. If other settings already have an equivalent of Fantasia, like the Dream, the mindscape or any other representation of the human psyche, you will merely gain great influence over the local fantasy and dreamland, but you may not simply overthrow the current ruler(s) without much work. It all depends on the settings.

In the book the Empress, looks like a girl about 10 years old, with silver hair and skin and golden eyes. You can look like whatever you want, but you'll always be compelled to take a form that would be the most fitting allegory for fantasy in whatever setting you're in.

This counts as a background as well as a race, you may not select anything beside it from the race section.

You must take the "I need a Hero" drawback, reflecting the Empresses' need for a human child to give her a new name.

IV. Race

Human (free): You are a human being with all their normal strengths and weaknesses in the real world. In Fantasia they hold special reverence, although no special powers on their own, though they gain great power should they receive AURYN (see item section and notes). Human children alone are able to give the childlike Empress a new name, freeing Fantasia from the Nothing in the process. This will make them an automatic target for agents of the Nothing, so beware.

Fantastican (variable): Fantasticans come in a huge variety of shape and form. You can freely choose how you look and what form you take, you're only limited by your imagination. Your level of strength and individual power will however determine the price of this option. Many Fantasticans come in human shapes and with human levels of strength, just like Atreyu and the other green-skinned warriors of the grassy plain. This option comes at no cost. If you want to be a big and strong being like say a rock biter or a giant turtle you'll have to pay **100cp**. If you want to be something like a flying luckdragon spreading luck and happiness you'll have to pay **200cp**. Being something very powerful like the massive Windgiants made of wind itself, the terrifying Ygramul the many or the mysterious Sphinxes you'll have to pay **300cp**. If you want to be considered "the most dangerous being in Fantastica" just like Grograman, the many colored death, you'll have to pay **400cp**. Beings like The old man of the wandering mountain or Uyulala, the all-knowing southern oracle are beings more akin to the childlike empress herself, deeply interwoven with the very fabric of Fantasia and can't be chosen with this option.

For some extra cp you can choose to be some very weak or pitiful race just like the Acharis, wormlike creatures that are so incredibly ugly that they're hiding under the earth, constantly crying acid tears over their ugliness. This will grant you **+100cp**

Further descriptions of the beings mentioned and thus what power each tier encompasses will be in the notes. You don't have to base your powers entirely on theirs, although you can, so you can just freely make up powers on the same level of might.

Werewolf (200): You are a being that belongs neither fully to the human world nor fully to Fantastica. You have no true home, but you can enter and exit both worlds at will, taking human form on earth and the form of a terrifying, bull-sized black wolf in Fantastica. In future jumps you can freely enter interlinked realities, dream lands, astral realms and mindscapes, changing your form in the process to fit your new environment.

V. Perks and abilities

100cp perks and abilities are free and the rest are 50% off for the listed backgrounds

General

Healer (200): Like the centaur Cairon, you are a great healer with great knowledge of herbs both mundane and magical. You can heal any magical and non magical illness that isn't immediately fatal, except illnesses that are literally impossible to be healed or require a very specific event to happen in order to be cured, such as the sickness of the empress.

Minor magic (200): Fantasia is a very magical land, full of mystery and magic. You can now count yourself among those who know how to use magic. The exact specifics and flavours of the magic you can use are up to you, but in general some examples would include stuff like slightly seeing into the future, bewitching the mind, sleep inducement, spells of invisibility etc.

Control empty vessels (400): Like the powerful witch Xayide you have power over anything that can be considered "empty". By pouring her mind and will into sets of giant steel armor she could animate and control these hollow vessels, making them incredibly strong and tough, even going so far as making them self-repairing and regenerating. As long as your will lasts, these hollow vessels will remain in your control. Yes, even humans and other beings that have no memories left, therefore no self or will to act anymore count as "empty".

Drop in

Unassuming (100): You don't look like much, do you jumper? Who would think that you'd be important or even powerful. If you don't want to be noticed or taken for someone important and powerful, people will generally ignore you unless you actively do something to convince them otherwise. Can be turned off at will.

Promised child (200): People will assume that you are the promised saviour or hero of some kind and give you special treatment because of it. On the downside it's not guaranteed that you can live up to their expectations and they might subject you to harsh tests. This also can be turned off at will.

Name giver (400): It's the name that gives a being its true reality. You are an expert in finding the true name of things relatively easily. It just comes to you naturally. You may rediscover forgotten names or give things and beings their True names even if they weren't known before. Nameless things, or things not carrying their true name, will find their true purpose and their true power awakened once you give them their name; having all of their potential abilities unlocked. The mere act of naming things will often, but not always, lead to things belonging to you from that moment on and people, once properly named, becoming loyal followers.

Crossing the barrier (600): Just like Bastian bringing the waters of life back with him into reality, you too now have the ability to bring things and people with you when you pass from Fantasia to Reality and vice versa. The more powerful the object, person or magic, compared to your own power, the more difficult the passing will be and may take a very long time if the object/person/magic is much more powerful than you are. Objects and people will change somewhat to fit better into their environment, same as a werewolf might, and waters

of Life, that truly are magical waters in Fantasia might only be invisible, but potent, effects and emotional changes in reality. With great effort, time and of course imagination you may manifest things and people in the other world completely unchanged, so that you could truly bring your fantasies to life. Fantasticans and even the childlike empress using this perk will be able to enter the human world, as they can use it to manifest themselves in the world.

Hero

Hunter (100): Like the green- skinned warriors of the grassy plain you have great experience in tracking and hunting all kinds of beings, not exclusively animals. The faintest trace might give clues on number, weight and size , direction, level of exhaustion and speed of travel of your prey.

Dream guide (200): A buffalo, one that you once spared the life of (whether by choice or not doesn't matter), will guide you in your dreams and will tell you the correct path forward (yes Fantasticans have dreams as well somehow) in crucial moments when you don't know what path to take.

True friend (400): You tend to find true friendship and companionship wherever you go. You easily find trustworthy people you can call a friend for life. Friendship often involves hardship however and sometimes you even have to challenge and face your own friends in order to save them. You can count yourself lucky as you inspire the same loyalty and conscientiousness regarding you in your friends as well, so that you will always have friends that are willing to save you from danger but also from yourself should you be trapped in some downward spiral.

The one without fear (600): Just like Atreyu, you will find that regardless of carrying a protective amulet such as AURYN, you will find unending courage in your heart and limitless will in your soul enabling you to be able to withstand the most horrible sights, suffer the most disheartening defeats and betrayals and overcome the saddest losses. Nothing short of death shall stop you in your quest.

Agent of the Nothing

Master manipulator (100): Being a disciple of the Manipulators, trying to subjugate humanity, you've learned a lot about what makes people tick. You know how to best persuade and manipulate people and you're quick to find out weak points and know how to exploit them.

Sniffing out lies (200): You just know when someone lies to you or tries to deceive you. Half truths and technical truths will slide through your senses though, but as long as you don't rely on this sense too much, you won't be easily tricked by those trying to exploit that blindspot.

Friend of the Nothing (400): As an Agent of it the Nothing will leave you alone. You are in no danger of any effects or forces that could directly erase you or banish you from a reality

you currently occupy. At least until there's nothing else left to devour...Should the last grain of fantasy be destroyed by the Nothing and there's nothing left but you, you should start to run from it

Death of fantasy (600): You are the direct nemesis of Fantasy itself. You are not only a mere agent, but a true avatar of the Nothing. You can direct the spread of the Nothing to a limited degree, stave it off, change the direction of its spread, boost it etc. In close proximity around you fantasy, imagination, dreams and creativity become severely limited and thus all powers based on those things and on contact you may cancel or permanently erase all things that are a product of imagination. The more powerful the dream, idea or fantasy the longer you need to hold the contact to it in order to erase it completely however. Being in contact with a human or non-Fantastican will erase all their creativity, imagination and ability to dream.

Childlike Empress/Emperor

Dream lord (100): You have seen all the secret wishes, dreams and desires of humanity. You are very good at finding those secret wishes, dreams and desires in specific individuals if you concentrate on them.

Fisher king/ fisher empress (200): Fantasia changes according to your mood. This includes the behaviour of Fantasticans towards others and even themselves. As the master of dreams and inner life in general your mood, whatever that may be, will be quite infectious to any feeling thing capable of imagination. Other backgrounds taking this option will see a limited effect depending on their own dream based powers, influence over fantasia and level of imagination.

Golden-Eyed Commander of Wishes (400): The childlike empress in the book takes a relatively passive role in Fantasia. She's it's undisputed master and ruler, but she never truly rules, since before her all fantasies, all dreams and wishes are the same. All are part of the human spirit and imagination. She doesn't judge and doesn't care about distinctions such as good or evil. You can choose to emulate this style of rule, simply passively overviewing and enjoying all of human fantasy without judgement or you can take a more direct role in ruling. You may banish nightmares and cruel fantasies to the farthest corners of fantasia; You may erect giant walls to keep out "harmful ideas" and you may create and empower ideas, dreams and ideals. Fantasia is your playground. Know however that this may heavily change how humanity acts and thinks, as well as your own character, since playing with Fantasia which you are the heart of, means playing with yourself and with careless judgement on your part this can strongly backfire and harm both the human world as well as Fantasia. Luckily you are very very good at predicting what your changes will lead. In staying with the "Fantasia is a projection of your own body" analogy, this perk basically gives you perfect knowledge about and perfect control over every single cell of your body and you'll need to rely less on vital organs in order to properly function. Again, other backgrounds taking this option will see a limited effect on Fantasia depending on their own dream based powers, influence over Fantasia and level of imagination, but at the very least it will give you near absolute control over your inner life, being able to shift, banish, suppress or strengthen your

emotions, ideas, desires, wishes and parts of your psyche at will just like the Empress background is able to do with this perk.

Eternal name (600): Fantasia is built on the fundament of long forgotten dreams. If they are forgotten, then why do they still exist as frozen pictures in Fantasia? If a childlike Empress'/Emperors' name is being forgotten, why do they require a new one? Is the idea and dream of forgotten names not frozen in time as well? You no longer require to be constantly given new names by humans. Your name is unchangeable and eternal as are you. Your name may be "Moon Child" or some other true name you choose for yourself. You will find the human world will have much less influence over you and the land you command. The complete annihilation of all of humanity or the dying of the last bit of imagination would still weaken you greatly and gnaw on your realm, but it will never end it. To kill you and destroy Fantasia, you as well as it have to be attacked directly. Short than direct attacks to the fantasy realm and its annihilation, nothing would end your existence. You and through you Fantasia shall live on forever! Additionally, taking this choice, you will find that all your powers that are dependent on some other realm or from outside of your body will only weaken, but never cease, should that tie be cut and even destruction of those outside forces will still not end your powers. Other backgrounds will only benefit from the last portion of this perk (powers that require outside forces will operate undisturbed) as they don't have the required connection to fantasia itself to benefit from all of it.

Human

Creativity (100): You are a highly creative person with a grand inner life. Creative endeavours will always turn out nicely for you and you will never have to fear lack of imagination or writers' block. You may have a huge collection of stories stored away in your mind.

Many roads to Fantasia (200): You will always find a way back to Fantasia if you want. Entering dream realms, astral projections, mindscapes comes easy to you. You may need items of some sort to get you there, but you tend to find such things relatively often. Coming back to reality will also come easier to you, but the way back somehow always tends to be the longer one.

Finding your true will (400): If you are willing to join a great quest, if you are willing to go out of your comfort zone, willing to finally see yourself as the hero and the protagonist of your own story you will face great trials, yes, but you will also find that you will start to grow as a person and more importantly: you will find your true will. Your true will is what you truly truly want. Not all the superficial things that make you happy in the short term, but the thing that at the core of all things is your true motivation, your true guide, your true destiny. Once you've found your will, you'll be whole and no outside forces can ever change what makes you YOU and nothing can influence you to stray from the path YOU choose. You will always know what you or better, the best version of you, should do in order to fulfill your will and true destiny. You are the master of your fate: You are the captain of your soul.

Child-like saviour (600): All of Fantasia can be saved by a single human child. You too can now stave off the death of fantasy, of emotionlessness and of cold pragmatism. You are a

beacon of light, hope, imagination and creativity in a world that lacks it and desperately needs it. Your fantasy and creativity alone is sufficient to hold all of Fantasia, thus all of human fantasy and protect it from the Nothing. You hold the power to usher in a new age of childlike wonder, creative spirit and hopeful dreams both for Fantasia and the human world. Whatever settings you visit will always become lighter, more hopeful, more creative, adventurous and fun just by you being there and bringing your light.

Fantastican

Find your way (100): Fantastica is a crazy place to navigate. It's truly endless with only one fixed middlepoint (the ivory tower), regardless whether an active center makes sense in an infinite realm or not and to make things worse the landscape and distances shift and change all the time. You don't have to worry though: as long as you know where you want to go, you'll always find your way no matter how confusing the circumstances.

Find your story (200): As a creature made of story and dream, you excel at seeing narrative and story all around you. You know every trope and every kind of rhetorical element; any allegory, metaphor or joke. You tend to have a pretty accurate feeling in what kind of setting you're in and what way stories tend to go.You'd be surprised how useful this can be in a land like fantasia and even more surprised how predictably many settings tend to become when you know the way of stories.

Jumper the strong, the speedy and the tough (400): Just like the heroes Hýkrion, Hýsbald and Hýdorn you have a title that signifies one of those three aspects (strength, speed/agility and toughness/stamina) in which you excel. Whichever title you chose will lead you to have that aspect of yourself tripled in scope. This perk can be taken multiple times, either applied over and over to the same attribute or to the two others.

Undying idea (600): You are not one of those normal Fantasticans, a mere dream or fleeting fantasy only living a short life till the dream is forgotten. Just like Artreju being ultimately the archetype of the Hero, you are one of the true great archetypes of human imagination, whichever you choose. You can choose any archetype of jungian psychology to be the representation of (eg. the *shadow*, the *wise old man*, the *child*, the *mother* …). As long as this idea exists in someone's mind and unconscious you will survive as well..at least in Fantasia. Being one of the primary archetypes you will also be one of the last things to die, should the Nothing start claiming all of Fantasia, and are thus highly resistant to things that influence and target ideas. Non-Fantastican backgrounds will find that the ideas, archetypes and ideals they want to represent will be much harder to erase from the world. Should you wish to be a true representation of a hero and a beacon of hope, any acts promoting this idea will be seen by much more people, be more inspiring and will have much grander and larger effects on the world than they would otherwise have.

Werewolf

Terrifying strength (100): You would think a bull sized wolf would be strong and you'd be right. You are especially strong however. Your strength and stamina are truly terrifying and nothing short of extremely powerful magical shackles can hope to contain you. Non-werewolves will notice their strength and stamina, being doubled as well.

Superior sense of smell (200): You can pick up and follow the smell of someone or something, regardless of distance. You don't even require to have smelled them or something they touched before. Just think of what specific kind of person or thing you want to find and you will pick up a trace, always leading you to them. This works on specifics though: If you want to find "the hero tasked to save fantasia" you'll find his trace, if you want to find "a hero" it will be confusing, since there's many traces

Lycanthropy (400): Like the werewolves in the stories, the curse you bear is infectious. If you bite people, fantasticans or other beings you can turn them into werewolves as well, enabling them to freely enter and exit Fantasia and the real world as well as any dreamlands, mindscapes etc.

Home in both worlds (600): Your dual nature as both man and wolf from your dual homes in Fantasia and Earth is now united within you. You don't have to automatically change anymore to fit your environment, but can freely choose in what form you want to appear. As such you can be a giant wolf on earth and a human being in Fantasia or switch and combine elements of your different forms as much as you'd like, so that even in human form you may wield the gruesome strength of a bull sized werewolf. Whatever forms and form-linked powers you have, you can interchange and mix them to your liking.

VI. Companions

Horse (intelligent) (50): A very intelligent and wise horse and just like Atrax to Atreyu a true friend. This horse can also boast to be exceptionally fast and to have great stamina, although not supernaturally so. This horse may be a little bit sad sometimes, so be careful where you ride with it

Canon companion (variable): A canon companion's costs will depend on how much power they hold on a personal level. Taking Bastian, the chubby little boy-saviour of Fantasia, will cost you nothing, taking Fuchur the luck dragon will cost you **200cp**, while taking Grograman, the many colored death will cost you **400cp** and taking the childlike empress will cost you **1000cp**. As a consolidation they will each get an additional **600cp** to spend however they or you'd like

OC companion (100): You can create a new companion. The specifics of their history and personality are up to you. They get **600cp** to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

Companion import (100cp for 1, 200 for 4, and 300 for 8): You can import up to 8 companions. They get **600cp** to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

The Idea of Jumper (300): The allegorical representation of everything that Jumper embodies. All his ideals and abstract archetypes condensed in one Fantastican. This is YOU, Jumper, in your purest form. This "clone" of your true self will have all the powers you have...in Fantasia, but otherwise comes as a blank slate regarding "outside" powers. This companion will always be you in essence and never diverge from what you would do.

VII. Items

100cp items are free and the rest are 50% off for the listed backgrounds

The "Agent of the Nothing" background receives an extra **400cp** for this section

Free all

The Neverending story: The original book by Michael Ende without any meta powers. It's a normal book, but it's a very good one. You can also have a DVD set and a DVD player with the movie versions.

Bring your own stuff: You may import whatever items you possess to gain the properties of the items you purchase here as long as they mostly classify as the same kind of object.

50

Fancy clothes: You receive some flashy, but very comfy and practical clothes. Can be in an oriental style if you like.

Weapons: A set of good, non magical, weapons of your choice. This will also include armor, shields and items for carrying and maintaining your weapons.

The Neverending story of jumper: A book detailing all your and your companions past adventures and exploits. Will update with every jump and magically never take up any more pages than a normal version of the Neverending story book. This will also act as a perfect vessel for the "many roads to Fantasia" perk, making it extremely easy to enter Fantasia. for an extra **50cp** this book will allow any and all beings to enter and exit Phantasia, similarly to the "many roads to Fantasia" perk.

100

Dream picture mine (free Fantastican and drop in): A mine leading deep down into the fundament of Fantasia. You can mine for old and long forgotten dreams here. Forgotten dreams, pieces of art, sights and memories are buried here. You can resurrect beauty and insight that has been lost to the world if you dig deep enough.

Changing house (free Fantastican and drop in): Lady Aiuolas changing house. It's an incredibly comfy, cozy house that is in constant change, always fitting your (minor) needs, but never stopping to change and remodel. Where your bedroom may have been an hour prior, there's now a second bathroom.

Running Snail (free Fantastican): This snail is the fastest thing alive, moving and reacting at supersonic speeds, but it is very small. Great for snail racing though and for very small people.

Horse (free Fantastican, hero and drop in): A normal horse. It's not one of those intelligent speaking horses you commonly find in Fantasia

200

Ygramuls poison (discount hero): A self replenishing vial of this poison. It is deadly within an hour, but allows victims to teleport wherever they want. The teleportation effect is instant and reaches even across the infinite expanse of Fantasia, but not into other realms. You get a self replenishing vial of the antidote for free as well.

The belt Gémmal (discount drop in): This belt turns the user completely invisible.

Magic mirror (discount hero and drop in): This mirror is the same as the one at the gate to the southern oracle. The mirror shows the absolute true form of things, even oneself. Not many can withstand such a truth and it may be confusing at best and soul crashing at worst to see the truth.

Library of stories (discount drop in and Fantastican): A collection of stories and tales from all over the world, existing ones, new ones and forgotten ones. In Fantasia this will make them basically a collection of history books.

Castle Horok (discount Fantastican): a small castle shaped like a hand with many rooms and many windows looking like hundreds of eyes. When inside the castle you'll be aware of all that's happening many hundred miles around it

400

Magic armor squad (discount fantastican; free for "control empty vessels" users): 30 big very durable, strong, self repairing and autonomous sets of armour following your command.

Fantastical Selen (discount hero and fantastican): Fantastical selen is an indestructible material, which only reacts to someones will; the less you want to pass or cut through it the

less it resists and vice versa. It is relatively rare even in Fantasia and only the gate on the way to the southern oracle seems to contain enough to make a whole door of it. Selen will always be indestructible, just its “pass-through factor” will change. You get a crate full with 100kg of this stuff, replenishing each year, to form whatever you want with it. For an additional **+200cp** you get a seperate, replenishing, crate full of selen, which is keyed to your own will and no one else may influence it. You can change its form according to your will and change its density and pass-through factor however you like. The more of your will you pour into it the harder and sturdier it will become and will remain that way until you wish to change its form and density again. This change can be as quick as your will and imagination allows. You can also combine both forms of selen, so that it has a base strength depending on your will and only further hardens the more anothers’ will clashes against it.

The sword Sikanda (discount drop in): This sword has a will of its own and even fights on its own, leading the users’ arm in the process. It can cut through everything and negates magic and regeneration. It can however never be drawn actively else you ruin it. It will spring into your hand on its own, when it deems it necessary and justified. Against active life-threatening danger you can expect to spring into your hand. Should you try to fight your friend, the sword will remain sheathed.

The stone Al’tsahir (discount drop in): This stone opens any door and has the saved up light of a thousand days in it. You may control its luminosity at will, even releasing all those thousand days of sunlight in a giant flash or concentrated beam. The stone automatically and continuously absorbs light and every jump it will automatically come with 1000 days of sunlight saved up, should you have spent it already.

Invisible guards (discount childlike empress): You gain the loyal services of seven highly trained, invisible and inaudible guards. They never need to rest and require no sustenance or air. They are equipped with various weapons and armor, equally invisible and inaudible.

600

Water of life (discount drop in): The waters from the fountain of life on the inside of AURYN at the crossing to the human world; the only place in Fantasia the childlike Empress can’t enter. You’re lucky to get this great power so easily, since the fountain normally only grants its water to those it deems worthy. The waters you receive heal all emotional and psychological damage, any form of trauma and any mental illness permanently and the water lets you find, rediscover and accept your true self, which is also the absolute best version of what you are. You get enough for yourself and one other person as well as two more portions each jump.

Ivory tower (discount childlike Empress) : An indestructible gigantic tower in the middle of Fantasia. It’s impossible to see the top and no one can ever see the entry to the throne room, unless you want others to see and find it. The ultimate safe space. The throne room has no windows, so you’ll need other means of knowing what’s happening around you.

Entry ticket to southern oracle (discount Hero): You have forgone the need to pass the three gates: the gate of the sphinxes, the gate of selen and the gate of the mirror, and you

gain direct access to the incorporeal voice Uyulala, the all knowing southern oracle. The oracle will tell you the absolute truth to one question you have. No, worries you can ask follow up questions to clarify the initial answer. You do have to talk in rhymes however. Each jump you may ask 1 question.

800

AURYN (discount drop in or hero): AURYN makes any who wear it completely immune to all harm in Fantasia as it is a medallion that holds the power of the childlike empress herself. A fantastican holding AURYN will be seen as a direct representative of the empress herself, with all Fantasticans being highly respectful to you and helping you in your journey as much as possible (as long as you don't directly interfere in their business). A human holding AURYN will receive the power of the empress, being able to wish for anything in Fantasia and it will immediately and retroactively come true. Be warned: each wish a human makes with AURYN will cost him one of his memories and being left with no memories will strip you of your Self, leaving you lethargic, lost and aimless for the rest of the jump. Each new jump you will get your memories back, should you wish to continue using AURYN this way.

A werewolf holding AURYN can freely choose whether it works for him like for a Fantastican or for a human. AURYN will have no effect for a childlike empress/emperor, since all the powers of AURYN are already part of the childlike Empress/Emperors power, without the side effect of memory loss.

Of course AURYN will also only protect you in Fantasia against things the childlike empress actually holds dominion over. You wouldn't be protected against humans, werewolves or other beings who have entered Fantasia. Outside of Fantasia it will protect you against direct attacks on your own mind and inner life (this doesn't include the "soul").

Piece of FANTASIA! (discount childlike Empress/Emperor): A walled section of Fantasia and at the same time a concentrated version of it in its entirety, with the most vital and important aspects, ideas and structures of the infinite land of Fantasia being present in this limited section. Like a land of pure platonic ideals it bleeds into the rest of Fantasia and the human world, yet is cut off from it. As it is cut off, it can't be influenced by something like a lessening of imagination. This piece of Fantasia and the ideas it represents are truly eternal, having existed before the ancestors of humanity first dreamed of tomorrow and fated to exist even after the heat death of the universe. Very powerful attacks to the very nature of these concepts might still harm it. In future jumps where there already exists a Fantasia equivalent that is ruled over by someone, this piece will be completely exempt from foreign rule and influence, but copies of the most important structures and ideas in those other realms will nevertheless appear in this section, transformed to fit into the Fantasia as described until now. This realm still hasn't a defined size, since Fantasia is in constant flux and distances in Fantasia follow narrative structures more than they do actual length, but it definitely isn't infinite. As a childlike Empress you may choose this as the seat and center of your power (and of your own body to stay with the body analogy). Other backgrounds may choose to automatically always arrive in this piece when they want to cross over into Fantasia.

The Neverending story (discount drop in and Fantastican): This is not exactly the book by Michael Ende, yet somehow it is. It is the book within the book. The one Bastian holds in his hands but at the same time the one appearing in the story he reads. It's the book the Old One from the wandering mountain writes and bastian reads. If you purchase this, this will turn into your book and your Neverending story. It updates in each setting and details all the events past, present and future of the setting, including all the actions the jumper has taken, currently takes and will take. This will be a perfect account of all of jumpers' deeds and adventures and the events outside of his direct influence. Once per jump you may choose to look into this book and choose to either see all the events in the past until the present moment, thus unveiling secrets, conspiracies and plots and find hidden treasures and missing people among other things OR choose to see what will happen in the future of the respective setting from the present moment onward. Be warned: As long as you don't have some sort of anti-fate perk, looking into the future will merely cause you to know what will happen without the ability to prevent it. How it will interact with anti-fate perks I will leave to you.

VIII. Drawbacks

Movie adaption (+0): This story now takes place in the movie versions of this story, television shows or whatever adaption there might be.

Movie adaption, but you're Michael Ende and you absolutely hate it (+100): Same as the movie adaption drawback, but you share the original authors' disgust regarding the movie and now the setting. You will agree with him when he calls it "A gigantic melodrama made of kitsch, commerce, plush and plastic". Have fun for the next 10 years!

Bullied (+100): You're being severely bullied. The bullying will affect you emotionally and you can't get rid of the bullies. If you try to flee they'll follow somehow. If you kill them, new ones will pop up.

Chubby (+100): You're a little chubby and much more unathletic as a result

Illiterate (+100): You can neither read nor write. If you require a written medium to reach Fantasia, this will require you to find other options. Other than that, not being able to read is no fun.

Ugly (+100): You are not very nice to look at. This will make you quite shy as a result.

Thief (+100): Whether justified or not, you'll be generally known as a thief wherever you go. That is shameful and people will distrust you.

Dead parent (+200): One of your beloved parents died. Not only do you have to deal with the sadness that comes with that, you'll also have to deal with the emotional coldness of the parent that's left. The waters of life may save you and them from this emotional state.

Emotionally distant (+200): You yourself are emotionally stunted and distant. It's hard for you to feel anything but emptiness. Your friends can't help you and will suffer because of it.

Wanting to be loved (+200): Truly you want nothing more to just be loved and you'll search for approval, appraisal and love wherever you can get it, even from people who'll just use you. This will make you not only very vulnerable but all too willing to trust others in search of love.

Aphantasia (+200): You are not capable of envisioning things. You lack dreams and imagination. This corresponds to being severely crippled in Fantasia.

Lost (+200): Fantasia truly is a confusing place, but whether you're in Fantasia or not, you seem to never find the right path. I hope you have good guides with you.

Gmorks prey (+200): Gmork, the great werewolf, will hunt you down. No matter in which world. He's smart and will never put himself in direct danger or run into any all too obvious traps. He also knows how to lure people out of hiding. For an extra **+300cp** he will have the "death of fantasy" perk as well.

Amnesia (+300): You barely remember who you were and who you are. You only hold one single memory, vaguely reminding you of a quest or something you want. You will have to find clues to your old self somehow. For an additional **+300cp** you lost all of your memories and therefore all that makes you YOU. You are sent to the "old emperors city", a disturbing city full of strange confusing architecture where all the humans who wore, used and abused AURYN in ages past reside wandering around confused and babbling like madmen. You will need a friend or companion to bring you back some of your original memories, maybe in the form of dream pictures, or you will spend the rest of your chain with no memories of your prior self.

Fantasia: realm of horrors (+300): During your stay here in Fantasia you will encounter all the worst nightmares and monsters humanity has ever dreamed up. You will find little of the fun, light and adventurous side of humanities imagination as long as you're here.

Nameless (+300): You've lost your name jumper. Not the name you carry here, but your True name, the one tied to your essence as being a jumper. Without this name you will have no access to any out of setting power as long as you're here. Not even those with the ability to find and grant names are able to find it.

Loneliness (+300): Like Grograman you suffer from ultimate isolation and loneliness. Whether it's a result of your power, of the location you're in or due to some other circumstance, nothing can approach you closer than a 100 miles. Like Grograman you can still move around, but everything will avoid that 100 mile radius. Should you have taken any drawbacks that give you direct enemies or other challenges that would be negated with these drawbacks, then this drawback won't work on them, leaving you alone in your fight against those enemies.

I need a hero (+300): For some reason you can't succeed in this jump without outside help. Whatever your goal is, be it finding a cure for a mysterious sickness, gaining a new name, overturning a country or even destroying or saving all of Fantasia, you won't be able to do it on your own, no matter how powerful you are and what influence you possess. Whichever goal you have must be narratively fitting and it must be vital to you at least in some aspect. You must summon a hero of some kind, fitting the challenge (finding a cure might be a great

job for a greenskin warrior, while saving all of Fantasia is only possible by a human child) to do the work for you. Pray that they're able to save you or that they are even willing or capable to come to your aid.

The unstoppable Nothing (+600): The world has succumbed to the Nothing. The Manipulators have won. There's only grey industrialism, cold pragmatism, distant relationships merely for convenience and a general air of hopelessness and defeat left. Fantasia will only remain as a small island around the ivory tower. Saving Fantasia now will be much much harder than just finding a name for the childlike Empress. You have to actively find new motivation, hope, wonder and fantasy for all of humanity and slowly pull it out of its misery. If you don't succeed before the 10 years are up, Fantasia will be lost forever.

IX. Notes

Sorry for the extensive note section, but it's a complicated book, working mostly on allegory and with fantastical elements, and pinpointing powers is very hard; so i think this is important to understand several implications of the setting.

This jump is based on the book "The Neverending Story" by Michael Ende

Fantasia:

Fantasia is a limitless realm erected on the foundation of every dream humanity has ever dreamt. Fantasia as described by Michael Ende is a second, no less real, spiritualized form of reality, the so-called "inner world", in addition to the physical lifeworld of people, which he calls the "outside world". It is the realm of fantasy. Fantasia and the human world are two sides of the same coin, inside and outside, which could not exist without each other. It is not a transcendent realm, but part of this world. This form of reality includes and reflects human imagination, human psyche and human dreams. So it's not really just a fantasy-dreamworld. It is half that and half something like a platonic ideal or jungian archetype world that is heavily influenced by human thought and experience but in turn also influences human notions of things. So while in the book we don't see a representation of every single human fantasy, wishe, thought and idea residing in Fantasia (it's not that kind of book), at least in theory they should either be present or at least the archetype that most closely represening it, since Fantasia is the manifestation of the collective human consciousness/psyche. Every single product of the human mind; every movie, book, comic, every piece of music and art, every dream and thought should be found there in its eternal vastness, maybe unchanged, maybe abstracted to its barebone archetypes and storylines.

> Fantasia or Fantastica?: It's interchangeable. It's called Fantastica in the english version of the book, and Fantasia in the movies, which is closer to the german original "Phantásien". I personally prefer Fantasia, while I'd prefer to refer to its

inhabitants to Fantasticans rather than Fantasians. Feel free to call it and them whatever you like though.

What happens if all the humans die?: Fantasia and the childlike Empress die. Even the erosion of fantasy in general will do that.

What happens to the human world if Fantasia is somehow destroyed?: The world won't end, but the world "as we know it" will. It will end in what Michael Ende feared most: A world of cold calculation, corporatism and pragmatism devoid of all feeling, hopes, dreams and imagination.

What happens to a Fantastican if the fantasy he is based on vanishes from earth?: They would die or more likely change. Change is quite common in the story and characters morph into different things quite naturally as ideas in the real world do.

What happens then to an idea/fantasy in the human world if the corresponding Fantastican dies?: The idea/fantasy will vanish in the human consciousness. This doesn't mean the idea/fantasy can't be rediscovered/dreamed up again. Death isn't something quite as permanent in Fantasia as it is in our world. It happens, but more likely the Fantastican transforms. Being forgotten most resembles death in Fantasia. This is NOT a conceptual kind of thing in the sense that the true concept will be erased from reality itself, only from the minds of people.

Entering and exiting Fantasia:

Only werewolfs can freely and easily enter and exit Fantasia as they wish. Fantasticans and the childlike Empress are completely unable to exit Fantasia, the only exception being by being swallowed by the Nothing, resulting in Fantasticans to appear as lies in the human world, a twisted mockery of what idea they originally represented. Humans with much imagination, such as Bastian can enter Fantasia through many ways, but require a medium like the Neverending story to do so. Exiting Fantasia however seems to be quite complicated and requires them to finish some quest or learn some lesson.

Should you have chosen to be a Fantastican or the Childlike empress you will need perks like "Lycanthropy", "Crossing the barrier", "Many roads to Fantasia" or out of setting powers to enter the human world in this jump.

So what if i don't have those perks and have the Fantastican or Empress background?: For the remainder of this jump you'll remain in Fantasia (if you've rolled Earth as a location, then you'll be stuck there and any directly dream related powers will be pointless). In future jumps you will be able to switch into the corresponding altform and through a long process, similar to the "many ways to fantasia" perk you may find your way back into Fantasia. So in future jumps you'll automatically be ensured to go from one realm to the other by switching altforms, but you don't automatically start going into the other realm just by switching form if you don't want to!

Fantasia in future settings:

You may choose Fantasia to be only the reflection of human imagination, dreams and desires or of the imagination of all beings capable of such a thing. Since Fantasia is the reflection of human imagination, different settings will heavily influence and change what it, its inhabitants and the childlike Empress will look and be like. If a setting has no equivalent of Fantasia, just assume that now it is there (and therefore always has been there) in a form that of course fits the settings' collective consciousness. If a setting already has an equivalent of Fantasia, such as the Dream in DC, then Fantasia as such wont manifest there fully, but elements of it will bleed over and the childlike Empress will always hold some amount of power over it. If you have purchased the piece of Fantasia item, it will become a walled off part of the overall Fantasia-equivalent in those settings.

> How items work after this jump: If you paid cp for an item on offer in this document it will work as described in future settings, not only in their Fantasia equivalent but also in the corresponding reality. So a belt of Gemmal, if purchased here, would turn you invisible even outside of Fantasia. If you steal, create, buy in jump (not with cp, but with money) or otherwise obtain Fantastican items here or in the future its functionality will be limited to Fantasia or the Fantasia equivalent (unless you pull it out with the "crossing the barrier" perk). Items that clearly only work through their interaction with Fantasia, such as AURYN, will ONLY work in Fantasia and Fantasia equivalents in future settings. So AURYN will grant protection in the mindscape/dreamworld/astral projection realm/fantasia of future settings, but this won't carry over to the corresponding "real" world in those settings and will only protect the wearer from attacks to his inner life and mind in the outside world.
>
> > AURYN will protect me completely in future settings?: Again it will only protect you in Fantasia in those settings. How much protection it will grant you in future settings will depend on whether the setting already has a Fantasia equivalent or not. If not, you can assume absolute protection through AURYN, since Fantasia will be "inserted" in the setting (thus always having existed) and thus the childlike Empress power over it and therefore AURYN'S protection will be absolute. If the setting already has a Fantasia equivalent, this protection will completely depend on how much one can assume the childlike empress having power in that settings' Fantasia. Some settings Fantasia equivalents have no ruler, something like a general astral realm for example, and the Empress might carve out some rather impressive piece for herself to hold power over since she would automatically be one of the strongest beings there, thus resulting in still impressive, but not all powerful protection through AURYN, depending under whose "jurisdiction" you are. In settings where the Fantasia equivalents already have an all powerful ruler, again like the Dream in DC, the childlike Empress is unlikely to hold any real power, though likely some, and thus AURYNs protection will be moot for the most part.
>
> > How perks work after this jump: If the perks clearly require interaction with Fantasia, like "Death of fantasy", they will work only in Fantasia and its equivalents (and thus also on the human mind level), though this will of

> course interfere with the real world. “Death of fantasy” will for example also work in making people around you less creative in the real world, but you can’t just erase things in the real world with it. If the perks have no such limitation, such as “magic” or “control over empty vessels”, they can also be applied to reality in future settings. The latter also includes the powers of canon fantasticans and your OC ones. If you’ve purchased the Fantastican background with a certain power in mind, this power will work in the “outside world” as well. If you're a luck dragon you can still exist outside Fantasia after the jump and fly around and spread luck and happiness, since those powers aren't directly tied to dreams/fantasy. Same with other forms of powers on purchase from the jump.

All powers and Altforms that are inherently deadly or destructive, such as a sphinxes gaze or just being Graograman, will be freely toggleable!

The childlike Empress:

You are the absolute Lord and true center of all of Fantasia. You are the embodiment of and master over all of humanity's wishes, dreams, desires, fantasies and ideas...with all the powers and weaknesses that that entails. In Fantasia you are basically invulnerable. Fantasticans, dreams, ideas etc. all bow to your rule and are not only unwilling, but unable to harm you; this will in future settings extend to beings, items and attacks that are in some sort based on dreams, wishes, astral projections etc. Beings from outside of Fantasia like humans or werewolves entering fantasia could theoretically hurt you, but hurting you is like trying to hurt all of the infinite realm of fantasia (which some might be able to do, so be careful of strange visitors). You are completely immortal until all imagination dies. You are Fantasia and Fantasia is you. It’s like the whole realm is an extension of your body. This gives you all the strengths and shortcomings you can imagine with that.

In future settings Fantasia may extend further than just humanity and include any inner world (inner world here refers to the definition of the concept of “Psyche” not some of the more esoteric stuff you’d find in other settings), dream and fantasy of any being capable of such a thing. Depending on the setting this will change how Fantasia and thus YOU will look and be like and what fantasies lie therein. Very fucked up and evil settings will change fantasia into a nightmare realm, while comfy settings will change it into a nice fluffy kind of dream world. In future settings your degree of power will also vary. Sometimes you’ll be very weak, when almost no one is left alive in the setting, or fantasy is not commonly found and sometimes you'll be a completely godlike figure in settings with many more humans or other beings capable of imagination and in settings with very powerful fantasy and powerful ideas and aspects.

> >Bleak post apocalyptic setting with little hope, imagination, dreams and even not many humans left?
>
> Very weak Empress, practically powerless, almost dead
>
> >giant, universe- spanning setting with many creative civilizations?

Very powerful Empress

Can you manipulate all of mankind?: Yes...and all of mankind "manipulates" or better changes you (without any further purchases). Again it's more of an indirect control by ruling over humanities wishes, fantasies, dreams and desires, not direct puppeteering mind control. But this control will always only extend in so far as you can control yourself (in body or better character).

The “Piece of Fantasia” item will help ward off most unwanted changes to you, as if you would have a protection around the most vital parts of your body, when entering other settings and this will always ensure you a safe space of sorts.

>Give me specific examples of what the Empress can do, not this vague stuff!

Ok, the Empress herself doesn't do anything really in the book BUT Bastian, when he comes to Fantasia receives AURYN which gives him the power of the Empress at the cost of his memories.

Some examples of what Bastian does in Fantasia:

-Makes himself athletic and pretty (with extravagant clothes)

-Makes himself courageous

-Makes himself wise, being able to solve ancient mysteries and riddles entire sects of scholars couldn’t solve

-Creates the entire vast night-forest Perelin, the desert Goab and Grograman, the many colored death and indirectly the sword Sikanda (indirectly as in: he didn't even wish for it, but it was always destined for him to find it, so it was probably his subconscious that created it)

-Creates the silver city Amarganth, with all the background characters needed for its existence, like the ugly Achris who cry so much, because of their ugliness, that they filled a whole lake around the city with acid tears

-Creates the stone Al'Tsihar, gives him a name and uses it to unlock an ancient library, whose doors nobody could open before, holding countless of his own made up stories inside (a massive treasure for the storytellers in the silver city)

-Makes himself stronger, tougher and more agile than the heroes Hýkrion, Hýsbald and Hýdorn defeating them one after the other in a tournament.

-Creates the powerful witch Xayide, with her power over every empty vessel, her castle Horok and army of animated armors just so that he has an enemy he can fight and prove his might.

-Creates the lady Aiuola and her changing house out of his wish to be loved. She's a woman made out of plants and fruits, who loves, feeds and pampers him like a doting mother.

-Transforms the ugly and incredibly sad wormlike beings called Acharis, who constantly lament their fate and cry acid tears, into beautiful, fun, but kinda annoying butterfly like creatures.

-Blesses his old mule-mare, he used to ride on, so that once he leaves her, the most beautiful horse in all of Fantasia falls in love with her and she has strong children (even though that should be impossible for a mule)

Everything he wishes for happens immediately and retroactively, meaning that a wish for a city will result in it "appearing" but also having a long history of always having been there basically.

Whether or not you believe Bastian wasted the potential of AURYN (being just a 10 year old boy and all) and the true power of it and the Empress should be much grander, for convenience sake those examples will serve as a hard-ish cap of what power the childlike Empress holds, what she can do in THIS setting (and worlds similar to it) and what kind of beings, changes and magics she could bring through the other world with the "passing the barrier" perk. As described above future settings will heavily influence the power and reach of Fantasia and the Empress, for better or worse. Despite this cap in active power, the passive protection in Fantasia against all products of Fantasy will remain absolute.

The Nothing:

The Nothing is Michael Endes' allegory for how the modern world (and the manipulators behind this development) kill any sense of wonder and imagination in people. When fantasy lessens in the human world, the childlike empress falls sick and all over Fantasia holes of nothingness will appear (hurts the eyes since you can't just focus on "nothing") even inside of items and Fantasticans and slowly spread and swallow more and more of it until almost all of Fantasia is gone, the ivory tower and the childlike empress being the last to be swallowed. This can be remedied by a human child giving the childlike empress a new name. Whether the sickness of the Empress causes the Nothing and thus a lessening of imagination in humanity or a lessening of imagination causes the sickness of the Empress is a chicken/egg kinda thing.

If a human or non-Fantastican were to fall into the Nothing, they won't get erased, but they'd lose all fantasy, creativity and imagination they possess. Same goes for werewolves in human form. If they fall into the Nothing in their Fantastican werewolf form, they'd get erased as well.

The Nothing has no real weaknesses, except just a renaissance of creativity, imagination and romanticism in the human world (allegorically presented as Bastian giving the childlike empress a new name). The Nothing is more like a force of nature or better a force of society. The Nothing is just an integral part of how reality and fantasy interact.

Manipulators:

It’s a vague term Michael Ende uses in several of his books for the people that conspire against humanity to destroy their dreams and hopes, steal their time and make them subservient in general (It’s almost certainly an allegory for hardcore industrialist capitalists). They are the bosses of Gmork the werewolf and intend to spread the Nothing, in order to destroy Fantasia and enslave humanity. Fantasians that are swallowed by the Nothing enter the human world as lies. Manipulators are said to perfectly know how to best use those lies to make humanity subservient to them

Crossing the barrier:

In order that this perk isn't completely broken, enabling you to literally pull anything you can think of out of fantasy, this perk is tied to your own power. So a human can bring relatively mundane, and slightly magical things with him easily. A powerful witch can bring moving castles and armies of magical armor with her and well the childlike Empress could bring very much and very powerful magic beings with her, but again...not stuff like "i'll just think of the infinity gauntlet and make it a reality" You can think of it, and the idea of a powerful gauntlet (that may even work as intended in Fantasia itself) might manifest in fantasia, but it would be impossible for even the empress to bring it into reality.....if you were as powerful as someone already wearing the true infinity gauntlet you could of course, but then it would be moot.

> As an easy rule of thumb: If the object, magic, effect or Fantastican is at the same or lesser level than you are, you can bring it into the other realm relatively quickly and easily. If it's more powerful, this will take a much longer time and effort with it becoming exponentially harder and more time consuming the more powerful the object is. This perk won’t be hard capped at one's personal power level, since the basis for it being Bastian bringing the waters of life with him already proves that a normal human can bring exceedingly powerful magic with him into the real world; it’s just very difficult.
>
> Crossing the barrier+childlike Empress: To further clarify this point: See the notes section of the childlike Empress again for an explanation of the extent of power you’ll get. Yes she is the powerful master of an infinite realm, that doesn’t mean she can pull infinitely powerful stuff out of Fantasy. She is Fantasia and Fantasia is her. Remember the body analogy: Fantasia is like an extension of her body, so by pulling stuff from Fantasia into reality she basically rips chunks out of her body! Not only that, but ripping stuff out of Fantasia, means that it’s suddenly missing from the human mind and consciousness. She has a big and powerful body so she can tear large and powerful chunks out of it without much issue; manifesting entire sections of Fantasia and powerful objects, items, magics and Fantasticans would be all be possible for her (again see notes above) but throwing vital sections of her body into reality won’t be possible for her and will be near suicidal. This is all before any other purchases. “Commander of dreams” would help a lot with that. Also remember that in future settings her power will change so remember to factor that in.

Fantastican race option:

Here are the Fantasticans mentioned in the race section you can model your appearance and power after or in that line:

-Stone biter: Big burly semi giants with a body of stone. They eat rocks for sustenance. Comparatively slow but nice fellows.

-Giant turtle: Like the ancient Morla, a turtle the size of a small hill. They can grow older than almost anything. Have the strange ability to exude their emotions in material form, enough that with long time entire sections of Fantasia form around it. Morla created the swamps of sadness through her own depression.

-Luckdragon: Like Falkor, they are big silver lung (chinese) dragons that can fly at great speed. All of them are very jolly fellows with unquenching optimism and positivity. They tend to be very lucky, not plot breakingly, but still. They share their luck and happiness with others around them and all who hear their bell-like voice sing.

-Wind giants: Giants entirely made out of wind and storm clouds as big as the biggest cumulus clouds. They constantly fight amongst each other in endless brawls that lead to nothing. They can move at great speeds and create extremely strong gusts of wind, rain, hail and lightning. Very self absorbed, pretty stupid and generally uncaring of anything other than their fights.

-Ygramul, the many: A giant hivemind of countless silver insects of some sorts. Can rapidly “change shape”, create vast nets strong enough to trap a luckdragon and administer a poison that is 100% deadly if not treated within an hour, but ensures everyone that is poisoned to teleport himself wherever they want within that time frame (a secret Ygramul of course doesn’t want her victims to know)

-Sphinxes: Big creatures with a lion's body, wings and a woman's face. Only other sphinxes can stand their direct gaze. They know all the riddles in the world and to look into their open eyes will freeze anyone, as all those riddles flood into their mind, only being able to move again once they solve all of them in their mind. They are capable to unmovingly stay put in place for eons.

-Grograman: Grograman the colored death is a lion bigger than a horse that lives in the desert Goab which is made up of many dunes of differently colored sand, spanning farther than the eye can see. Graograman can never leave the desert, since he “carries it within him”; it basically follows wherever he goes. ANYTHING and ANYONE, magical or not, short of the childlike Empress and people wearing AURYN, will immediately turn to sand should they enter the desert. Each night the lion dies, the desert makes place for Perelin, the night-forest, full of fluorescent plants and each morning the lion arises anew, with the night-forest dieing and the desert taking over again. Grograman didn’t know of the existence of the night forrest until Bastian told him:

> *“Lord, I see now that my dying gives life and my life gives death and both are good. Now I understand the meaning of my existence. I thank you”*

Other stuff:

>If we have "things you kill stay dead" perks with that work to keep A bad idea from coming back?

Probably, yes. That should then also prevent people from ever rediscovering and rethinking that idea.

>Neverending story

>The jump ends

Weak.

Thanks for reading, now go back to the first line of the jump and read it again for your ultimate “Neverending story” experience

-HDManon