A Gift of Many Faces

CYOA by the group known as Legally Distinct Entity
Jump by dragonjek
V1.0

Congratulations! Rather than simply going to a new setting this jump, you get to completely design one of your own. In this reality, there is something known as a "world shaper", otherwise-ordinary people who are born with a special purpose; to design new worlds, allowing groups of higher beings to use their powers to create without engaging in destructive squabbles with one another over whose vision for the new world is superior.

You will have the opportunity to design a new setting, selecting who among five gods should have control over each section that determines what the new world will be like. The world will be newly-created, yet will still possess a past and history, and a host of inhabitants; you don't have to worry about arriving on a barren rock.

You are the world shaper chosen for this about-to-be-created planet; there is no pre-existing setting to arrive in (you appear in a safe, flat plane that resembles a field of stars to meet with the gods here and make your decisions to direct them in molding your world), and as such there is only one origin, that of the World Shaper. You will stay in this world of your design for ten years, and have **+1000 Creation Points** to spend on options in this jump.

It is up to you whether you have a history on a relatively mundane Earth before being whisked away to become a world shaper, or if you are simply dropped into the setting as you are.

Note:
This jump is meant to be played together with the CYOA *A Gift of Many Faces*, by the collection of authors with a group name of Legally Distinct Entity.

Favor

There may be no origin choices, but there are 14 sections to split among 5 gods; you cannot split them evenly, so unfortunately must decide on a god whom you favor the most.

Steampunk:
They are the god who represents humanity's physicality. They are the incarnation of working with one's hands, of molding the physical, and using the knowledge of the past to create the present.

Domain:
They are the god who represents making the world your own. They are the act of controlling the world around you, and deciding the degree to which this new reality will bend to what you desire from it.

Magitech:
They are the god who represents creativity. They turn the wonders of the mind and imagination into tangible reality. They focus on the future and imagining what could be, but is not yet.

Eldritch:
They are the god who represents the world's horrors. That which is creepy, horrific, terrifying, or monstrous. They embody concepts beyond the understanding of mortal minds.

Comfy:
They are the god who represents the kindness of the world. They create calm, happiness, and all sorts of pleasant things. They generally embody a form of order, although with a streak of just enough chaos to prevent that order from becoming stifling (for such a thing would not be comfortable at all).

Location

You will design the world you arrive in, and can place yourself anywhere within it that you desire. If you want to leave the nature of your world up to chance, you can roll for it; there are 14 sections, each with 5 blessings and 5 curses. For each section that you determine randomly, you receive **+100 CP**. You randomly select one blessing in each section for free. If you want to roll for another blessing, you must first roll for a curse in that section (rerolling any curse that is connected to the same associated blessing). You do not gain extra points for rolling for these extra curses and blessings in a given section.

Perks

You receive a 50% discount for perks associated with the god that you favor. Discounted 100 CP perks are instead free.

General Perks

World Shaper (Free):
For each of the world-altering sections of the CYOA that you select, you gain the ability to apply that option to a future setting you go to. You can apply one such option for free to each jump, chosen at the start of that jump; however, for each additional **-200 CP** here, you can apply another option to each jump. These options can be blessings or curses; however, you are only exempt from their effects only if you took the Exceptional personal power from the CYOA. Any option that specifies “human” can be made to apply to any species of sophont intellect.

Shouldn't That Be Lethal? (Free):
There are a number of options in the CYOA that should completely doom any world cursed with them; one option causes the weather to alternate between severe extremes of temperature and precipitation every week, and it is highly unlikely that enough plants would thrive in such an environment to feed an entire population. This guarantees that options in this CYOA, and in future jumps, that seem like they should result in a massive depopulation effect or drive everyone to extinction just... don't. Things work out to keep society and the planet alive. Things won't necessarily be pleasant, but they will be survivable. This obviously doesn't apply to options that *explicitly* cause depopulation, extinction, or similar events, but anything that could be considered to be “the author overlooked the actual consequences” of an option, will have its logical consequences beyond the immediately obvious simply... ignored.

Unless explicit changes to technology or societal advancement is mentioned, then society will still somehow have advanced to its “correct” level, even if realistically reaching such a level of infrastructure should be impossible. You don't have to worry about how technology would have developed or how fire would work when all the normally-flammable plants are made out of metal, or how infrastructure could ever be developed when the weather is actively hostile to human success.

Power Beyond Reckoning (-100 CP):
You gain an additional point to spend on personal powers in the CYOA, to be applied to any god's powers that you desire. Some personal powers function differently in future settings; such options will be detailed in the Notes section. This option may be taken

multiple times.

Who Needs Curses? (-200 CP):
You can select a single additional blessing in the CYOA without needing to take a curse. You do not gain a point for personal powers for selecting a blessing in such a fashion. You can take this more than once. The interactions of blessings and curses with your chain will be listed in the Notes section.

World is Mine (-200 CP):
You have shaped this world according to what you thought it should be; shouldn't the options you chose provide some personal benefit? Select a blessing or curse that you chose (or rolled for) from the CYOA. You gain a special ability, unique to you, based upon that option. These abilities will be detailed in the Notes section. You can select a blessing or curse you don't already possess for **-200 CP** extra. You may purchase this option multiple times, paying the extra cost for each option you don't possess. If an ability has a non-specific duration, you may end it at any time.

Steampunk Perks

Skilled Handicrafts (-100 CP):
The god known as Steampunk is, amongst other things, the god of working with your hands. As such, you now possess great skill and knowledge in all fields of craftsmanship that you do by hand. It doesn't matter whether you're working at a forge, sewing a quilt, building a house, or cooking a meal; as long as it isn't all done by a machine or by supernatural forces, it qualifies for this perk. Furthermore, such endeavors take 10% less time to complete.

Today is Born of Yesterday (-200 CP):
The past shapes the present. People are molded by their previous experiences, and a society's history determines the decisions they make in the future. As such, one of the most potent tools for shaping the current day is to know what happened before that.

You can cast your mind backwards in time to observe scenes in the past. If you're someplace you haven't been before, you can only observe events by specific date and time. If you've been someplace for a few weeks, you can observe events by relevance to the problems you're facing. If you've been someplace for a few years, you can search anything that ever happened there, regardless of what or when it was; even as vague a goal as “I want to see the best meal ever eaten in this city” would show you the scene, even though you don't know when it was, or if it had no particular relevance to the

problems you're faced with. You can experience these visions with as many senses as you like.

A Modern Pygmalion, A Contemporary Geppetto (-400 CP):
You have a bare spark of the divine in you, allowing you to create life! When you craft something with the proper intent, and your craftsmanship is at the level of a master, you can share your spark of life with your creation. This will grant it animation, mind, emotions, and even a soul. If you intend to create a beast, its mentality will be that of an animal; craft a person, and their intellect will be a match for any human being.

They are a form of synthetic life rather than biological, but are still capable of dying, of feeling, and of loving. Their body can be as hard as the material of their creation, or as smooth and supple as the softest flesh. As long as you craft what resembles genitalia, your creations will have internals that function to allow for sex, and even for reproduction. It is up to you whether your creations view you as an owner, a friend, a parent, or a lover.

The precise details of these synthetic life forms will vary depending on your intent, your craftsmanship, and the material from which they were made. A bird made of paper may be able to fold up to slip through cracks, a woman of iron might be able to eat iron dust to heal from wounds, and a wooden monster might float. Your creations can alternatively be considered to be of the material of their construction, or be made of flesh, whenever it is most beneficial to them.

Clockwork, Steampunk, and Cassette Futurism (-600 CP):
You have a deep understanding of technology—not only that of your world, but of any world that you go to. What's more, you have the ability to make machines from one branch of technology function through the use of another branch.

For instance, you can make a functional AI based upon a steam engine—and contain it in a small enough container to allow for the creation of steam-powered robots. You could use computer science to create spaceships that use apps and programs to fly through the sky in place of rockets or thrusters. You could make diesel engines that produce power equal to any fusion reactor, and produce an “internet” forged from clockwork machines, without any use of electricity whatsoever.

Domain Perks

Foundation of Power (-100 CP):

The god called Domain has a general focus on establishing control over the rest of the world, and making it into your own. As such, you have exceptional skill and knowledge in the areas most fundamental to establishing control over the world; agriculture, animal husbandry, training animals, hunting, lumberjacking, mining, fishing, and otherwise the harvesting or harnessing of resources, or establishing control over nature. When obtaining resources from nature, you receive roughly 10% more resources than was actually present to harvest.

Not Without Purpose (-200 CP):
Everything that exists will have a use for you. If you have a surplus of pennies, you may find a weapon that operates exclusively by converting pennies into power; if you collect toenail clippings, you may discover magic that allows for establishing a sympathetic connection between the components of a thing and the whole. The animals you encounter will always have uses, the people you meet will always be able to be turned towards your ends in some fashion, and every monument either hosts some resource you can exploit, provides some benefit for owning, or will otherwise improve your nation in some manner. Nothing in this world is useless.

Now Serve Me (-400 CP):
The world and the things within it can be turned towards your purposes. By using an object, over time it will become more effective at the tasks you use it for; a computer may operate more swiftly, a sword may cut more deeply, and a pen may write words that are more persuasive than before.

Directly making use of something isn't the only way to apply this. By speaking with objects, telling them what you want them to be like and imbuing them with your intent, you may slowly change them over time. Eventually, you could accomplish deeds such as giving animals sentience, changing their appearance, or turning a tree into a dryad, although such tasks would take years.

Endless Refinement (-600 CP):
To improve and control the world, one must first improve and control themselves. You are capable of training yourself beyond what the normal laws of your home reality would dictate. No matter how strong you become, you can always train to become stronger; no matter how smart you are, you can make your wits greater; no matter how skilled you become in swordplay, there will always be new heights of mastery to attain.

What's more is that you are capable of training and making greater things that can't normally be improved. You can make your nerves fire more swiftly, practice until your

hair becomes harder than iron, or train the length of your crotch. Even your perks and powers are not exempt from this, and through using them, you can make them better.

This isn't restricted to you, however. You can improve other things, and even other people or creatures. Train your dog until it can run faster than the wind, forge a sword over and over again until it can cut through diamond, or continue building a house until it becomes as strong as a fortress and as comfortable as a palace, without ever needing to grow any larger. Train a whip to be longer, teach a bird to have sharper feathers, or improve a letter until it could move stones to tears.

Magitech Perks

Works of Imagination (-100 CP):
The god called Magitech rules over the domain of wonder, imagination, and creation. You gain immense talent and technical skill in all forms of artistic expression, whether that be through a craft such as painting, or through an action such as dancing. But you have more than simple skill—you have *inspiration*. Your imagination is a never-ending fount of ideas, one that never becomes slow right when you need it. And when it comes to the emotional influence of art, you have something many so-called “experts” lack, and are perfectly capable of conveying and inspiring emotion with your artwork.

Imbuing Nature (-200 CP):
Magitech embraces the fanciful and rejects the mundane. Of course, why would you ever want to burden yourself with a world that only has “normal” animals and plants? That's why you have the ability to imbue your supernatural abilities into flora and fauna of less-than-sophont intellect.

You have some control over what the result is. For instance, if you filled a plant with a power of fire, you might make whoever eats it briefly breath fire, you might allow the plant to project blasts of flame, might set the plant permanently and harmlessly ablaze, or make the plant hyper-flammable. A blessing of strength could allow a tree to grant strength to anyone who eats its leaves, or it might allow the tree to grasp with its limbs and throw things.

Animals and plants (or fungi and whatnot) that you've imbued in this manner have no inherent loyalty to you, and are not guaranteed to act in ways you want. When they reproduce, their spawn will inherit their abilities.

Embrace the Wind (-400 CP):

You have the ability to grant fauna, flora, monsters, locations, structures, objects, programs, phenomena, concepts, and virtually anything else an at least partially humanoid form and a mind of roughly-human intellect. Already-living beings simply transform; locations, structures, phenomena, concepts, and other such things instead gain an “avatar” of sorts. You may select the sex of these newly-personified individuals, and can change them to be anything from human-size to whatever they were before. These beings will possess powers and physical features representative of what they were before getting a humanoid body.

You can't control what powers these new people have, but you can control how human they look; when turning a unicorn into a unicorn-girl, for instance, you could make her like a centaur, give her just two horse legs and a human upper body, or give her a human body with horse ears and a tail, and nothing else, or any of a dozen other possible configurations.

These new people are not blank slates; they will have personalities appropriate to what they were before, will have the basic knowledge expected of adults of a sophont species, and will be capable of speech. They will also know anything their previous selves might have been exposed to.

Such transformed or avatar-ized beings tend to be notably more sexually active than ordinary human beings.

Actual Magitech (-600 CP):
You can combine the powers you possess with technology. You know how to use technological means to replicate the effects of powers and perks that you possess, and can cause your powers and perks to interact with technology. For instance, you could use a hydrokinesis perk to create a device to manipulate and create water, or you could design an app to regulate your beauty perks so that your ludicrous good looks don't cause traffic accidents when you walk outside.

Such supernatural technologies cannot be hacked; even if you made a website where people could pay to download psychic powers into themselves, no degree of hacking knowledge or superpowers would allow someone to bypass your systems.

Eldritch Perks

Learning That Which Man Was Not Meant to Know (-100 CP):
The god who is known as Eldritch is god of the horrific and monstrous and creepy, but is

also a god of knowledge. You know how to learn, and have great skill at doing so. You know how to research effectively, how to verify information, and can intuitively understand the flaws inherent to any study or research paper. When you partake of knowledge, or attempt to discover new knowledge that has never been learned before, you advance at a rate 5x faster than you otherwise could have. What's more is that the information that you take in is truly safe to you. No manner or volume of knowledge is capable of hurting you by virtue of observing, acquiring, or possessing it. Oh, someone could still try to kill you for learning a secret, but knowing the true name of an eldritch god won't drive you mad or destroy your soul. You are effectively immune to any manner of cognitohazard, infohazard, or memetic agent.

The Stars Now Are Right (-200 CP):
Many spells and rituals involving eldritch entities and outer gods are quite limited in when they can be performed, frequently only possible on specific times that may be years, decades, or eons apart. And most jumps... don't last that long. Fortunately, such problems are behind you now; for you “right now” is always the ideal time to perform any mystical ceremony, ritual, spell, or similar thing that can normally only be performed (or performed at maximum effectiveness) at specific times or under specific circumstances.

Is your summoning supposed to take place at midnight on a moonless night on the longest night of the year? No, Friday morning works well enough. Is your spell useless unless you perform it under the perfect alignment of stars in the house of capricorn ascendant? Anytime’s fine, thanks.

Take note, however, that it only replaces qualifications of time and position; other requirements, such as energy or sacrifices, must still be fulfilled.

Cross the Veil (-400 CP):
You have the power to grant life to that which has lost it. When faced with the remains of a dead being (or an entity that is undead), you can, with a touch, restore them to life. Any given being can only be restored to life in this fashion once every 10 years, and it cannot be used on yourself.

Furthermore, you can also take any living or dead being, and turn it directly into an undead entity of your choice. Any given being can only be turned undead in this fashion once every 10 years.

Finally, you can touch any living or undead being, and decide to instantly kill them,

although again each being can only be affected once every 10 years, even if they are brought back to life.

Fossils are considered to be dead creatures for the purpose of this ability, rather than stone that has replaced organic material.

Abominable Summons (-600 CP):
There are beings that are truly horrific, entities that, by the reckoning of people of an ordinary reality, shouldn't exist. There are horrors and terrors, monsters and abominations, aberrant beings and twisted mockeries of life. There are things stranger than demons, beings to whom morality of any kind is a foreign concept. But such things can be summoned and, if not controlled, at least directed.

You know how to summon such beings, and know how to communicate with them. They range in potency from things that are no stronger than flies, to transgressions against sanity that could single-handedly destroy fortified cities and crush armies. Such beings have what might be considered to be a friendly relationship with you, but that doesn't mean they'll obey you, or that their idea of “friendly” behavior will in any way match up with human expectations. They do like sex, though.

This also does not protect you from the madness such entities could induce in those who behold them.

Comfy Perks

Leisure and Pleasure (-100 CP):
The god that is named Comfy embodies the gentleness of the world. You gain great knowledge and skill in every manner of entertainment and leisure activities, from playing games to solving puzzles. You also gain vast knowledge of medicine, charity activities, healing, surgery, and proper bedside manner, that you can share kindness with those people who most need it. When you sleep, you will always awake feeling fully rested; when you eat, your food will always be clean of dirt, burns, or impurities; when you drink, it will always be refreshing.

Peaceful Intentions (-200 CP):
Some people find joy in discovering new things and creating new technologies. Unfortunately, there are always people who try to use such beautiful forms of progress to exploit or harm other people. You have the guarantee that this will never happen to your inventions. Unless you explicitly create something for the purpose of harming

other people, nobody will ever misuse what you design or create for purposes of war, crime, or suffering.

Comfort First (-400 CP):
Hard work is important, but it's hardly comfortable. It's a good thing you have an alternative then, right? Every day, you gain 8 hours of “free” intensive effort. You may expend these hours to accomplish tasks without actually doing them. You could spend a few hours to “do” an intensive workout routine, gaining all the benefits without spending any time or personal energy on it. You could spend it to accomplish some research you don't want to do yourself, or perhaps to instantly craft an item without having to put the time and effort into making it yourself. You could even spend it to be treated like you went to work for 8 hours, without ever needing to show up and deal with all those people, but having accomplished all your tasks and getting paid like you had properly shown up.

Ludicrous Luck (-600 CP):
There are many comfy things in this world; a good nap, cuddling, a sweet pet, delicious food... but all these things require time, effort, and money to accomplish (or at least, to have the time to do such things). So when it comes to the most useful thing to being comfortable, the biggest would probably be the ability to get through life without exerting unnecessary energy. And to that end, your luck is absolutely insane.

Winning lottery numbers fall into your hands. Important people's runaway pets come to your yard, letting you get big favors when you return them to their home. Rush hour ends right when you pull into the street, and traffic accidents just never happen to you. Nasty weather never seems to affect your home, floods conveniently divert around you, and if you ever tripped and fell, there's a good chance that falling helped you avoid a stray bullet that would otherwise have passed through your head. You stumble across powerful artifacts with the sort of regularity only a xianxia protagonist could boast. You have the kind of luck where, even if you *weren't* the world shaper automatically upon entering this jump, you'd have 50:50 odds to have *just so happened* to have been the world shaper despite that.

Items

Items are discounted to the appropriate Favor options. Discounts are 50% off, except for 100 CP items, which are instead free. Items that are lost, destroyed, stolen, or damaged are fixed and/or replaced after 1 week; however, any intentional changes you

made to the item are retained. You can import a similar item into an option here, providing it with new abilities.

General Items

A Shaped World (Free): [Mandatory]
In this CYOA, you create an entire world; it would be a shame to leave it behind, would it not? You may take the world and setting you created here with you as a Warehouse attachment once this jump is complete. Any curses that you selected for your world are retained, but they do not affect you when you are not in that world. The inhabitants of your world will remain on it, but if you allow them to exit it, will be capable of joining you on your journey as followers.

Decisions (Free):
Although there are blessings and curses provided for each of the sections of the CYOA, there are a few basic questions it doesn't answer, which you can fill out here. This options also means that if you do not want to select an option for a section (such as not allowing there to be *any* gods in your world for the Religion section), then you may simply default that section to being similar to how things work on Earth.

> **Weather**:
> What is the climate of your planet like? What sort of weather occurs? As long as weather is within the realm of realistic possibilities, this option is free. For **-100 CP**, you may elect to have more supernatural weather; perhaps there are periodic rains of frogs, or rainbow-colored snow that gets you high when melted on the tongue, or some stranger form of weather. If this includes more destructive types of storms, such as fire storms and acid hurricanes, then it reduces the price back down to “Free”.
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> **Population**:
> How many people live on your planet? What ethnicities exist? Are there any new ones that aren't present on earth? What proportion of the population has dwarfism? How common are different demographics? The sexual demographics are by default 49:49:2 of Male:Female:Intersex/Other, but you can change them to whatever you like for **-100 CP**, even introducing things such as futanari if you so desire. For **-200 CP**, you can decide what sort of alien life exists and how far away it is. If you possess the Population option “Diversity quota” from the CYOA, you can select species other than the classic fantasy options to add to your planet.

Wildlife:
What fauna exists in the world you make? By default, it includes all the animals present on modern-day Earth; to remove or add animals to this, it costs **-100 CP**, letting you do both of them; if you remove an animal vital to an ecosystem (such as mosquitoes), then the ecosystem will adapt to function without them without suffering harm. You can use this option to add animals that have gone extinct, but which do not have fossils. All animals added by this level of Decisions (Wildlife) are mundane in nature. However, if you pay an additional **-200 CP**, then you may add supernatural animals and/or monsters to your world.

Plantlife:
What flora exists in the world you make? By default, it includes all the plants and fungi present on modern-day Earth; to add or remove from this, it costs **-100 CP**, letting you do both of them; if you remove flora vital to an ecosystem, then the ecosystem will adapt to function without them without suffering harm. You can use this option to add plants and fungi that have gone extinct. All plants and fungi added by this level of Decisions (Plantlife) are mundane in nature. However, if you pay an additional **-200 CP**, then you may add supernatural plants, fungi, or flora-based monsters to your world.

Religion:
There are options in the CYOA to add gods to your world; however, this can designate what kinds of religions have formed up around those gods, decide their rituals and cultures, and determine what manner of religious philosophies are predominant in society.

Travel:
How widespread are roads? What is their quality? Are inns common? What sort of culture is there related to travel and hospitality? What sort of sightseeing opportunities are there?

Capital:
What is the government(s) in your world like? Is this the capital of the one single nation that covers the whole world, or is it “merely” the largest and most significant city that exists? How many nations are there, and what sort of cultures do they have? Are any countries at war? Who is rivals with whom? What architectural styles are prominent in your capital?

Lovers:
What are your people's beliefs regarding relationships? What do they think of homosexuality? Bisexuality? Other, less common sexual identities? What about gender roles? Are they primarily monogamous, polygamous, or do they have a free-love society? What are the attitudes towards sex? How publicly accepted is sexual activity? How normal is it to engage in erotic behaviors in public? Do concepts of sexual sins exist? These and other questions are things you may answer here.

Family:
What is the normal family dynamic? How many children are culturally expected from a couple (or polycule)? Do men typically take the role of breadwinner, or do they tend towards househusbands? How normal is it for a woman to be the one providing for a family? Is there a bias against single parents? What happens to orphans? That's the sort of questions you should be answering here.

Pets:
How are pets treated? Are they distinctly separate from the people, or are they treated like miniature family members? Are working animals considered pets? How are livestock treated? How often are pet-animals used for food? Do people put down their old pets themselves, or do they bring them to vets? Do veterinarians even exist, or are animals brought to ordinary doctors, who are expected to study how animals behave in their general specialty? By default, the only domesticated animals are the same ones you'd expect to see in modern-day Earth. However, you can spend **-100 CP** to decide another 10 animals that have been domesticated. You may do this multiple times.

Workmates:
What is the work culture of this world? How many hours of work are considered a normal, full week of work, and how many is considered the bare minimum? What sort of currencies are used? How much is minimum wage? What are the stances on relationships between workers, between employers and employees, and with clients? What sort of jobs are respected, and which are treated like they might as well be subhuman?

Geology:
What does your planet look like? How many continents are there? How big is it? What proportion of the planet is covered in water? Does the afterlife exist? Are there other planes of existence connected to this one, such as a heaven or hell?

What is the passage of time like? How many days are in a year? How long is a day? Is this a flat plane that is orbited by the sun, or is it properly round and orbits around the sun? Is the sun a giant ball of plasma, or is it a hole in the blanket covering the sky that light seeps out of? What are stars? Normally, the geology of your planet needs to be realistically possible, but if you spend **-100 CP**, you can have unrealistic or impossible geographic formations, such as tundras on the equator and sandy deserts at the poles, giant crystalline spires that grow like trees, rivers of jello, or other such things.

Economy:
What is business like? Does currency exist? Do they have a barter economy? Who owns the means of production? What are the opinions on capitalism vs communism? What protections are there against supernatural means of producing money?

Advancement:
What is the technology level of this society? How far has society advanced in terms of morality and artistry? Is society tribal? Feudal? Democratic? If society hasn't progressed past the level of the Industrial Revolution, gain **+200 CP**. If it is pre-internet but post-Industrial Revolution, gain **+100 CP**. If society has reached a futuristic level of advancement, pay **-100 CP**. If it has reached the level of interstellar space travel, pay **-200 CP**.

Capital City (-100 CP):
Normally, the Capital option would remain in your **A Shaped World** attachment. However, with this option you can deploy it into other settings, placing it where you desire. The territory of your capital will be affected by both the blessings and curses of your world, but the rest of the world is left alone. If you have “The minimum” option from the CYOA, it will only apply to the rest of **A Shaped World**, not to the rest of the setting that you place your Capital in.

Steampunk Items

Crafting Supplies (-100 CP):
These are mundane tools and materials needed to create works of craftsmanship. Many different types of stone, various metals, good wool, a lot of woods, hammers, tongs, nails, screwdrivers, wrenches, and much, much more. It comes in a vast warehouse (which will be attached to your Cosmic Warehouse post-jump), and it replenishes these supplies on a 24-hour basis.

Nature as Iron (-200 CP):
This Warehouse attachment contains two parts. The first is a large garden, containing multiples of every plant and fungus you have ever encountered in your jumpchain journey. The special part is that they are now made of metal. Oh, they aren't statues—they still grow, they're still alive, they're just made out of metal instead of biological material. Edible parts and fruits can still be consumed and are still delicious.

The second part is a great collection of natural biomes, containing multiples of every animal you have ever encountered on your jumpchain journey. However, these animals are far more robust than they normally are; they have thicker hides, armor plating, and horns and spikes galore. What's more, they're also more intelligent and willful, making them more difficult to train. If you succeed, however, you will have some truly fearsome pets and war-mounts at your disposal.

Mobile City (-400 CP):
Maybe it has treads, maybe spider legs, or maybe something else, but this is a large city that can move around. It possesses a special machine known as the Mechanism, that grows and repairs the structure. It is hyper-efficient, so repairs are easily sustainable, but it requires significant resources to grow larger. If you so desire, in addition to this city, you can apply this mobility and Mechanism to any other fiat-backed cities you may possess (including cities that are part of a larger fiat-backed item, such as a nation or planet). You don't need to decide immediately, however.

Baby Factory (-600 CP):
This is a literal factory that builds babies from scratch. It can produce enough babies per day to provide a planet-wide supply of infants, and can summon animals from nowhere to deliver those babies to parents who need them. It seems to require no resources or input to create these babies, operating through extremely efficient and effective processes. You can input the names and locations of any two individuals to produce a baby that their genetics would combine to make; they do not have to be of different sexes, their DNA will mix all the same. You can decide what happens with the babies created by your factory.

Domain Items

Edible Beasts (-100 CP):
This is a collection of animals meant to provide food. And while this does include the standard cow, chicken, pig, and similar livestock, it also includes more... exotic fare.

Lumbering beasts that naturally produce herbs and spices from their hide, small creatures made out of candy, and larger creatures whose back produces a natural garden to provide a reliable supply of vegetation over long journeys. Beasts that can be “milked” for soda, beasts that have water for blood, far in excess of the amount of liquid they need to consume to live... every food item and ingredient you've ever encountered on your jumpchain journey can be found in at least one of these beasts, and you have enough of each kind to produce a stable, breeding population. Comes with a Warehouse attachment with many biomes to store them in.

Useful Plants (-200 CP):
Amongst the gifts of Domain, one of them is the ability to speak to flora to make them grow in ways that you desire, even turning them into beautiful people if you so desire. This is a large collection of plants that have been molded to more useful purposes. Bushes that lash out with long, wickedly-bladed vines at intruders. Grass that sends an alert when stepped on. Trees that produce any mundane gun you've ever encountered as fruit. Hay that produces so much nutrition that a single blade of it can keep a horse fed for a day of hard travel. Sugarcane that produces sugar so potent it triples the speed of those who eat it for ten minutes, before causing an extremely unpleasant crash. Carrots that briefly allow you to see dozens of miles into the distance, ignoring the curvature of the planet. Potatoes with eyes that record anything that happens nearby, or corn that produces ears that can keep track of sounds. Fungal spores that can produce giant, bouncy mushrooms in seconds, or a palm tree that produces coconuts filled with TNT. All these things, and many, many more, can be found in the garden that this option provides as an attachment to your Warehouse, and each and every plant is turned towards a particular use or need you may possess. They are not sapient, however, and none of them are fuckable in their present form (without other perks or items that would make them so, at least).

Necessity City (-400 CP):
You receive a city. This city has whatever features it needs—not in order to satisfy the needs of the individual, but the needs of the whole. If the city breaks out into fires, it will spawn many fire stations, each filled with the tools and machines needed to fight fires. Should there be a drought, it will possess more water. Should invaders come, it will sprout a wall, with battlements armed with weaponry. It can create tools, resources, vehicles, furniture, and all manner of items that may be needed by the populace that lives within it. It does not create people—or even robots—but it will provide the populace with everything they need to succeed and thrive. In addition to the city this option provides, the effects can be applied to any city that you possess at any time you like.

A Measure of Value (-600 CP):
Money is not worth anything. Those slips of paper and those gold coins only matter because society has collectively decided that they represent value, and that this value can be exchanged for other goods. Even barter economies assign value to objects; a single chicken is not equal in value to a single cow—not because of any inherent trait, but because people have decided that one is less than the other.

What you have here is a large amount of abstract "value", that you can assign to deeds or objects to increase what it is worth. The total amount of value you gain at the start of every 10 years would be equivalent to what $5,000,000,000 in USD (from 2020) would be worth to a person who was both greedy and poor, kept in a sort of metaphysical space. You can spend this to increase the value of items or actions in the eyes of the world. For instance, you might give someone a blowjob, spend a portion of your stored up value, and if you spent enough of this value, they might give you their entire family business.

This value is not purely monetary—*everything* is worth something to the person who possesses or wants it. To some people, money is worth less than other things, like family; but this just means that their standard of value is different, *not* that their family can't be purchased. It just means you can't buy it with money. But with raw value? That can be done. Everything is for sale, if you can just match its value.

Magitech Items

Magical Materials (-100 CP):
Often, the various types of magic in the world require special materials to produce it. A potion might require chicken teeth or eye of newt; the crafting of an item might demand the sound of a cat's tread, or iron that has had virgin blood spilled upon it on a moonless night. A spell might need bat guano or a black pearl. What you have here is a sack full of material components for magic, be it spells, potions, or works of craftsmanship. What you pull out of the bag is entirely dependent upon your needs; however, nothing from this bag can be used for any purpose but to provide for magic. It cannot be sold, it cannot be planted, it cannot be eaten, and it cannot be used to craft non-magical items (unless being planted or eaten is part of the casting of the spell).

Jumper and the Beanstalk (-200 CP):
What you have here is a great collection of seeds, from every plant you have encountered across your entire chain. But instead of normal-sized plants, these are

giants. The seed itself is normal-sized, but if you plant a peach tree, it will grow to such vast size that it could produce fruits the size of houses. Some trees could grow so large as to hold entire cities in their boughs, while grass seeds could tower above mundane redwoods. They grow to full size at the same speed their normal-sized versions would, and have no greater nutrient or water requirements than an ordinary plant would. The square-cube law simply doesn't apply to them.

Leyline City (-400 CP):
Multiple leylines will pass under this city, imbuing it with magical power and making mystical workings in the vicinity of your city easier, more potent, but also more controllable. What's more, this infusion of life-force and magic makes the populace of this city happier, healthier, and more productive. If you possess any aura or area-of-effect perks or powers, you can freely extend its effects to apply anywhere within the bounds of this city. But this item's effects aren't limited to a single city; if you possess other fiat-backed urban areas, you can provide them with the benefits of this item as well. You don't need to make this decision immediately, nor is it required to affect all of your cities at once.

Magitech Factory (-600 CP):
What you have here is a vast factory, run by a golem-AI intended to operate it. By feeding any blueprints for any technological or magical creation into this factory, it will produce it—not as a device purely of magic or purely of technology, but a more effective device made from a fusion of both. It can work with any branch of technology or any system of magic that you possess, allowing you to create things like guns that fire psychic blasts or wands that access the internet in addition to casting spells. This factory is capable of producing enough goods that this single building could provide all the supplies needed for a planet-wide industry—and for mysterious reasons, doesn't use up any materials or supplies in its production. However, you do still need to provide it samples of any materials that would be used to construct these tools; you can't make adamantine power armor without a sample of adamantine.

Eldritch Items

Fossil Collection (-100 CP):
You receive a museum as an attachment to your Warehouse. The purpose of this museum is singular; to display the fossils of any kind of flora or fauna that has ever gone extinct in every world of your chain. These fossils are all as complete as could be, showing all the bones of the creatures, the leaves and bark and roots of the plants, and even including footprint samples for each creature. Even animals that lack bones will

have left sufficient remains to have formed a fossilized imprint of the creature in question, and those that haven't been extinct long enough to form fossils will nonetheless have some present in your museum.

Materials from Beyond the Void (-200 CP):
Every month, you receive a large chunk of some manner of anomalous substance from beyond space and time. This may be a metal with bizarre properties, strange supernatural stones, or a living flesh that can be used as a computing substrate. These things may sometimes be dangerous, but if handled with caution will be safe enough. They will never have intellect, although you might sometimes be tricked into thinking otherwise.

Living City (-400 CP):
You gain a city that is alive. The buildings are grown from the shell of some massive beast—with more growing as the population increases and business grow—and it has organic structures resembling roads that grow as needed by the city. It has a constant pulse of orange liquid beneath the surface of the city that can be harnessed for energy, and the creature that makes up the city has tunnels in its body that serve for a variety of infrastructure purposes, from underground passages to sewers. The city doesn't need to eat or drink, somehow gaining all the energy and nutrition it needs from the simple act of people living upon and within it. The city is no mere animal; it is awake and aware, and knows and cares for everyone who inhabits the city. People may find parts of the city changing or adjusting to better care for the inhabitants, such as roads that *just so happen* to be clear of traffic on the route to the hospital when someone is gravely injured. In addition to the city you receive, you can apply these properties to any fiat-backed city that you possess.

Cult of Jumper (-600 CP):
There is a group of people who believe in a great being who traveled from beyond what lied beyond the void, who has been to realities that function by different and strange rules, who takes something from every world they go to to become something greater. A being who would one day be able to cross the infinite nothing between omniverses, and bring with them change and infinite potential. They believe in the Jumper—specifically, in you.

This cult is not large, having less than fifty members. However, every member has important positions in society—none quite at the level of ruling a nation, but with vast influence and power, and sometimes the ability to pressure those rulers into doing their bidding. Despite their power and influence, they are completely loyal and subservient

to you. In every jump you go to, they will come before you, inserting into new positions of power to be ready for your arrival, all without changing the “story” of the setting.

Comfy Items

The Best House (-100 CP):
You have the most appealing house in any world. It is the most comfortable something can possibly be without interfering in your ability to function. Everything in the house is always close at hand when you need it, it expands its internal dimensions to accommodate other people, and no matter how large it gets, reaching another point of the building takes no more than ten steps. The bedding heals you when you sleep in it, the food is always perfectly nutritionally balanced, and the temperature is always precisely what you would find most appealing. It has the color palette you would find most conducive to leisure and relaxation, and it comes with the perfect amount of furnishing and art to appeal to you, without overly cluttering your domicile. It provides a free supply of water, electricity, wi-fi, and similar necessities and conveniences.

Petting Zoo (-200 CP):
You gain a Warehouse attachment containing a great many biomes, containing multiple examples of every animal you have encountered with sub-sophont intellect. These animals are universally domesticated, have at least a couple parts of their body that are pleasant to pet, understand both voice- and body language-based commands, and are quite affectionate. It is impossible for these animals (or any born from them) to unintentionally harm a person, and they are too well trained to do so on purpose unless you (or an authorized individual) commands them to.

Benevolent City (-400 CP):
This city looks like something out of a particularly kindly work of art. The aesthetics of the city are impeccable, there are many warm and welcoming coffee shops for meeting new faces, libraries and bookstores with delightful offerings that one could easily loose themselves in, wonderfully cozy homes, and a host of wonderful secrets available to anyone who cares to explore the city. Most remarkably, however, is the fact that the leaders of this city *actually care* about their citizenry. They actively attempt to learn what the people want and what they need, and make governing decisions based on what is best for the populace, rather than for themselves. You can extend these effects to any city under your control.

Lover(s) (-600 CP):
Every year, you will come across someone who metaphorically fits you like a glove, a

perfect lover and partner (or whatever else you're looking for in a romantic and/or sexual companion). They possess 1000 CP worth of perks or powers that you already possess. Alternatively, instead of gaining a companion in following years, you can instead add +100 CP worth of perks or powers (you can “store” this to spend at a later date, if you so desire). Should you already possess someone you wish to improve in such a way, you can select a single individual to make into the “Lover” of this perk. This lover is by default a follower, but can be made into a companion if you want.

Companions

Import/Create Companions (Free):
For free, you may import as many companions as you desire, each one gaining 600 CP to spend on perks and items. They do not actually play the main portion of the CYOA, but may take **Power Beyond Reckoning** to gain points for the personal power section of the CYOA, and may take **World is Mine** for any blessings or curses that you selected. Alternatively, you may create brand new companions under the same conditions.

Export Companions (Free):
If you meet anyone during your stay who agrees to travel with you on your jumpchain journey, they may join you as a companion.

Drawbacks

There is no drawback limit.

I Want to Make a World of [X]! (0 CP):
Although there is plenty of room to customize your world, the fact remains that there are other settings out there with options that aren't present here. As such, you may merge this document with as many settings as you like to create the world you want to have. If a world you want to fuse with has a jump document already, you may use it as a supplement to this jump, keeping all point values separate. Your world *will not have the characters from that setting*; it is a brand-new world, after all (even if it is created with a “history” of its own). However, the setting you are creating will still be as threatening as the most dangerous setting you fuse into it. So if merge this with one of (or all of!) the Silmarillion jump(s), it won't feature Ancalagon the Black, Ungoliant, Morgoth, or Sauron, but it will still pose as much of a risk to you as if they still existed.

Passing of Years (+100 CP):
Ten years is much too short a time to truly explore your custom-made world. You may extend your stay by 10 years each time you take this drawback; you may only gain up to **+600 CP** in this fashion, but can extend the time however far you like.

Too Competitive (+100 CP):
It looks like words aren't enough anymore. Every argument and disagreement must be settled by some sort of competition. It doesn't matter who is actually in the right; the one who wins is the person who is “correct” in the eyes of everyone else.

Busy Bee (+100 CP):
You are required to take on some form of employment during your stay in this world. Your job will be at least eight hours in length, and you will be forced to work your hardest during those eight hours, putting in every scrap of effort you can muster, and taking only those breaks that are absolutely necessary. Your efforts during those eight hours will never result in a promotion (although you can be promoted for other reasons).

Technically Edible (+100 CP):
Whenever you consume any sort of food, the flavor is completely randomized between all other foodstuffs on your planet, including sexual fluids. The only guarantee you have is that it will be safely (if not pleasantly) edible, and that it will provide the same nutrients as what it actually is.

Probably Maybe Technically Not Cannibalism (+100 CP):
Whenever you try to harm any plant or animal, it spontaneously becomes a sapient, knowledgeable being of sophont intellect.

Absent City (+100 CP):
Do not fill out the Capital section of the CYOA; even when the jump is concluded, you still will not have a Capital for your world. Oh, you can form a single nation, with a lower-case capital of the world, but you won't get a *Capital*. In exchange for losing out on this section, you gain a single point for the personal powers of any god.

Background Character A (or Was it B?) (+100 CP):
To your perception, everyone in the world is identical. Not only in physical form, but in mind and personality. You will never be able to identify anything that makes someone unique.

Utter Infertility (+200 CP):
You have no way to expand your family. You cannot become pregnant, nor impregnate others. You cannot adopt other people, nor can you be adopted. No matter how close friends you are with someone, they will never consider you a part of their family or vice-versa. People you create by other means will never consider you a family member, nor can you think of them as such. You can have lovers, but you cannot form a familial relationship with anyone. You may have pets, but will never consider them your fur-baby. Any existing family you possess are frozen in stasis until the jump is complete.

Abandoned (+200 CP):
No matter what you do in this world, you will never be able to take any creature as a pet. Any pets you already possess are locked in stasis until the jump is complete.

Backed By Fiat (+200 CP):
Normally, the drawbacks you take would affect the world, but you would likely have your own out-of-context means to avoid them—or you could just take the Exceptional personal power. Now they are unavoidable, and will affect you and your companions as much as they would any other native to this setting.

No Cost Too Great (+200 CP):
Congratulations, there is a population boom of the primary sapient species on your planet! Unfortunately, they reproduce... too fast. Over the course of your stay, there will be too many children, taking up more resources than this planet generates. If you don't apply some method of population control, there will not be enough food to divide among everyone, and all will starve.

Storm King (+400 CP):
Every year, a random individual native to your world will become the Storm King, gaining complete control over all weather across the entire planet. You have no way to influence who this is, and it will never be you. Any powers you may possess that can alter the weather are negated for the duration of the jump.

It Came from Above (+400 CP):
Every once in a while, a meteor will fall from the night sky. Inside this meteor will be a large chunk of flesh, an eldritch being from beyond that stars that descends in order to rape, torture, and consume sapient beings, sometimes in that order. These shapechanging beings can be defeated, but it would require more than your smaller villages would be able to muster in its defense.

Isolated (+400 CP):
You can walk amongst other people, but you can neither understand them nor be understood. No method of communication works for you. Your words are not understood, you cannot read the body language of others, and your telepathy fails pathetically.

Giving Birth to Nightmares (+400 CP):
You now have to sleep to the same degree that a normal human does, and lose any defenses you may have had against fear, disgust, or bad dreams. More importantly, however, is that your nightmares will now take on a life of their own. Somewhere in the world, your every bad dream will coalesce into a horrific being, roughly half as strong as you are, but shaped and borne from the worst parts of your mind. These nightmares will hunt you down, and things you care about, wreaking a path of ruination as they seek to destroy you and whatever you love. They have no great intelligence of their own, and can barely be considered to be sapient.

Thankless Gods (+400 CP):
Your world has gods of its own, but they aren't in the least appreciative of you for giving them existence. Gods will plague you for your stay, throwing you into adventures without ever providing a reward at the end, taking offense to everything you do wrong according to their faith (even if you aren't a worshiper), and generally being dicks.

What Has Been Will Be Again (+600 CP):
The setting you create isn't made wholesale from the void; parts of it are recycled, coming from a world that existed before but drove itself to destruction, and which makes up the metaphysical components of which your reality is built. But what has been done will be done again, and the previous world is now knocking on your door.

Portals through meta-time will form through which the armies of the previous world will march, intent on surviving their own destruction by invading the reality that came after their own. They are still subject to the laws of this world, but as they spread and gain control, parts of your setting will start to follow the rules of their own world. You cannot close or prevent these portals from forming, and will be forced to wage a reactionary war against them, as sending your own people through the portal will unmake them. Fortunately, the past world cannot use these portals strategically; where they form is random.

Blessings and Curses (+600 CP):
In reading the CYOA, you might have noticed that despite being optional, many of the

curses seem as though they were inflicted as punishment for not taking that god's blessing. Well, now that is the case. You *must* take 3 blessings and 2 curses for every single category in the world-building section of the CYOA.

Loveless (+600 CP):
You have the worst curse that someone in a lewd CYOA could possibly experience; you cannot feel lust or romantic attraction. All lewdity is at least slightly repulsive to you, and you cannot appreciate nudity even from an artistic perspective.

In Context (+600 CP):
You lose access to all out-of-context features obtained from other jumps, including perks, powers, items, and companions.

Finale

You have reached the end of your stay, and it is time to decide what comes next.

Do you stay?:
You did make this world to your own specifications, after all. There must be something here worth staying for. The chain is over.

Do you return?:
Has designing a world made you long for the one you came from? You go back to your world, and your chain ends.

Do you go?:
You might have made this world, but there is more to see that any single planet could ever contain. You move on with your chain.

Notes

This is a CYOA where the primary draw—creating your own world—isn't something that can go with you on your chain in the normal rules of the Generic CYOA Jump (unless you look at it a certain way) So, I made a jump for it so you could bring your planet with you.

Changelog:

- Version 1.0:
    - Spelling and grammar corrections
- Version 0.5:
    - Created jump

Blessings and Curses:

Weather:

Harnessed machinations:

The Storm King/Queen of your world will only be immortal in the sense of not aging; they can still be killed. The Storm King/Queen is unable to run while still in office, and cannot use their powers to interfere with people competing to take the position. The Storm King/Queen will have the mental capacity to comprehend all the behaviors of the weather across the globe, and the understanding of the forces involved to ensure that their mucking about with the weather won't result in accidentally destabilizing the ecosystem.

> If you possess **World is Mine** for this blessing, then you will be able to designate a person as the Storm Regent in future settings. For one year, they will have the power to manipulate the weather within a 100-mile radius. Their manipulations somehow never accidentally affect the weather patterns of the world.

Like clockwork:

This works as described in the CYOA. **Shouldn't That Be Lethal?** is *highly* recommended.

> If you possess **World is Mine** for this curse, then you can designate a piece of the weather that is currently affecting a region of up to 100 miles (such as sunlight, winds, rainstorms, blizzards, etc), and extend the duration of this weather condition to last for 1 week. This can even make it sunny 24/7 in this area, while the sun rises and sets as normal for the rest of the world.

Metaphorical:

Since the mood of your people now influences the weather, they—and you—are now immune to having the weather affect your emotions. In places where there are no people, weather will follow its normal patterns.

If you possess **World is Mine** for this blessing, then you can force the weather within up to 100 miles of you to manifest in reflection of your emotions, such that happiness causes sunlight, sadness causes rain, and anger causes thunder, and similar such effects.

Running wild:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you can force the weather within up to 100 miles of you to determine the emotion of people within the area of that weather condition. You are not subject to this effect unless you allow yourself to be.

The crack of wonder:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, you can cause an etheric thunderstorm to happen whenever you like.

Thunderstruck:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, you can project bolts of lightning from your hands. These bolts don't conduct electricity, but instead fill the targets of your lightning with lust, stamina, and life, turning them into fucking machines for 2 to 20 hours. Men will impregnate anyone they fuck. Women being struck will spontaneously cause other women around them to become pregnant. Futas are subject to both effects. Beings without a sex will just suffer as they experience lust, with no ability to satisfy it.

From above:
You have the guarantee that the materials on the falling meteor will never be inherently harmful, and that the meteor itself will never fall on anyone or cause infrastructure damage. The meteor will always be small enough to not disrupt the ecosystem.

If you possess **World is Mine** for this blessing, then once every 8 weeks you may summon a small meteor containing any material

from any jump you have ever been to. Regardless of the fragility of the material, it will land without being damaged. You can also summon raw organic materials in this way, but not an entire living being (for instance, you could summon still-living cow meat, but not an actual cow).

Traumatic periods:
The effects of this rain on you will be undone at the end of every jump, or after 10 years pass, whichever comes first. It is guaranteed not to give people sexual urges to such an extent that society would fall apart.

If you possess **World is Mine** for this curse, then you can cause the sky to temporarily rain blood in a radius of up to 100 miles. People who drink this blood, or anything contaminated by this blood, will develop sexual urges towards a fetish of your choosing. You can choose broadly to affect everyone, or you can specify what individual people contract a desire for. The stains of this blood never quite fade unless you will them to.

Shine on:
The environment will not suffer from the lack of harsh weather.

If you possess **World is Mine** for this blessing, then you can cause the weather in up to a 100 miles from you to be as convenient and safe as possible. Snow will be fluffy and good for snowmen, rain will be strong enough to water plants but without intruding on people's lives, the sun will never burn, and typhoons are lessened in effectiveness until they're little more than a windy rain shower.

Snowballs in hell:
This works as described in the CYOA. **Shouldn't That Be Lethal?** is *highly* recommended.

If you possess **World is Mine** for this curse, then you can cause any weather condition (within a radius of up to 100 miles) to become malevolent, actively targeting people of sophont intellect and trying to ruin their day, or even harm them. Weather will worsen, rapidly shift to a more dangerous weather condition, and lightning will actively target people, bypassing lightning rods and similar effects.

You are not affected by this malevolence.

Population:

Industrious:

Somehow, this perk will not lead to inequality of the sexes if you do not desire it. Women gain a larger increase per child than men and futanari do.

If you possess **World is Mine** for this blessing, then any children you have will make you more lucky at your job, more skilled at your tasks, and luckier.

Ticking over:

Everyone affected by this immortality will inherently know how to perform the ritual of death, and will be able to do so in any physical or mental condition. This option's immortality only “benefits” you while you are in your world; while subject to this particular brand of immortality in future jumps, time in that jump does not pass.

If you possess **World is Mine** for this curse, you are able to “gift” people with this brand of immortality. They will inherently know the ritual required to actually kill themselves.

World wide:

This works as described in the CYOA.

If you possess **World is Mine** for this blessing, you are able to connect various people in a web of shared consciousness. They can beam their thoughts to other people in the web, and access any information or thought possessed by anyone else in the web. Each person is an individual who is not overwhelmed by other minds in the web, accessing it akin to using another limb.

One of many:

Written language does *not* translate under the effects of this curse.

If you possess **World is Mine** for this curse, you can force another person to lose the ability to communicate with other people. For each language they know, they can communicate with only one person; nobody else will understand them, and they will understand

nobody else. They will need to learn or create a new language for every person they want to talk to. This includes written languages. Rudimentary gestures will be universal, but complex sign language is considered no different from other languages.

Diversity quota:
Even if you do not have magic in your world, these non-human races may still have small magical abilities.

If you possess **World is Mine** for this blessing, you can turn unborn children into fantasy races (if you purchased the higher level of **Decisions (Population)**, then you can choose more races than simply the classic fantasy ones).

Breeder frenzy:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, you can cause yourself or other people to become as hyper-fertile as this curse normally inflicts, or dial it down as much as you like.

Shifter:
The formless will not seek to breed to such an extent that they out-compete the primary race(s) of your setting.

If you possess **World is Mine** for this blessing, then any being capable of changing its form will come to like you more, and hold you in higher esteem.

STF:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you may apply formlessness to anyone you have sex with, or you can turn them into a version of any alt-form you possess (not an exact copy of your alt-form, but clearly of the same species). These new forms will be sexually contagious.

Competitive:

This works as described in the CYOA.

> If you possess **World is Mine** for this blessing, then you are now able to resolve any conflict through some form of competition. Your opponent will accept any challenge you make, from competitive sex to a race, but not a form of violence. Unless there was obvious cheating involved, the losers will accept that they lost (however, this will not mean that they believe the winner to be speaking the truth; just because someone won a game of tag won't make the losers believe that the moon is made of cheese, unless it really is).

Hug is out:
This works as described in the CYOA.

> If you possess **World is Mine** for this curse, you can make anyone become harder. The outside of their skin becomes tough, difficult to pierce and not receiving as much sensation as before. This does nothing to the internals, making sex more intense in comparison.

Wildlife:

Trading parts:
You will be able to decide what parts of a crossbreed take effect, in case you want to cross a lizard with a bat, but don't want the result to have fur.

> If you possess **World is Mine** for this blessing, then you will now be able to crossbreed anything no matter where you go, not merely in your own world.

Steel plate:
This works as described in the CYOA.

> If you possess **World is Mine** for this curse, then you will be able to make animals become more robust, gaining thick hides, armor plating, and plenty of horns and spikes. They'll also be physically stronger, to account for this increased weight.

Wild hunt:
This works as described in the CYOA.

> If you possess **World is Mine** for this blessing, then you will have the assurance that every animal you ever encounter will be something that can be useful to you in some fashion that is relevant to your interests and goals, if only you can figure out how.

Roll the die:
This works as described in the CYOA. Some manner of protection from poison is recommended.

> If you possess **World is Mine** for this curse, then you can randomize any food that someone eats. It will always be something that can be chewed and swallowed, but it is not guaranteed to be safely edible, and may in fact be lethally poisonous. You have no control over this, although luck abilities may come into play.

Animal magnet:
Supernatural animals are also capable of turning into monstergirls (and/or monsterboys, if you so desire). The population of animals are widely altered to keep the habitation of the planet feasible; there are not, for instance, 20,000,000,000,000,000 ant-girls covering the entire planet. The ecosystem will somehow keep functioning despite the lack of small insects and other creatures that would ordinarily fill vital roles in the ecosystem (that have now become of a size relatively easy for a human to fuck). Physics is more cooperative with monster girls, so you won't find butterfly-girls having difficulty flying, for instance. These monster girls are of roughly human intellect, and can live at least as long as humans can.

> If you possess **World is Mine** for this blessing, then you gain the ability to turn 10% of an animal species's population (rounded up) or 1,000,000 individuals of an animal species (whichever is less) into monster girls. These monster girls will gain a degree of education appropriate to a human of their equivalent age, as well as fluency in the local languages.

Rat fuck:
This functions as described in the CYOA.

> If you possess **World is Mine** for this blessing, then you can decide what animal you are a were-creature of, and decide the trigger for

and duration of your transformation. You can grant other people a were-creature transformation, that you can similarly control. You can't grant a transformation to someone who is already a were-something.

Giving tree:
Despite the implications in the following curse, this blessing is not a trap, and the “quests” these godlike beings demand will not have a negative effect on your world in any way. Furthermore, they're pretty slow to drive people insane.

If you possess **World is Mine** for this blessing, then no matter what form you possess, you will always be capable of having sex safely with a human being. Furthermore, you can gift powers to people who perform favors for you; this is more along the lines of a single individual spell than a more broad ability like “telekinesis”. No one can receive more than a single ability from you every month.

Freudian:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you will gain the ability to communicate with any being, no matter how intelligent, eldritch, or bizarre, in a way that you are able to understand. Furthermore, you can do so safely, without risk of insanity.

Harmony:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then animals will continue to treat you this way in future worlds.

Bugs:
As a note, this applies to all animals, not merely bugs. Humans will still be able to hunt enough animals to satisfy their nutritional needs, but not one single animal more.

If you possess **World is Mine** for this curse, then you can selectively affect individuals to make the world bend over backwards to benefit

all animals they encounter in their life. If you targeted a hunter with this, they'd probably starve to death.

Plantlife:

Ironbark:

Despite all the plants being made of metal, fire will somehow still be possible, and rocks hard enough to noticeably damage metal will be plentiful enough to allow for trees to be felled to actually make use of this metal in the first place. Animals meant to eat plants will still be able to safely eat them.

If you possess **World is Mine** for this blessing, then you gain the ability to convert any plant into a metal version of itself, that still requires the same nutrients and still grows, it just happens to be made of metal.

Return to earth:

The trees that people turn into can still die of old age, it just takes a tree's lifetime to do so. That a person has turned into a tree is obvious to anyone who sees it; they aren't mistakable for ordinary trees.

If you possess **World is Mine** for this curse, then you gain the ability to transform people into trees. They are still fully aware while a tree. You have no ability to transform them back.

Green tongue:

This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you can similarly listen to, shape, and provide consciousness to plants in all future worlds.

Versus:

This works as described in the CYOA.

If you possess **World is Mine** for this curse, you gain the ability to apply sapience to any plant, as well as gift it with telekinesis. You also become telekinetic.

Overgrowth:
This works as described in the CYOA.

> If you possess **World is Mine** for this blessing, then at your discretion the plants that you grow will continue to get larger over time, their growth never slowing or stopping. Somehow, their nutritional requirements will never increase to account for this, and the square-cube law just sort of doesn't apply.

Seeded:
Plants can still make use of normal pollinators, they just prefer to use humans.

> If you possess **World is Mine** for this curse, then you gain the grant any plant the ability to sexually molest people and use them for reproduction (not reproducing WITH them, but stuffing them full of pollen and seeds, or similar such effects). These plants obey your commands.

A way that matters:
This works as described in the CYOA.

> If you possess **World is Mine** for this blessing, then by consuming fungus (in any form, including inhaling their spores), you will be able to view visions of the past. You can select any time in the history of your world—or you can go further, and see into the history of the world that came before your own. In most worlds, existence is cyclical, so you would be able to find out the method that your own world would most likely be destroyed by. These visions often include a sexual aspect.

Succumb:
This works as described in the CYOA.

> If you possess **World is Mine** for this curse, then you can curse others to be stricken by rot. An eldritch mold will infest their buildings and their food; no foodstuff will last for even a month without going bad, no matter how well preserved, and their structures will steadily deteriorate. This mold is adaptable,

relentless, and patient, and no building is safe from it. Although it is not lethally toxic, it is a potent hallucinogenic should they breathe or eat the spores. You, on the other hand, can cultivate this mold completely safely.

Fruiting:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you can cause any tree to produce fruit immediately, without suffering health repercussions. This fruit is always health, edible, and nutritious, and also influences the mood of people who eat it in ways you desire. You can imbue any fruiting plant with vitality, allowing it and those descended from it to survive in environments that would normally be inhospitable to it, somehow never taking over the environment as much as an invasive species normally would.

Pesticide:
Plants will be sufficiently edible to provide humans enough nutrients to survive, but not one iota more.

If you possess **World is Mine** for this curse, then you can curse someone to be hated by plants. It will be much harder for them to cut, damage, or uproot plants, any fruit they claim will be inedible, and toxins in plants are many times as effective as before.

Religion:

D.I.Y:
If they worship you as a god, then you will retain your divinity and power even outside of this world, but you will not gain power from worship from people in other worlds (unless you apply D.I.Y to that world, as well).

If you possess **World is Mine** for this blessing, then any worship directed at you will serve to increase your power and give you divinity, eventually turning you into a full-fledged god. This power waxes and wanes as you gain and lose followers and faith, but when you leave a setting, the worship they provide is “locked” in place for as long as time is frozen there.

Mundane:
This works as described in the CYOA.

> If you possess **World is Mine** for this curse, then you can turn off the belief of other people. This doesn't only affect their religious faith, but also belief in the goodness of others, the belief that their circumstances can be better than they currently are... it's basically a one-way ticket to depression. You can undo this effect if you so desire.

Import:
If you bring this to other worlds via the **World Shaper** perk, you can decide on new gods to place into a setting each time you use it, it doesn't have to be the same gods. Additionally, you can bring new gods into your own personal world as you discover them, if you so desire. You are not restricted to only one god, and you are not required to only bring a god that you personally believe in.

> If you possess **World is Mine** for this blessing, then whenever you worship a god, they will take note of it and grant you favor. You may be gifted relics, aid, or supernatural boons or powers, all of which will be fiat-backed.

Narcissus:
This option does not take away any powers you possess from elsewhere, you just don't receive any powers from this option.

> If you possess **World is Mine** for this curse, then you can curse anyone who is worshiped by others to gain no power from their worship. This will not instantly kill a god who relies on worship, but will greatly weaken them, and they will only possess the minimum levels of energy required to survive until you release this effect.

Olympus:
The gods provided here are unique gods created for your world.

> If you possess **World is Mine** for this blessing, then you are guaranteed to be viewed favorably by any sort of divine being. You will make for a better confidant, worshiper, friend, servant, lover...

you are elevated in their eyes, and they will allow lapses in proper conduct from you that no other mortal would be permitted.

Goblin gods:
These gods are minor, so the maledictions from slighted gods is likewise minor.

If you possess **World is Mine** for this blessing, then you will gain the service of a deity of Jumpers. Considering the power of their portfolio, they're actually quite weak—they're only half as strong as you. However, for every jump you've been to or go to in the future, they gain 100 CP to spend on any jump you've been to (paying full price for any option; free perks cost 50 CP instead). They don't exactly serve you, but as the only Jumper that is available to them, you are very important to their continued existence, and so they will generally do what you want them to.

From the darkness:
These gods, strange and eldritch as they may be, are beneficial to your world.

If you possess **World is Mine** for this blessing, then you will gain status amongst the poor and the insane, as they come to view you as a bringer of fortune. They will think more highly of you, and you will enjoy their good graces as they go out of their way to help you whenever you need it.

Untouched:
The virgin only needs to be a virgin in regards to penis-in-vagina sex; other sexual activities do not disqualify them.

If you possess **World is Mine** for this curse, you gain the ability to summon tentacles from surfaces; these tentacles are like extensions of your own body, and no matter how many there are, you can sense through them, manipulate them, and fuck through them with ease.

Sliver:
This spark of the divine does not lead to more than minor power for each person.

If you possess **World is Mine** for this blessing, then you can bless people with positivity (including yourself); good deeds will result in good things happening to those who perform them.

Catholic:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you can inflict people with a conscience. A well-developed one, too, with a powerful sense of guilt and remorse. Even the greatest sociopath will start to feel horrible over their own deeds.

Travel:

Throughline:
You will know how far each temporal fissure travels, and you have the assurance that a way to return to your home time *will* appear within a year's time.

If you possess **World is Mine** for this blessing, then you gain the ability to time travel at will. However, you can only travel up to a week into the past or future through this method, and a takes three days to recharge after use. This takes the form of fissures in space-time that other people can use, until you close them.

Exhaust:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you can sleepwalk at will, and in your dreams are simultaneously aware of your body and what it is doing, and are capable of guiding it.

Versatile:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you will be able to transform your body to create (or remove) features that allow for any method of travel imaginable. However, the speed of movement depends on how frequently you use it, and how weird it is. Teleportation once in a blue moon will be agonizingly slow, while

sprinting every day for eighty years would let you blitz across the world.

Chopped up:
This works as described in the CYOA. You have the assurance that the halves of the body will work together well enough to allow society to grow, and not drive humanity extinct.

If you possess **World is Mine** for this curse, you have the ability to split people (mentally) across the middle. Torso and lower body each have a separate mind, and the actions their legs take may not align with the morality or goals of their head. Sensations are still shared, including sight, but the lower body cannot speak.

Rifts:
These portals can be opened through an act of will.

If you possess **World is Mine** for this blessing, then you gain the ability to open portals at will, of any size and reaching any distance.

Dick flick:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, you can create miniature portals on people's crotches to send their genitals wherever you desire. You can also curse people to cause their crotch to portal away whenever they get aroused, staying in some random location until they either orgasm or calm down.

Lucid:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, you are able to travel through the collective unconscious of sapient beings. You can enter by touching any dreaming being, and can exit through the mind of anyone else who dreams. This world is dangerous, but you know all the dangers and are instinctively know how to navigate it.

Id:

This works as described in the CYOA.

> If you possess **World is Mine** for this curse, you can summon people's worst nightmares, empowered by dream-logic to hold a conceptual advantage over the people that dream them up, even when they aren't otherwise equal in power. It is technically possible for someone other than the target to talk them down, but it is rare in the extreme. Nightmares seek to kill the person who dreamed them up.

Sight seeing:
This works as described in the CYOA.

> If you possess **World is Mine** for this blessing, you have the guarantee that any traveling you do will be easy, enjoyable, and always at least worth the time you invest into it.

Homebound:
Society will still be able to function enough to ensure that people still find gainful employment and obtain food.

> If you possess **World is Mine** for this curse, then you are able to afflict people with a terrible fear of leaving their home.

Capital:

Mover:
The Capital's hyper-efficiency means that even a small amount of fuel can keep the city moving for months at a time.

> If you possess **World is Mine** for this blessing, then you know how to make and design cities that are safely mobile through a variety of technological means, and know how to craft the Mechanisms that ensure a city repairs itself and grows.

Coal fire:
You have the guarantee that the Furnace will never feast upon you.

> If you possess **World is Mine** for this curse, then you will gain the ability to instill a similar Furnace to that of this curse in the center of

any great work of artifice, whether it be a high-tech city or a space station. The Furnace will create automatons that will keep the city (or what have you) functioning, but it will also steal “fuel” from the city—which includes citizens to feed the Furnace. The more high-tech and capable the machine it is placed within, the more powerful its automatons become... and the more the Furnace needs to feast.

As needed:
When the citizens need a service, rather than a location, a path will appear leading to that service, so that your city is not filled with corpses as people need medical attention and find their way blocked by an endless number of empty hospitals.

If you possess **World is Mine** for this blessing, then you will gain the ability to open a path through any city, leading straight to where you want to go. This path doesn't damage anything, but goes straight through all obstacles harmlessly, splitting things in half and closing them up behind it, with nothing else in the city reacting to this path through it except for you (and those following this path alongside you).

Labyrinth:
The city will remain just barely navigable enough that society and survival is still possible, but will otherwise be almost impossible to navigate. Another city will likely form outside of the Capital where all the actions of governance take place.

If you possess **World is Mine** for this curse, then you gain the ability to inflict others with a terrible affliction. They will always get lost, no matter where they go, no matter how carefully they map their way or how straightforward the path should be. It's almost like the world rearranges itself to spite them, but to anyone except for themselves, the world will behave normally.

Central:
Only the beneficial effects of blessings are amplified.

If you possess **World is Mine** for this blessing, you will gain the ability to grant locations a boon. Any perks of you or those allied

with you will be amplified in effectiveness in the vicinity of these locations. This does not amplify itself.

The minimum:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you can place a malediction upon a location. Any drawbacks you possess can be made to effect everyone who resides there, but will grow weaker and disappear as they leave the place. Additionally, if you possess any abilities that allow you to lay curses on people, you can now use it to curse locations (again, the effects weakening as affected individuals leave).

Foundational:
The city definitely does individually care for everyone who lives upon/within it. The city does not require the nutrients its mass would suggest, and the square-cube law does not apply.

If you possess **World is Mine** for this blessing, then you are able to cause growing animals to have their growth uncapped, continuing to grow endlessly. When they grow large enough for cities or houses to be built upon them, you will know how to shape their bodies to be as conductive to living upon them as that of the beast of the Foundational Capital option.

Husk:
As ominous as this city is, the dead megabeast possess no true danger in its current state.

If you possess **World is Mine** for this curse, you will be able to repurpose corpses (or parts of corpses) into usable items, retaining some measure of power available to their once-living form. A dragon might allow you to make a shield that blocks fire, while a unicorn's horn might be mounted upon a staff to form a spear that cleanses impurities. And, of course, a dead megabeast might be restructured into a city. Items made through this perk will inflict a feeling of loss and loneliness while they are used.

Livable:
This works as described in the CYOA.

> If you possess **World is Mine** for this blessing, you can cause any government official to be experience a wealth of duty to their position, and when it is used you can expect them to set aside their attempts to further themselves in favor of doing what they can to improve the lives of the citizens that they are responsible for.

Controlled:
This works as described in the CYOA.

> If you possess **World is Mine** for this curse, then you may select any lawfully-created rule or law; this rule or law becomes absolute within areas it is legally applicable, and cannot be broken by anyone except for the strongest-willed individuals.

Lovers:

Pink matter:
The Love material will be fiat-backed and usable in other settings, but can only be generated on your world.

> If you possess **World is Mine** for this blessing, then you are provided with a large vat full of Love, which replenishes every week. You will find that Love will have uses for all forms of science and technology, if only you figure out how it apply it.

Switched on:
This works as described in the CYOA.

> If you possess **World is Mine** for this curse, then you have the ability to force incredible arousal upon anyone you like, which will only fade when you permit it to. You may also make people immune to sexually transmitted diseases.

Hard work, Work hard:
Love might develop as an exercise, but it also grows passively over time, allowing people who have lived tough lives to still eventually experience love, even if they have never had anyone to practice their love on.

> If you possess **World is Mine** for this blessing, then you have the ability to control your own ability to feel love or lust. You can make yourself love people, dial down your arousal, or prevent yourself from feeling affection for someone else entirely. By spending time with people, you may also manipulate their own capacity to feel love or lust.

Stuck:
This curse only affects romantic love.

> If you possess **World is Mine** for this curse, you may force anyone to be stuck feeling romantic love or sexual attraction only for the person (or people) that they currently love. For instance, if someone loved someone who was secretly an abuser, you could force them to remain in love with them perpetually; if two lovers must spend time apart, you could lock their love in place so they do not love each other less for the distance between them.

Overpowering:
If you possess Exceptional, you will always know what sort of changes are going to happen to you, and can allow them or prevent them as you so desire.

> If you possess **World is Mine** for this blessing, then you can cause anyone you like to change to better fit the ideal desires of whoever (or whatever) they have most recently had sex with.

Uniform:
This works as described in the CYOA.

> If you possess **World is Mine** for this blessing, you can change the physical sex of anyone you desire into anything you desire, from turning males into females, turning females into futas, or making futas into sexless beings without any sort of genitalia whatsoever, or stranger transformations as you may desire.

Study buddy:
To clarify, resurrected beings can only remain for seven years before they

begin to destabilize. If you are resurrected and do not destabilize before the end of your stay, you will be permanently stabilized and your chain will continue. Resurrections can only happen on the world you create here.

> If you possess **World is Mine** for this blessing, then once every ten years (or once per jump, whichever comes first), you may resurrect any being that you have experienced some form of love for. They are perfectly brought back to life, without flaw, without cost, and without any lingering defects that could cause destabilization.

Faulty:
This works as described in the CYOA.

> If you possess **World is Mine** for this curse, then whenever you encounter a resurrection spell or effect, you may introduce flaws into it. Oh, the body will come back, but the mind? The mind will be something... else. Something with access to the knowledge and memories of the person they attempted to revive, but is in no way beholden to its goals or morality. If you so desire, you can apply this effect to any corpse, causing any attempt to resurrect it to fail in this fashion.

Attract:
This works as described in the CYOA.

> If you possess **World is Mine** for this blessing, then you have the assurance that you will more frequently encounter people who are compatible with your sexual and romantic desires. If you ever have a date (or more) with someone who is not compatible with you, you will instantly be aware of it.

Fumbled:
This works as described in the CYOA.

> If you possess **World is Mine** for this curse, you will be able to seal away people's sexual skill and resistances. Even a goddess of sex would be as fumbling as a naive virgin, and the world's greatest casanova would be as easy to satisfy as someone with no sexual experience whatsoever.

Family:

Fetch:
Birthing an egg is much safer, easier, and less painful than being conventionally pregnant, and most of the difficulties of being pregnant (such as morning sickness) are entirely absent.

> If you possess **World is Mine** for this blessing, then you may cause any pregnancy to result in an egg, which hatches to birth a flying animal of some kind. This animal will promptly leave, passing through any barriers in its way, and return a week later with a baby, who is biologically, unmistakably the child of the parents in question. The animal then disappears to live out the rest of its life on a farm or something.

Manual:
All babies come with instruction manuals on how to build them.

> If you possess **World is Mine** for this curse, then you gain the ability to deconstruct people into a bunch of messy component parts. You also gain the ability to reconstruct people who have been disassembled, be it through this perk or through other means. This includes reattaching dismembered limbs.

Wanted:
This works as described in the CYOA.

> If you possess **World is Mine** for this blessing, then you can, by touching a child of 1 year of age or less, teleport that baby to the person who would be best able to raise them, taking all factors into account (including willingness).

Issues:
This works as described in the CYOA.

> If you possess **World is Mine** for this curse, you gain the ability to retroactively change the parentage of yourself or other people. This changes them genetically to have the new people as their parents, and rewrites history so that, as far as everyone (including

themselves!) are concerned, they have always been their child. Only you will remember the original history, if you allow yourself to do so.

Blossom:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you may turn any child into a prodigy, gifting them with astounding intelligence, observational skills, and talent for all pursuits they may engage in.

Reroll:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you may randomize individuals. Their past will remain the same, but every component of their being will be randomly re-selected; their morality, their mentality, their "stats", their luck... all of it is reassigned to something completely different.

External:
Children created through these methods may obtain minor abilities relating to whatever power caused their birth.

If you possess **World is Mine** for this blessing, then when you use any perk or power on someone, you may cause them to become pregnant with your child. The child in question will gain some ability based upon whatever power it was you used to cause this impregnation.

Replica:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you can turn any individual into a clone of someone else. This is only visual; mind and powers remain unaffected. You may optionally induce a random mutation into this individual to vary up their appearance.

Familia:
This operates off of the "ideal" relationship with family.

If you possess **World is Mine** for this blessing, then you will be treated as close as family by everyone you encounter, while remaining just “other” enough that this pseudo-family status doesn't interfere in finding lovers or not staying in contact with people you've met.

Broken home:
If someone has a child, they will still feel enough of an obligation towards it to take at least minimal care of it until it reaches adulthood.

If you possess **World is Mine** for this curse, then you have the ability to snap pre-existing bonds of familial or platonic love. The people involved will suddenly have no love connecting them, although they may still take care of one another out of a sense of obligation, or due to some other bond they share.

Pets:

Sync up:
Despite not being born in this world, you will enter it with a pet of your own.

If you possess **World is Mine** for this blessing, then you have the ability to enhance any pet you wish to. It will become better in all aspects—it is smarter, stronger, faster, healthier, more empathetic, kinder, and has a longer lifespan than it otherwise would.

Stew:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, you can cause people to hunger for a pet the more that the pet is loved. A much-beloved pet might be spontaneously killed, either to sell its pelt or to cook its flesh.

Firm hand:
Animals can only be trained in this fashion in this world, but retain all their benefits if taken to other worlds.

If you possess **World is Mine** for this blessing, you can domesticate any beast you establish dominance over, and cause it to evolve to gain new powers or forms, and to develop a loving bond with it.

Flipped:
These new beings are only superior to your species as a whole, not to you individually.

If you possess **World is Mine** for this curse, you gain an alt-form that allows you to take on a form that is superior in every fashion to a single species of your choosing, gaining a new alt-form every 10 years (or every jump). Particularly exceptional members of this species might still defeat you, however.

Familiar:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then for every pet you gain, you will receive a small boon or minor power. The greater the love, affection, and closeness with your pet, the stronger these abilities become.

Tiny kisses:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you may inflict sexual parasites onto anyone you like. Some examples include tentacles that live in the asshole, hives of insects in the body that boost fluid production, and even external parasites such as living clothing or tentacle panties.

To be heard:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you may establish telepathic communication with any animal. Animals that form a hive possess a single intelligence for the purpose of this perk, so as not to overwhelm your consciousness.

Overwhelm:
This feature only forms from a range of about a single room, but has a longer range once established.

> If you possess **World is Mine** for this curse, this allows you to forcibly connect the mind of someone else to the mind of an animal, forcing telepathic communication between them. However, it isn't full-fledged speech, just glimpses, emotions, and sensations, which can readily drive people to distraction—or, with enough bonds, to outright insanity.

Companion:
This works as described in the CYOA.

> If you possess **World is Mine** for this blessing, then you have the ability to domesticate any animal, even those which should be completely impossible to domesticate in any fashion. You have the ability to get rid of people's allergies to pets, and to make pets hypoallergenic. Training of any animal you are close to is reduced in time to $1/4^{th}$ the normal length, while being even more effective than before.

Escape:
This works as described in the CYOA.

> If you possess **World is Mine** for this curse, you can erase any affection a pet feels for its master, and fill them with an unstoppable yearning to run free and wild. Animals you “free” in this way will be spontaneously filled with the knowledge of how to hunt, find mates, and otherwise care for themselves as a wild animal ought to.

Workmates:

Double up:
This works as described in the CYOA.

> If you possess **World is Mine** for this blessing, you gain the ability to duplicate yourself, but only so long as every duplicate you possess has some sort of task to fulfill. Duplicates will merge together when their tasks are complete, when productivity flags, or when they

decide to do so; no copy of you will have a sense of mortality, and will have no problem with merging together again. When merged, their memories and experiences are shared; if you possess some sort of hive-mind or psychic ability, however, you can simultaneously "operate" all of your clones at once. This merging can occur over any distance.

Mismanaged:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, you can cause a person's successes to be attributed to other people. No one will ever contest this, but neither will anybody who benefits from this misattribution appreciate it. You can end this effect whenever you like.

Better:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you will have a mental list of who is capable and available to perform any task you like, no matter who it is or where they are in the world. You can instantly search through this mental directory to find exactly who you need to complete any job you want done.

Laze:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you may target anyone, and force them to lose all of their passion, zest, and ambition. They will have no desires beyond simply surviving, and will do nothing that does not directly contribute to their survival.

Qualified:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then whenever you enjoy doing something, you will become better at doing this thing. This stacks infinitely; the more often you do something and enjoy it, the more skilled you will become at that thing, eventually reaching

impossible levels, such as where someone who enjoys raising plants would be able to feed an entire nation on their own from a single farm.

Adult industry:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you can summon a magical, sexy homunculus at any time. They are smart, attractive, and stronger than a human, and capable of doing things that humans would die attempting. They are devoted to doing whatever you want them to do, but they can only refuel their energy through sex. You can summon enough homunculi to take care of every property you own, but if they are not recharged voluntarily, they will seek out opportunities to recharge by themselves... and they won't accept “no” for an answer.

Null and void:
Your people can tell what a job is offering, and what the job will *actually* consist of, in the event that the summons is a trap.

If you possess **World is Mine** for this blessing, then you will be able to use a ritual to summon someone from across the multiverse, bring you someone who is both willing and able to accomplish any single task you desire (tasks can be complex, if so desired). Once their job is complete, they are automatically de-summoned back home.

Redundancy:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you become immune to boredom, and can gift anyone you like with an immunity to boredom.

Lean:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you can instill any

workplace with the spirit of cooperation, smoothing friction between people and letting people's better sides come to the fore as everyone works to their utmost to complete tasks. When the day's work is done, everyone will be permitted to go home; there will be no “mandatory overtime” or attempts to exploit the workforce happening under your watch.

Fall:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you can inspire greed, betrayal, sloth, and ambition in anyone you like, even entire groups of people. Backstabbing will become commonplace, and any advancement people make will be due to crushing other people underfoot rather than demonstrating their superior qualities.

Geology:

Warped:
Roads are considered a structure that will be gently moved around, and in some cases will elongate or shorten to better fit the changes in geography, even forming bridges when necessary.

If you possess **World is Mine** for this blessing, then you can induce and control rapid changes in geography, causing mountains to rise, valleys to form, rivers to change path... all in a matter of a couple of weeks. However, this cannot be turned to destructive means, as any living beings or structures created by living beings will be harmlessly moved to a safe place over the course of the changes. These changes will not cause the earthquakes and other destructive effects you might otherwise have expected.

Elemental:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, you will be able to awaken elemental beings of natural objects, locations, or phenomena. They will have powers related to what they originate from, but are physically independent. They aren't subservient to you, but generally have a good opinion of you, and are not as hostile to

life as those of the ordinary curse would be.

Bender:
Your bending ability is fiat-backed to function in future settings.

> If you possess **World is Mine** for this blessing, then your elemental bending abilities expand. You can now bend all four elements, and can bend varieties on those elements, such as ice, sound, lightning, or metal. It still takes extensive training to become skilled at bending even a single element, however.

Beneath the feet:
Planets and similar celestial bodies are generally content to stick to their orbits. Should they so desire, they can keep their environment stable even if they leave the habitable zone... but if they actually leave it, it's usually because they're pissed off at whatever lives on them. Although a living creature, their surface is still earthy and fertile for farming.

> If you possess **World is Mine** for this curse, then you may animate a celestial object into a sapient living being. Worlds, suns, asteroids, comets, moons, and so on that you animate in this fashion are capable of projecting a human-sized avatar to speak with and interact with people.

Crystal cavern:
To clarify, many of these metals and crystals will have supernatural properties.

> If you possess **World is Mine** for this blessing, then every month you will receive a container full of metals, rocks, and crystals. These will all have supernatural properties, many of which will be entirely foreign to any jump you've ever been to before.

Scarcity:
This works as described in the CYOA.

> If you possess **World is Mine** for this curse, then you gain the ability to imbue a person with ludicrous greed, to the point that they become completely unwilling to part with anything they have that

holds value. You can also cause metals, stone, and crystals to rapidly decay into nothingness.

Prehistory:
The resurrection ritual will only work on beings that are native to this world but have left some form of fossil record behind—even footprints.

If you possess **World is Mine** for this blessing, then you gain the ability to perform a simple ritual that takes any fossil and resurrects the entire organism that the fossil originated from. Such creatures are brought to life at the moment they were last healthy or in their prime of life (whichever is younger), and are always loyal to the one who resurrected them. You can perform one resurrection per day safely, but otherwise this uses up your own energy; just resurrecting a single trilobite would leave an ordinary human exhausted for a full day afterwards, to say nothing of what something like a quetzalcoatlus would require.

Zombie dinosaurs:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you gain the ability to reanimate corpses into undead beings that will loyally serve you. You can also use fossils to animate an undead creature (or plant), which will be much more resistant to gunfire than the organisms would have been in life.

Gaia's hug:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, you gain the ability to temporarily turn the hardness of anything into softness. A hard road could become soft under your feet to make walking easier, a hard ground could cushion your fall, or falling rocks might become as gentle as pillows. Such things still retain their weight, they just become softer.

Resistant:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, you gain the ability to undo any of the works of men by returning things to how they naturally belong. You can tear down structures by sending each component of a build back to where it originally was, cause a cliff face to spit out the pitons placed in it to ease climbing, break down dams, and cause tunnels to fill in. Also works on the constructions of animals, such as erasing a termite mound.

Economy:

Gilded pleasures:

This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you gain the ability to produce wealth inside your body; by default, a golden egg, that then emerges out of your genitals painlessly. By inserting an object into your body (which is then immediately absorbed), you gain the ability to produce that object instead; no matter how dangerous the object is, you can painlessly ejaculate it. When producing this item, you duplicate any supernatural properties it possessed. Your body becomes much more elastic, to the point that a man could ejaculate an entire car out of his dick without suffering pain. Until you ejaculate an object out of you, it does not take up space or possess mass.

Midas well:

In case of touching a large object, only a small portion of that object will be turned into the relevant element.

If you possess **World is Mine** for this curse, then you must select a single element from the periodic table. You may, at will, turn anything you touch into that element.

Value:

This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you can apply its effects to any transaction you have in future settings. People will intuitively know how much work went into anything you are trying to

sell (or how much work *would* have gone into something, if CP purchased the skills or items involved), as well as how beneficial that thing would be for their purposes, and will value it accordingly. You, likewise, will understand the value of anything they are attempting to trade with you. This means that, while bargains are impossible, all your transactions become equitable—or at least as equitable as possible.

Singular:
You and your companions may choose what your purpose is.

If you possess **World is Mine** for this curse, then you may assign other people a purpose in life. If they do not perform this task at least once a day (or at least work towards performing this task), they will feel incredibly uneasy and be unable to find pleasure or comfort in anything. They will automatically know what this purpose is when you assign it to them.

Justice:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, your life is affected by a form of karma (which you may activate or deactivate once every 10 years or once per jump). Good deeds you do cause good things to happen to you; bad things you do cause bad things to happen to you. However, you can also *trade* karma with people; in worlds without karma, it grants this individual the same karma effect until they spend (or suffer) the amount of karma they traded with you. People will inherently understand how to trade karma for material goods with you.

Squatter's rights:
When the jump ends, you will be considered to be the owner of any items that you obtained with CP or that is otherwise fiat-backed or in your Warehouse, regardless of who technically possesses it at the time, as long as you did not *intentionally* give it to someone else.

If you possess **World is Mine** for this curse, then you can claim ownership of any building simply by residing inside of it, or claim

ownership of any item simply by touching it. Nobody will be able to dispute this claim; they might steal it back from you, but only if they were the type of person to steal to obtain what they want in the first place.

Unchanged:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you gain a vampire noble as a companion, who does not take up a companion slot and who can be freely imported into any jump. When imported, they will arrive in the jump a few years before you do, and will spend this time enriching themselves and gaining positions of import. By the time you arrive, they will have made themselves a player in the local economy, and within a couple more years, will be economically important on the global scale. They won't give you things for free, though. But they're more than willing to be your sugar daddy/momma, as long as you let them sip on your blood some, too.

Endless growth:
Every trade an *individual* makes with the vampires takes more blood. As long as they draw from new people, the vampires won't reach the point of needing to kill people to survive.

If you possess **World is Mine** for this curse, then you gain the ability to drink the blood of other people. For every 50 mL of blood you drink, you spontaneously generate roughly $5,000 in USD (in 2020 money), which is not taxable and which will not negatively effect the economy in any way. This blood can only be used to be given to the person whose money you sucked. If you give them more money than is equivalent to the amount you drank, then you will become somewhat more lucky in your future endeavors for a few days. However, every time you drink from the same person, it takes another 10 mL to generate the same amount of money.

Baseline:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you gain the

ability to make people care about others. People will volunteer food, water, and shelter to the homeless, who in turn will not take advantage of that kindness. People will be more empathetic towards drug addicts, who will seek to overcome their addiction in order not to be a drain on the people in their lives. People will overall act like better people.

Stricken:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, you will be able to give any individual a short list of tasks you want them to do; they must select one of these tasks to perform. If they do not at least attempt to do so, they will suffer severe social consequences, equivalent to the social censure you'd expect from someone who transgressed against one of the great societal taboos to experience, like someone who killed children.

Advancement:

Always on time:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you gain immense skill and knowledge at crafting advanced technology, and a seemingly infinite well of inspiration to actually perform this craftsmanship.

Bad times a'coming:
These frustrations will never reach the point that society cannot function.

If you possess **World is Mine** for this curse, then you can inflict other people with a curse of frustration. This doesn't make everything go wrong, but everything that can go wrong in a frustrating way, or go right in a way that makes things worse, definitely will.

Heads up:
You only grow while in this world, but retain this growth when you leave it.

If you possess **World is Mine** for this blessing, you will also gain

points whenever you pursue something with determination and drive. These points can be spent on any skill or perk or power you possess to improve it. This improvement can reach beyond the human limits. You can also place these points into items in order to improve them; placing these points in a non-fiat-backed item will provide it with fiat-backing, but only when used by you.

Equals:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then whenever you lead or participate in an election, you can imbue everyone involved with a full knowledge of all factors involved; everyone will know all the positions taken by the politicians being elected, will know their stances on every issue, and will know the details of those issues that would normally require specialized education to fully understand. This ensures that all elections are participated in by a duly-educated population.

Innate:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, then you gain the ability to use magic.

Grudge:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, then you gain the power of antimagic and antiscience. You may selectively cause magical or scientific/technological processes to fail.

Knowledge:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, you will enter each jump with knowledge of all the divine and eldritch beings that exist, as well as a small host of information regarding eldritch rituals and spells. You will be able to safely discover information that would

normally be dangerous to know, and you gain knowledge of astrophysics, astronomy, and astrology, customized to suit the knowledge of the setting you go to. When in a world where the divine or eldritch doesn't exist, you will still learn a set of eldritch spells that will nonetheless work in the setting. You can make any of your eldritch abilities safe for other people to observe, be around, or participate in.

Heliocentric:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, you can select a single piece of scientific knowledge, and completely discredit it in the eyes of the world. There will still be people who believe in it, but they will be very rare, and no evidence they put forward will ever be believed by the masses.

Invention:
This works as described in the CYOA.

If you possess **World is Mine** for this blessing, you will find that you non-warfare-based technology just kind of... improves on its own. Computers will gradually become faster, video cameras will develop higher fps and more realistic images, clothing will become more comfortable, and vehicles will become both faster and safer, amongst a thousand other forms of advancement.

Insecurity:
This works as described in the CYOA.

If you possess **World is Mine** for this curse, you will be able to target someone and subject them to constant surveillance. Their every action will be logged and recorded, and even their thoughts will be tracked and written down for later perusal. You, or anyone who knows you have done this to someone, will be able to access this information at any time. You can cease this surveillance whenever you like.

Personal Powers:

Realized:
This works as described in the CYOA.

Charged:
This works as described in the CYOA.

Assistant:
This works as described in the CYOA.

Clockwork:
This works as described in the CYOA.

Look ahead:
This will not give you knowledge of the contents of a jump before you arrive in it, but it *can* let you know what jumps you will randomly generate if you use random generation to determine your chain, although it does not take into account the possibility of chain failure.

Mastery:
This works as described in the CYOA.

Inconsistency:
This now applies to jumpchain options as well. If there is an inconsistency in how an option is described, you can choose how these inconsistencies resolve themselves.

Inspire:
This works as described in the CYOA.

Exceptional:
In addition to this CYOA, you may now exempt yourself from the effects of any of your own perks or powers.

Example:
This works as described in the CYOA.

Reshape:
This becomes an alt-form.

Transmute:
This works as described in the CYOA.

Guarantee:
In each world you go to that possesses supernatural powers, you will automatically gain access to any category of supernatural ability.

Beyond:
These superpowers cannot interact with the chain itself. The 2% of the population that receives powers as well only applies to the world you create.

Creative:
This works as described in the CYOA.

Veil:
This works as described in the CYOA.

Changeling:
This becomes a new alt-form. You can decide if this trait is passed on to your children or not.

Sacrifice:
These cultists become followers.

Mind games:
This works as described in the CYOA.

Unspeakable:
This becomes a new alt-form.

Timeless:
This works as described in the CYOA.

Protect:
This works as described in the CYOA.

Adjust:
This works as described in the CYOA.

Hug:
This works as described in the CYOA.

Compatible:
The people you “settle down with” from this option may be taken with you on your jumpchain journey as companions or as followers.