Version 1.0
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Paradise

Often mistaken for heaven by earth natives that freshly arrive, Paradise is a beautiful place that hides quite a bit of danger beneath its idyllic surface. In the sky, the clouds form solid, or semi-solid, islands around unique crystalline structures, providing places for the denizens of paradise to live and rest. The highest isle, Valinhall, is one of the safest and most beautiful places in the entire plane, a wondrous view of to as far as the eye can see. However, the lower you go, the more dangerous things get, and the less idyllic the world seems to become, with the isles resting right on the cloud sea being the most dangerous, only trumped by the cloud sea itself and, presumably, whatever lies beneath it.

The Cloud Sea covers the entire planet below the floating isles, stretching beyond even the farthest of the isles, and it is filled with the echoes of those that fell through reality without the right protection to survive the process, changed into storm clouds. These echoes coalesced and fused with the clouds and life forms found within, making them more vicious and dangerous. And still, some venture into the Cloud Sea to learn more about it or to try and chase legends of what lies beneath. Few who venture in return uninjured, and many don't return at all.

Age & Gender

You may choose any age between 15 and 85 to be equivalent to in jump. You automatically import as your previous gender, but may choose to switch for free.

Locations

Roll a d8 to determine your starting location randomly or pay 50cp to pick for yourself.

1. **Valinhall:** The largest and most populated isle in Paradise, as well as the one highest in the sky. Most who fall through a crack in reality end up here.
2. **Gendeyma:** Also called the Quiet Isle, Gendeyma is the second highest isle and the place where the largest library in Paradise is located, large enough it covers most of the isle itself.
3. **Nexquiot:** Known as the home of the Seekers, Nexquiot, or Nex as most call it, is a medium sized isle with far more natural vegetation than other inhabited isles.
4. **Isscetol:** The most magically inclined isle, Virtuosos are trained on this isle and colorless chroma wells up from its crystalline core. It is, however, small compared to most other isles.
5. **Tironf:** A major trading hub due to its central location, it is also the second largest isle and the one with the greatest amount of goods to trade. This does, however, draw thieves.
6. **Dofheim:** Effectively the slum of Paradise, Dofheim's crystal is darker than most, however, it is a place often sought for night time events as the stars shine brighter within its area than any other isle.
7. **The Cloud Sea:** Or, rather, an island of solid cloud floating on the Cloud Sea. These places are some of the most dangerous in Paradise, only what lies within and beneath the Cloud Sea would be more dangerous.
8. **Free Choice:** Choose any of the above options.

Origins

Drop In (0cp): You are one who fell through the cracks, possibly even coming from stranger places than earth. It doesn't really matter who you were in your previous world, now, you have no allies, no enemies, no resources, and no memories of this world.

Minstrel (0cp): You are a storyteller, historian, spy, informant, loremaster, and entertainer, all terms used to describe the skills and approach commonly used by minstrels. You have memories of collecting stories, sifting through libraries for little nuggets, and putting on shows that both entertain and pass along information for those in the know.

Seeker (0cp): You are part of the seeker order, with memories of harsh physical training, instruction on the skills needed to survive, and the techniques behind enforcing the laws the order upholds. You are respected as an authority figure here in Paradise, for both good and ill.

Architect (0cp): Builders and city leaders both, architects are those that bring structure to things. Not just to materials, but to communities. As an architect, you bring structure where formlessness and disorder once reigned, and you do it all with ease.

Hermit (0cp): Many would call you a survivalist, an eccentric, or a paranoid, but really, you are a scholar. Not in the way of the minstrel, no, you experiment and study the world, it's movements and patterns, and you use them to try and make something to your benefit. And maybe others if you're feeling generous.

Virtuoso (100cp): You are one of the masters of chroma casting, the ones called to defend the settlements of Paradise during times of crisis. You have the memories of training for years, or even decades, to master your colors of chroma and what arias benefit you most, giving you ample advantage in a fight.

General Perks

You gain +200cp to spend on general perks only.

Birds of Paradise (Free): Every single race in Paradise is capable of flight, and you're no different. You gain some means of flight based on your race (see below). If you already possess an innate means of flight, you can incorporate that into your abilities here. On top of gaining the ability to fly, you also gain the instincts necessary for flight. This also means you won't fall prey to the idea of "no one ever looks up" as you will have the mentality for three dimensional movement not found in land locked individuals.

Chroma Collector (Free): Chroma is the main source of power in Paradise, colored wisps of energy infused with magical power and ready to be shaped and used. However, to use chroma, one must first collect it. The wings of most denizens of Paradise are patterned with various colors, able to store chroma of the same color within their wings by processing colorless chroma or collecting sparks of already colored chroma from the wind itself. Unless your race says otherwise, you can choose up to five colors to have your wings pattered with. For an additional 50cp, you can add two additional colors to your wings, this can be done multiple times. However, the more colors in your wings, the less of each you'll possess for casting.

It is possible to grant others the ability to use Chroma, however, without wings, it is quite limited. The natural colors of their body are the only colors available to the individual.

Songs of Paradise (Free): You know the basics of how to sing arias in order to create cadences. Cadences are magical structures formed from the song of an aria and primarily used to shape chroma and turn it into a proper spell, though they can be used without chroma to create less flashy effects, such as causing a blade to act as if it were sharper or increasing your senses. Keeping a cadence running takes an effort of will, though a small one, and keeping them active longer than a single casting can be tricky if you don't have the mental discipline for it, and larger workings can be just as tricky if you don't prepare ahead of time.

While it is possible to use chroma without cadences, the results are often chaotic and unpredictable due to the many concepts and magical effects held in each color, needing to be refined and altered by cadences to direct the correct concepts into the casting.

You can teach others to use these arias even if they lack Chroma.

Songbird (50cp, Free Nixie and Virtuoso): You have a wonderful singing voice, melodious and pleasing to the ear, with a wide vocal range. This makes it significantly easier to sing a wider variety of Arias.

Vivacious (50cp, Free Pixie and Virtuoso): You are a beauty, maybe not the most beautiful, but certainly above average. More so, the patterns and colors of both your wings and body are exceptionally striking and vivid, accenting your beauty. This also makes it easier to draw on your chroma.

Instrumental (50cp, One Purchase Free Minstrel and Virtuoso): Choose an instrument. You are proficient in the playing of that instrument and have the potential to become a master with your chosen instrument.

Sky Farmer (100cp): You have a knack for growing plants. You have a feel for the conditions that are good for them and how to get them to those conditions or what can substitute for them. You can also use colorless chroma to enhance the growth of plants, even those that don't normally feed off of chroma. You also know how to process plants for use in various ways, such as making cloth or turning it into a type of flour.

Beast Tamer (100cp): You have a knack for rearing, training, and domesticating animals. You can easily figure out what they need to stay healthy and help them grow, how to treat illnesses they may develop, how to temper their instincts and make use of them, and how to get them to take to training or domestication. You also have a knack for breeding animals, especially for desired traits.

A Breath of Fresh Air (100cp): The people of Paradise know how to sit back and appreciate a beautiful scene, and now, so do you. Taking a moment to simply sit back and observe the world around you allows you to ease any troubles on your mind and the stresses of the day. Additionally, you'll never lose the ability to appreciate the sights and beauty of the world.

Aerial Ace (100cp, Free Valkyrie): You are an expert flier. Your speed, maneuverability, and endurance while flying are finely honed to be in the top tier for your race, though not the peak it could be. Additionally, you are well trained in the art of aerial combat.

Tinting Infusion (100cp): You possess the ability to tint the nature of an object or material with an infusion of colored chroma. This can, and often will, change the effects of the infused object in a direction based on the color of chroma used. These effects are minor, such as red speeding up and intensifying an effect, but apply to both the good and the bad, leading to results that may not always be beneficial. However, objects and substances will almost always react in the same way, allowing consistency. This is further limited by the fact that most objects and substances can only handle a small amount of chroma before they start to reject further infusions.

Raw chroma is almost exclusively used for this process as raw chroma much more readily bonds with objects or substances than shaped chroma will. It is, however, possible to infuse shaped chroma, with only the most dedicated and skilled being able to manage it.

Color Specialization (100cp): Choose one of the colors you picked for the chroma collector perk. Chroma of that color is easier for you to use, your arias are more effective for that color, and you can hold twice the amount of that color of chroma within the same space. This perk can be selected multiple times, each time applying to another color of chroma.

Choir Singer (200cp): For large and complex works, keeping the right focus and will behind the cadences involved is difficult, so, some choose to instead work in tandem with another, or several others, to have the wills of multiple individuals behind a grand casting, which also has the benefit of opening up far more chroma for the casting itself. You are a master of orchestrating and choreographing large scale works of chroma casting with several individuals involved and teach others the process of joint castings with relative ease.

As an added bonus, you can apply similar principles to any magic system you can use. This may apply in strange ways, depending on the magic involved, but it's possible regardless.

Efficient Filtering (200cp): Normally, processing colorless chroma into colored chroma takes a good deal of time, quick enough to be useful, but not fast enough to allow for rapid chroma castings. You, however, process colorless chroma far more quickly, roughly three times quicker, in fact. This is generally quick enough to allow for repeated use of even powerful chroma castings, though even this may be taxed with the strongest of castings.

As an added bonus, this applies to the regeneration rate of all forms of magical energies, tripling the rate of energy generation.

Imprinting (200cp): A discovery of the pixie and nixie that was later adopted and mastered by witches, imprinting is the infusion and solidifying of cadences within an object, which can then be used as a medium for chroma casting. This often takes the form of cards painted with the appropriate colors to make the casting function as intended, though it does not need to be. This won't directly alter the properties of the object, however, that is a separate ability.

Totem Crafting (300cp): Totems are constructs, of a sort, that are used extensively in Paradise. It is not uncommon to see houses with several totems around them or in the possession of people. In and of itself, a totem is a collection of chroma and cadences solidified into a crystalline structure that maintains and sustains itself, allowing it to generate a number of programmed effects.

Totems are often designed to power a specific constructed body, with some flexibility for potential issues that may arise. These bodies can range from simple rods planted into the ground to full sized animal-like constructs to humanoid bodies much larger than normal, though the core must be designed to be strong enough to power such a construct body. The most common constructs are the Expanse Model, which draw in clouds to expand the islands of Paradise. You are able to create common totems and are adept at learning new ones.

You can also devise new ones, given time, knowledge, and practice.

Breath of Life (400cp): You possess the Breath of Life, a rare magic that only a few awaken in their lifetime, though it is believed that anyone can potentially awaken this ability. By infusing this magic into an object, usually through an exhalation of breath carrying the magic, the object starts to develop a personality. This isn't quite a form

of intelligence, but rather a sort of attuned preference for users and the ability to develop a bond with users the item takes a liking to.

If the item likes its user, it will alter itself to work better, a carving knife will be sharper, a suit will fit better, vehicles will run better, etc. However, if the item does not like its user, it will do the reverse, make its blade dull, make the suit ill-fitting and get in the way, vehicles will stall, etc. Items you make won't necessarily like you, but will at the very least won't hinder you much even if they dislike you.

Gaining a single use of Breath of Life is an extended process requiring a significant investment of both yourself and your time, and you can only hold five such breaths at any given time, barring training to expand this number. Each breath carries with it a seed of a personality, a small collection of traits that are the base on which an item's personality will grow, which you must conceptualize and solidify over the course of several dozen hours, though familiarity with certain personality traits can speed this up for those traits. This still takes at least a day to form a single breath.

An object can have further breaths infused into it to reinforce or further shape its personality, though this suffers from diminishing returns, with the first ten breaths providing a significant benefit and further infusions only providing a noticeable effect when multiple are used at once. The stronger and more refined the personality of an object, the more benefit it can provide to those it likes, and the more it can hinder those it does not.

It is thought to be possible to form a true intelligence using the Breath of Life, but if it is, it would take years and hundreds, or even thousands, of breaths to achieve.

Racial Perks

Pixie (0cp): Along with the nixie, pixie are the most common race in Paradise, always being roughly even in numbers. With their ability to more easily use precise mixes of chroma and their, more often than not, complexly patterned wings, they can draw on a wider variety of chroma than most other races in Paradise and use it with increased proficiency. Pixie possess butterfly- or moth-like wings that can have a wide array of patterns, some even having different patterns on the front and back of their wings. Though great for chroma casting, the wings of a pixie make them weak fliers, their movements fluttery and easily affected by the wind.

- **Tetrachromat (100cp, Free Pixie):** Detail is something every pixie enjoys, largely because of their sense of sight being naturally more detailed and in depth than most. This makes them incredible for detail work and they can pick out even the subtlest differences in the shade of a color, making them far more accurate in their use of Chroma, able to pick a specific shade of red rather than just a general red color. This level of detail is more focused on what is up close rather than distance.
- **Efficiency (100cp, Free Pixie):** Pixie often have small amounts of a wide range of chroma from their wings, this often results in them needing to make the most of the small amount of chroma they possess. As a result, pixie are able to use precise amounts of chroma with little to no waste, able to use less than other races to achieve the same results. This extends to other forms of magic that use a magical reserve, such as mana. Pixie are also known for their efficient movement, something they often need with their fluttering flight, they're able to dodge obstacles with a bare minimum of movement to just barely not hit them while moving. This movement extends even further to manual dexterity to allow for quicker crafting and art.
- **Light Weaving (200cp, Free Pixie):** When using chroma casting, a pixie will effectively paint a picture with the colors they use, adding more depth to the casting based on the symbology of the image. While not as effective as a cadence in shaping the casting, this image stacks on top of the effects of the cadence, adding more power to it. The only downside is that the pixie must actually paint the image, though the motions necessary are significantly simplified, merely gestures.

  Additionally, a pixie can add the same gestures used for this ability to any mystical power they gain or possess, increasing the overall potency of the power in question, with only powers that require total stillness not being able to benefit from this ability.

Nixie (0cp): Along with the pixie, nixie are the most common race in Paradise, always being roughly even in numbers. Nixie are naturally skilled aria singers due to their innate perfect pitch and an organ that creates a unique backing note that reinforces their cadences, giving extra definition and precise effects to their chroma casting. Nixie possess dragonfly- or wasp-like wings that allow for quick and agile movements in their flight along with being usable for hovering more easily than other wing types.

- **Perfect Pitch (100cp, Free Nixie):** Nixie have keen ears, just not in the way most expect. They can pick apart tones and identify their pitch with virtually no thought given to them, they can also accurately reach a wide variety of tones thanks to this ability, allowing them to accurately use arias that are stronger and more efficient than others. They can also hear tones higher and lower than other races can hear. This doesn't otherwise improve the nixie's hearing, it doesn't let them hear across a greater distance, just notice more about the sounds around them.
- **Finesse (100cp, Free Nixie):** Beyond their skill with arias, nixie are known for their maneuverability and finesse, their movements showing a great deal of fluidity. This extends even further to a nixie's flight capabilities, allowing them to change directions or very suddenly shift in a direction they aren't directly moving away from. Outside of flight, this gives the nixie a dancer's grace, improved coordination, a degree of improved flexibility, and a constant awareness of their center of balance to allow for rapid movement that would otherwise leave them unbalanced.

- **Melodic Reinforcement (200cp, Free Nixie):** A nixie is able to reinforce the cadences created by their arias using a subtle droning note from an internal tymbal-like structure connected to their lungs. This makes the cadences stronger, harder to disrupt, and more powerful in what they can accomplish, both on their own and in chroma casting. This similarly enhances other magics that have a vocal component to them.

  Secondarily, the drone itself has a bit of magic to it, allowing a nixie to cause a steady mental dissonance that is distracting and can lead to missteps in the use of arias or cadences for chroma casting, or anything that requires concentration really.

  Finally, a nixie can add a vocal component to any mystical power they gain or possess, increasing their level of control and efficiency with the power in question, with only powers that require total silence not being able to benefit from this ability.

Faerie (0cp): Considered the least common of the sprites, faerie are reclusive and unsociable by the standards of sprites, which is to say they like their privacy, which commonly makes the faerie more common in wizen communities than in sprite societies. The main advantage that faerie have is that they do not need to use an aria to create a cadence, allowing them to be quite stealthy, though not as stealthy as sylphs could be. Uniquely, faerie have wings that resemble leaves or flower petals rather than the more insect-like wings of other varieties of sprite.

- **Seasonal (100cp, Free Faerie):** Faerie aren't all born the same, there are actually four distinct varieties to be found throughout Paradise. Or, at least, that was the thought for the longest time. Faerie actually possess the unique ability to shift between four distinct forms, though they are born in one such form that becomes their base form. The forms are based on the four seasons, Summer, Autumn, Winter, and Spring. The Summer form is physically strongest and has additional durability, as well as a fortitude that is resistant to poison and disease, however, their wings are almost universally a single color, usually green. The Autumn form is more resistant to the elements and chroma casting, as well as possessing wings that can be any of the traditionally fall colors; green, brown, red, yellow, and orange. The Winter form lacks proper wings, instead having it replaced by a coat of a white or blue, fur-like substance similar to what's found on pussy willows, with enhanced senses and slowed metabolism, useful for sniping. The Spring form is always high energy, has a minor healing factor, and is the quickest form available to the faerie, as well as the one with the greatest variety of color, though usually only in a limited pattern of two or three colors. The increases offered by each form are minor, but noticeable, the main benefit lies in the change in wing coloration.

  You can choose a single one to be your base form, the other forms must be learned separately, and it takes a few minutes to change forms, though this can be reduced if you practice enough, with some faerie able to do so in under a second after decades of practice. Each form may have a minor effect on your mentality. This doesn't change who you are on a fundamental level, but does emphasize certain traits you possess, such as the winter form making you more patient while spring makes you more likely to socialize than you would before, like if you were having a good day.
- **Wind Reader (100cp, Free Faerie):** The wind is connected to all races of Paradise, some more than others. Faeries are one of those with a stronger connection, able to read the winds, tell what winds carry chroma, when the wind will gust, how it will affect flight, scent, and sound, with more being possible. This ability can even allow the reading of the weather out for a day or so just by the feel of the air and its movements, all without really needing to think about it. Faerie using this ability are some of the most skilled fliers in Paradise, though they are far from the fastest or most agile of them.
- **Sound of Silence (200cp, Free Faerie):** Faerie are the only race, besides humans with faerie blood of course, that possess the innate ability to use Silent Arias. This comes from a mental song they can sing their arias into in order to manifest the cadences instead of needing to speak them in open air. This is more difficult to accomplish than actually singing an aria, though not excessively so, and can be used while singing an aria physically to sing two at once, though this is an advanced skill and difficult to accomplish.

While this ability is innate to a faerie, other races can gain the ability. It does, however, have some downsides compared to the innate version. You must establish the song yourself in this case, and it is distracting to keep it active constantly, barring years of constant use, making it even more difficult to utilize. Taking this version discounts this perk.

This can be used to "speak" the vocal components to any spell or ability you may possess with just a bit of training, though stronger abilities are proportionally more difficult.

Grigs (0cp): Grigs are the naturally largest intelligent race in Paradise, towering over even gargoyles, with eight feet being short for a grig. They are, however, rarely seen at their full size due to their ability to shrink at will, making them look more like other sprites. Grigs are by far the weakest fliers in Paradise, other than the occasional gallim with truly weird flight methods, grigs tend to rely on a mount instead and only use their wings if forced, which is aided by their ability to speak with animals as if the animal was an intelligent being. Grigs possess beetle-like wings, including the elytra that cover them, which are sturdy, but not very dextrous.

- **Wildspeaker (100cp, Free Grig):** Grigs are able to speak to nearly any animal, though they have an easier time speaking to flying creatures and domesticated animals. Particularly small or simple animals might prove difficult to speak to outside of certain conditions, like a swarm of bees needing a large portion of the hive to actually give voice to more complex thoughts. Some animals, however, are just too dim to be able to speak, though they might follow simple instructions if you're persistent enough.

  Persistent conversations may result in a slow increase in an animal's intelligence.
- **Union (100cp, Free Grig):** When a grig finds an agreeable companion, they create a resonance that unites them in an unusual way. This union imparts a degree of magic to the creature, granting them enhanced intelligence, the ability to understand spoken word, and a mystical connection to the grig that made the union, allowing for a sort of mental melding where the two can think as one. The most commonly used feature, however, is that the union makes it so the grig and their companion are considered to be in contact with one another through the mystic connection they possess.

  This bond can be severed, however, doing so has backlash for both sides of the bond. While the original companion will retain much of its newly enhanced intelligence, it will feel the loss of the bond sharply and it can, and often does, feel like a piece of them is missing. For the grig, this is equally as painful, in a more visceral way. The grig's ability to filter chroma is hindered for several days and they feel a spiritual pain that persists for months after they fully recover their ability to filter chroma. Once this period has passed, the grig can begin searching for a new companion, or rebind their old one if they both agree to it, though the spiritual pain persists and can build up if the grig tries to filter through multiple unions too quickly.
- **Shrinking Violet (200cp, Free Grig):** In their natural state, grigs are massive, usually standing a good deal over nine, and sometimes even over ten, feet tall with a solid, if wiry, frame. Despite this, they blend in with other sprites due to their unique magic, allowing them to shrink themselves and "store away" their physical size, seeming to fill a pool within their mind as they shrink in size. While this shrinking doesn't weaken the grig, it reduces their inertia and momentum, as well as hindering their leverage, which can make them seem weaker when shrunk down. This affects any personal equipment the grig carries.

  The pool gained from shrinking can then be funneled back into the grig to increase their size once again or it can be pushed into another creature to increase its size so long as it maintains physical contact with the grig. Separating from the creature will cause the increase in size to slowly funnel back into the grig's pool.

This can also be used to pull size from others, which is similarly stored in the grig's internal pool and can be used normally, however, this extra size starts to return to the creature it came from as soon as it loses contact with the grig and requires the creature to be willing.

Sylphs (0cp): Sylphs are not as common to see as the other sprites, not because there aren't many of them, but because they often turn invisible, just letting light pass right through them, they're also the fastest fliers and the smallest of the sprites (standing only 3-4 feet tall) in all of Paradise, which makes them even harder to pin down. Sylphs almost always keep their wings, which look like individual feathers or feathery wisps on their back, completely invisible. Even when in flight. This ability to turn invisible comes from the sylph's innate ability to utilize colorless chroma on its own, something few races innately possess.

- **Dynamic Vision (100cp, Free Sylph):** With how quickly sylphs move, they've had to adapt to avoid tunnel vision and being unable to avoid obstacles from missing something. This means they have impressive dynamic vision and an incredible rate of processing details from their sight, allowing them to pick up the smallest details in fractions of a second. It also means they are sensitive to movement and their vision will naturally notice things moving, even in their peripherals, with greater accuracy.
- **Zephyr (100cp, Free Sylph):** Sylphs are incredibly fast, both in the air and on solid ground, this is primarily due to their ability to go from a standstill to their max speed, and vice versa, in the blink of an eye. This does come at the cost of maneuverability as a sylph can't easily turn while flying at their max speed, though particularly skilled sylphs are able to time their deceleration, turns, and acceleration well enough to counter this detriment, at the cost of some of their speed.
- **Vanishing (200cp, Free Sylph):** Colorless Chroma is completely useless to most races outside of its ability to be filtered into colored Chroma. For a sylph, however, colorless Chroma is just as useful as colored Chroma. The main use is to simply coat themselves with colorless Chroma, in full or in part, to turn the coated part invisible. They can extend this to touched objects or personal equipment, allowing them to turn their clothes or weapons invisible as well.

  However, this can be pushed farther, and has been by some sylphs, to allow the suppression, or even removal, of certain traits from objects. The most common use for this is in herbs or spices where the sylph can use colorless Chroma to envelope an undesired trait, such as a bitter flavor, and either make it less prominent or hide it entirely, this does require carefully constructed cadences to properly accomplish, however. Incredibly skilled sylphs, the oldest of them, have been known to completely remove an undesirable trait, permanently, using complex cadences. This only works on inherent traits, not imparted ones, so momentum can't be affected by this ability, nor can heat, but anything inherent to the material, such as weight or poison, can be suppressed or removed given enough time and practice.

  It should be noted that magical traits imbued into an object that alter its properties permanently are considered inherent traits, not imparted traits. Imbued traits are temporary ones added to the object by an outside source that goes away when that source is gone.

Harpy (50cp): The most common form of wizen, harpies are distinctly bird-like humanoids, not just possessing bird wings, but also taloned feet, clawed hands, and feathers in place of their hair. Surprisingly, harpies tend to favor remaining on solid ground rather than flying, with many choosing to be farmers or artisans rather than feeling the need to explore that many other races tend to have. Part of this is that harpies are the only race in paradise that lays eggs rather than birthing live young, needing to have a place where the eggs can be stored until they hatch. The wings of a harpy are generally smaller than one would expect for their body size.

- **Athleticism (100cp, Free Harpy):** Harpies are unusual in that they are skilled in physical movements while not on the wing; jumping, running, climbing, and virtually any other athletic pursuit. Additionally, harpies are able to fold their wings exceptionally close their body, minimizing their profile on the body and get them out of the way of other pursuits.

- **Flexibility (100cp, Free Harpy):** With hollow bones, particularly elastic connective tissues, and the ability to pop their joints without physical harm, plus an exceptional amount of body control, harpies are extremely flexible and can fit through any opening they can fit their head through, so long as they don't have too much of a gut. Additionally, this gives harpies dexterity with their taloned feet on par with their own hands. This also comes with a good deal of agility when not flying.

  A non-harpy taking this perk can choose to have taloned feet like a harpy or the normal feet for their race, which have limits on their dexterity compared to the talons. Post-jump, you can swap between your normal feet and the talons.
- **Mind Games (200cp, Free Harpy):** Harpies possess an unusual ability to alter their own perceptions using what they often consider simple mental tricks. Things like altering their vision to see through fog or opaque glass, make their clothing feel dry and ignore the discomfort of weather conditions, and even alter the rate at which they perceive the world around themselves. Most use this to relive happy memories or to help in their sporting events, either as a player or someone watching. This can, however, be pushed further to allow for mental conditioning, such as resisting mental influences or giving themselves extra motivation, a form of autohypnosis, effectively.

Gargoyles (50cp): One of the more common varieties of wizen, gargoyles are often bestial in appearance and are considered the strongest of the races of Paradise in terms of raw physical ability, with an imposing build and stature. Gargoyles are slow fliers, but have an impressive level of endurance that allows them to keep on flying when others would falter, and with their extra weight, gargoyles aren't easily shoved off course by strong winds. Despite their imposing form and stoic demeanor, gargoyles are often willing to help others and are as reliable as they come.

- **Throwing Your Weight Around (100cp, Free Gargoyle):** The body of a gargoyle is dense, heavy, and durable. As a result, gargoyles are naturally stronger than normal and when they lash out, their mass and strength makes their hits count. It also means they have heightened endurance thanks to constantly carrying that extra weight. The added weight of a gargoyle doesn't hinder their ability to fly or move around normally.
- **Set in Stone (100cp, Free Gargoyle):** When in need of extra defense, a gargoyle can tense their muscles and run a bit of chroma through their bodies, not needing an aria to do so, to harden their body against physical trauma. This is enough that even another gargoyle would find it difficult to harm one with this ability active, some effects can break through, and energy-based attacks, such as lightning or fire, are not neutralized by this effect. While this will, at first, take a moment to set up and restrict the movements of the gargoyle while active, with time and practice, they can make it near reflexive and/or allow themselves to move while keeping the effect active.
- **Stone Cold (200cp, Free Gargoyle):** A strange quirk of gargoyles resides in their ability to project emotions while looking completely calm and unfazed. A gargoyle is naturally level-headed and able to process stressful situations well, but the same mental trait that makes this possible also allows them to project feelings and emotions outward. A gargoyles that is joyful will be able to project that to make others feel more at ease and more likely to take joy in a situation, while an angry or hateful gargoyle can render someone paralyzed with the feeling of imminent death they conjure. This is usually done reflexively, but some learn to control it with a few years of consistent practice.

Djinni (50cp): One of the rarer wizen races, djinni are human-like creatures with skin a single, solid color ranging from pastel blues to the deepest of reds to normal human skin tones and toned, athletic forms. Djinni have an innate connection to the winds and clouds, especially those that carry chroma, and can use them to blur their form, making them harder to focus on or spot. Finally, the most well known trait of the djinni is their mind, which are naturally geared towards solving puzzles and their ability to frame nearly anything as a puzzle. Djinni do not possess physical wings and instead ride on clouds or vortexes of air they conjure, though some do form wings of smoke instead of riding a cloud normally. This cloud is made up of multicolored motes of chroma infused mist.

- **Riddlemaster (100cp, Free Djinn):** Puzzles and riddles are a favored pastime of the djinni, even young ones. Most djinni develop a clear sense for problem solving as a result, looking at the small and large scale, breaking down problems into bite-sized pieces, and figuring out loopholes and how to better come at a problem. Most tend to find solutions more easily than others, though choosing the right solution can itself be a challenge, especially when every variable isn't taken into account. This also comes with a natural talent for doublespeak, half-truths, and other forms of veiled speech.
- **Silver Lining (100cp, Free Djinn):** Djinni have a somewhat unique defense mechanism, one that allows them to avoid harm from directed sources, if not from natural hazards. With a simple flex of will and an application of chroma, a djinni can blur their form and features. This can be used to aid them in hiding as it naturally breaks up their outline, to obscure or alter their features, or to make themselves harder to hit and predict in a fight as this makes it harder to read their movements and can make them look either a bit closer or farther away than they really are.
- **Wind Caller (200cp, Free Djinn):** Even without the use of chroma or arias, a djinni's affinity for the wind allows them some unique advantages. A djinn can sing to the winds and draw out a small fraction of it, becoming bound to the djinn. Once so bound, the wind can be stored, either in a physical receptacle or woven into a braid of hair, where it will slowly attune to the djinn (taking a day) until it is effectively an extension of the djinn. Such winds are not particularly strong on their own, but most djinn have dozens, or even hundreds, bound to themselves and can use them for a variety of tasks, the most common being their creation of a vortex of wind to accelerate their flight. These winds are also easier to influence with chroma and arias, allowing them to more easily use chroma casting with their collected winds.

  These winds have a number of uses, ranging from deflecting or correcting the path of a projectile, accelerating their own flight and hindering others, pulling scents in or pushing them away, amplifying or dampening sounds, and creating compressed spheres that pop loudly when ruptured (though don't do any real damage). Using many winds in tandem can allow for greater effects, but even with a few dozen, or even a hundred at once, this will rarely cause significant damage without the use of another material, a few arias, or an application of chroma.

  A djinni's ability to bind winds is a factor of age and practice, masters of this ability can bind two or three hundred winds, though they often lack the ability to control that many at once with any degree of fine detail, often using a smaller number instead. Taking this perk as a djinn grants a dozen such winds, other races need to build them up from scratch.

Witches (50cp): One of the more human-like races in Paradise, witches look almost entirely like humans and have similar mannerisms, with only their eyes signifying their nature, often being multicolored and/or patterned, which signifies what kind of chroma they have an affinity towards and can store small amounts of chroma in their eyes. Every witch creates a focus, or, rather, is born with the essence of one that they *must* craft trapped within themselves, holding the same importance to them as wings to the other races of Paradise. The crafting of their focus is a rite of passage, of sorts, a coming of age that marks the witch as an adult, regardless of their actual age.

- **Intuitive Implementation (100cp, Free Witch):** Witches have a unique focus on outside sources of power, implements and reserves that they can use to improve on their existing abilities. Because of this focus, they have an almost instinctual grasp on how to best utilize or prepare almost any implement or ingredient to make an implement. This allows them to get more out of what they have.

  As an example, they can infer the conditions necessary to dry an herb that carries traces of desired chroma to enhance its effects, what to mix with that herb to make a potion, how long they need to work with it for greater effect, and similar such things. This even extends into how to cut the herb to preserve as much of its effects as possible.

This is, however, only a starting point. With practice and dedication, this can be improved on until it becomes a near perfect idea on how to work with even unfamiliar implements and ingredients.

- **Age and Treachery (100cp, Free Witch):** One of the most unusual abilities possessed by witches is to control their apparent age. They can appear young while being old or appear old while being young, and can shift it at will. While this doesn't extend their lifespan, just allows them to keep their youthful appearance even in old age, this does have its benefits. The younger a witch appears, the more power they possess, but the less control over that power they have, often needing to make the most blunt uses of their chroma castings. The older a witch appears, the less powerful they are, but the more controlled that power is, allowing them to work great spells more easily, but needing aid to fuel them. This also has an effect on physical ability, too young or too old, and they become less resilient and physically powerful, but keeping a balance allows them to maintain more physically capable form.
- **Arcane Focus (200cp, Free Witch):** Every witch possesses a focus, once they come of age, they coalesce the essence of their focus, combined with chroma and natural cadences, to form a focus that is unique to them. This may take the form of a book, an athame, a pendant, an instrument, a staff, a wand, an orb of crystal, or any number of other objects. This focus is exceptionally durable, will regenerate if it is damaged, can be moved to the will of its creator, and acts as an amplifier and receptacle for any kind of magic, but is especially potent for the use of chroma and cadences.

  This focus allows a witch to float and move themselves by will alone, and while they don't need their focus in hand to accomplish this, they are slowed significantly when it isn't in their possession. This also provides a sort of protective field around their body that keeps the conditions they fly in from affecting them too badly, something the other races deal with through physical adaptations rather than magical ones.

  As a final benefit, a witch's focus is exceptionally receptive to enchantments and most enchantments placed on one will grow with the strength and age of the witch, though this is a slow growth to be sure. This makes cadences placed on the focus especially effective.

Raggamoffyn (50cp): Known as the least common race in all of Paradise, raggamoffyns are a unique race that have an affinity for cloth more than anything else. More specifically, cloth that has a history. Because of this, most people don't know what a raggamoffyn actually look like do to them always being covered head to toe in clothing with only their eyes showing, ranging from a hodged-podged mix of clothing to an oddly complete outfit. Actually seeing a raggamoffyn, they are thin humanoids with skin that's markings in white, brown, black, and pale skin tones covering their entire body in various patterns. Their wings are actually a natural thread, which can be spooled out or reeled back in at will, that sprouts from their shoulders that can be used to form parachute or kite-like structures to fly with, though some do try to mimic other forms of wings using their thread.

- **Freedom of Movement (100cp, Free Raggamoffyn):** With their bodies almost always covered up, and often in several layers at that, raggamoffyns should have trouble moving, but they don't. A raggamoffyn can move in even the most heavy and impractical of clothing without it hindering their movements or ability to go what they normally do. Even being able to do fine detail work while wearing thick gloves that should make it next to impossible. Most restraints and other methods of hindering the raggamoffyn's movements are still able to work, albeit at reduced effectiveness, with only purpose built restraints being able to properly hold a raggamoffyn completely.
- **Wardrobe (100cp, Free Raggamoffyn):** With such a focus on clothing, raggamoffyns have gained an ability to store their clothing in a subspace pocket of sort that they call the Wardrobe. This wardrobe can swap any article of clothing worn by the raggamoffyn with anything in their Wardrobe, including nothing if they so choose. It takes barely a moment to make the swap out a raggamoffyn's clothing. The wardrobe is big enough to store hundreds of potential outfits, including gloves, boots, scarves, and other articles of clothing that most overlook. Even jewelry can be included to a certain extent.

- **Threading (200cp, Free Raggamoffyn):** The magic of a raggamoffyn is simultaneously a subtle affair and something on full display for anyone to see; their clothing. A raggamoffyn possesses the ability to weave their innate magic, slowly, into a piece of clothing and effectively make it an extension of themselves. This can take anywhere from a few days to a full year for each article of clothing and allows the raggamoffyn to access the history of the clothing, a psychic imprint of the previous wearers of the clothing. Accessing this history is the true magic, providing the raggamoffyn the ability to emulate some aspects of the former wearers. This is, however, the most basic manifestation.

  Over time, a raggamoffyn can weave bonded clothing together, sharing their histories and combining their materials and patterns. This weaving changes the clothing into an Outfit. An Outfit has the best traits of each article of clothing included in its construction, the materials and patterns seeming to fuse together and become more uniform in nature, and the Outfit's history is far stronger than a non-Outfit, forming a pseudo-cadence that provides the raggamoffyn improved capabilities while allowing greater access to the abilities held within the cloth.

  This magic is only able to be used on clothing, armor is not affected by this magic. However, leather or metallic cloth is able to be included and can provide a bit of protection when fully integrated into an Outfit.

Valkyrie (100cp): Known as the most combat focused race in Paradise, doing so for sport and to combat and hunt some of the more dangerous creatures found in Paradise's cloud sea. While not particularly strong compared to some of the other races of Paradise, and certainly not as fast, the valkyrie have an exceptional amount of skill and talent in battle, augmented by their unusual array of abilities. Like the archons, valkyrie have bird-like wings, however, the wings of a valkyrie are composed almost entirely of metal and will only hold a small amount of chroma compared to other races. As a result, valkyrie rely more on their racial magic.

- **A Finely Honed Blade (100cp, Free Valkyrie):** The valkyrie are a warrior race, this comes largely from their possession of a natural talent for battle and the hunt, an almost instinctive ability to fight well. Valkyrie learn to fight better than other races do and can feel when something's wrong in what they're learning, whether that's sabotage from the teacher, flaws in how it's portrayed in books, or even just the movements not being right for the individual valkyrie. While this doesn't let them know the right way to do things, it does make it so they can avoid doing it the wrong way, or at least the wrong way for themselves, allowing them to personalize their combat abilities. This extends to exercise as well, allowing a valkyrie to know their limits and when they start to get to the point of damaging their bodies by overexerting themselves, and when it's best to stop.
- **Electroreception (100cp, Free Valkyrie):** Valkyrie are known for a few things, but one above others is their situational awareness, which comes from a sense that is not possessed by the other races of Paradise. Valkyrie can sense the electrical impulses within a creature and read magnetic fields to navigate, even within the cloud sea where visibility is low enough it's near impossible to see your own hands in front of their faces. This is also leveraged to allow them to spot falsehoods or read the condition of an individual, as they can actually see the electrical signals that come from stress or pain. Exceptionally skilled valkyrie, the best of the best, have been known to be able to tell what movements someone was going to do before they even began to move using this sense.
- **Einherjar (400cp, Free Valkyrie):** The valkyrie are said to be of one body and many minds by those that don't fully understand them, and while it is true to an extent, it is not complete. A valkyrie passively maps the minds of those around them, storing them within an archive in their spiritual body. This works better the more situations and stresses are placed on the mind as it is mapped, however, once mapped, the mapped mind will become self-sustaining. It is also possible to make a generalized mind map for a species that is of animal level intelligence by scanning multiple of the same creature. It is possible to do the same for those of sophont races, but it is exceptionally difficult given the complexity normally found in their minds.

Once a mapped mind is stable, something that can take anywhere from a few days to a few months, it can actually be accessed, giving the perspective of that mind to the valkyrie, they can see from the point of that mind, how the thoughts of the mapped mind are processed, and use them to gain greater insights. More than this, the valkyrie can learn from these minds, gaining a reliable teacher by simply being around a person for long enough. Memories are not directly copied by this mind mapping, though echoes of them do exist, and particularly strong or recent ones will be present.

A valkyrie can also teach their mapped minds new skills by translating the skill from one mind to another, while this takes time, it can be used to cause a similar mind exposed to the mapped one to develop the same skill, effectively allowing instant teaching of a skill once the mapping is complete. Minds exposed to a mapped mind not close to their own tend to develop headaches, become confused or dazed, or are otherwise hindered from even brief contact before it is rejected and prevented from affecting them. However, someone can accept a mind not their own and, in doing so, become another person entirely from a mental standpoint. This is, however, a rare occurrence, minds instinctively fight off such attempts even if the person behind the mind is willing for it to occur.

Further mapping of the mind can result in them developing to full minds of their own, but this is a rare occurrence even with those that are around a valkyrie for decades as battle brothers. Valkyrie are able to map their own minds, but it is difficult for reasons not well understood, it is, however, those that do often develop the ability to think in multiple threads at once.

Archons (100cp): One of the races commonly mistaken as angels, archons are a fairly common race of Paradise, with their large, feathered wings allowing them to glide over long distances, they have managed to reach nearly every known settlement in Paradise and establish themselves within them, barring the most isolationist of them. Archons are a race that always wants an advantage, to hold more cards than those around them, keep one more trick up their sleeve, and just keep other people guessing as to what they can do. Because of this, many of the other races don't trust archons all that much, being quite suspicious of the race.

- **Composure (100cp, Free Archon):** It is nearly impossible to tell when an archon is lying or what they're feeling, they can hide it all behind an innate control that can even suppress the most basic of reactions to stress and little, unconscious movements that'd give them away. Even reading their minds wouldn't help all that much as they can even hide their thoughts and emotions from scrutiny. This allows them to keep a serene and sincere look even when they are lying directly to your face, and not show a single sign.
- **Inner Light (100cp, Free Archon):** The magic of chroma makes an archon more vibrant, vital, and vivacious. Everything attractive about their appearance just seems *more*, while everything that mars their image is dulled and easily ignored. Additionally, archons heal seamlessly and do not build up scars unless they want to, though they do not regrow lost limbs, they just don't develop into ugly scars. It still takes the normal time to heal, but such healing won't leave the archon disfigured.

  This has the added benefit of allowing the archon to change the color of their wings to a single solid color, chosen on taking this perk, to hide what chroma they have access to. However, while this effect is active, the archon cannot process chroma other than the chosen color while it is active.
- **Chroma Halo (400cp, Free Archon):** All archons possess a sort of pull to them that attracts colorless chroma, forming a disc or ring of collected chroma. This can be positioned over their heads, behind their backs, or even two smaller ones at their ankles or wrists, and an archon can change its position, and rough size, with a bit of work. Normally, this halo is completely invisible and tightly bound so others cannot draw any of the colorless chroma from it, however, the archon can have it shed light by energizing the chroma within the halo. The halo itself is a naturally occurring cadence with no known aria able to replicate its effects, at least not one publicly known.

While energized, the chroma within the halo can be funneled into a casting to enhance it, improving its power, range, and effect. The more energized chroma put into it, the more powerful the casting will become, and an archon's halo constantly collects colorless chroma, allowing them to do this regularly for small or medium boosts without issue, though large boosts, and even medium ones, can potentially drain the halo within a few castings if done in rapid succession. This doesn't need to be a casting done by the archon, they can enhance any casting within a few dozen yards of themselves. This can also be used to enhance the effects of some cadences.

It takes roughly two hours for a halo to fully recharge, assuming the archon hasn't utilized or developed methods to augment its growth. A normal archon will charge their halo passively, letting it fill to the point where it won't absorb more colorless chroma, however, a creative archon can use arias to craft cadences that pack the chroma more densely to allow it to hold more, or draw in extra colorless chroma from their surroundings to regenerate it faster.

Lightwings (+100cp): Humans by another name, lightwings are the descendants of those humans that fell through unreality into Paradise. Lightwings earned their name for their wings, formed from chroma that's taken on an almost stained glass-like appearance, solid light that allows them to fly. Lightwings are nearly unique in that they process chroma internally and can produce any kind of chroma, though they can't really use it directly, first needing to construct their wings and draw the chroma from their wings in order to cast.

- **Blood of Paradise (Free, Lightwing Only):** Lightwings need to have blood from one of the races of Paradise to survive on this plane with their life intact. As such, lightwings may choose a single other race, they get a discount on all perks from the chosen race.
- **Prismatic Processing (100cp, Free Lightwing):** One trait commonly overlooked by the races of Paradise is that lightwings can process colorless chroma into any color of chroma they want, with no need to filter it through their wings or restrictions to the colors on said wings. They can also store quite a bit more chroma than other races, roughly ten times the norm. However, this chroma is difficult to use while stored within the lightwing's body, making it slow to respond, and often leaks out of the lightwing's control, making it inefficient. However, this offers lightwings a good deal of flexibility in their day-to-day uses of chroma.

  If another race were to obtain this ability, this can also be used to quickly refill the chroma within their wings, as long as the color matches those on their wings. This perk maintains its normal functions on top of this added effect.
- **Wings of Light (200cp, Free Lightwing):** This is the defining feature of the lightwings and the reason for their name, the ability to take stored up chroma and turn it into wings that resemble stained glass. The wings are designed by the lightwing, made within their bodies from chroma they have stored up, and can be summoned into existence at will once they are set. A lightwing can have multiple sets of wings, though only one is considered the primary, taking about half a minute to make a new set of wings the primary. A lightwing can manifest more than one set of wings if they have multiple sets designed, however, doing so takes a conscious effort and can be quite tiring, mentally speaking, to keep sustained for long.

  The wings themselves are solid, resilient enough to take blows from falling debris without cracking, and are able to hold an edge if properly designed, making them useful as both a tool and weapon, as well as being used for chroma casting. Using their wings for chroma casting causes them to thin and can eventually cause them to shrink and leave them unable to sustain the flight of the lightwing, if used recklessly.

  Designing a set of wings is an involved process that can take anywhere from an hour, if rushed, to several days, if looking for something more complex.

Origin Perks

A Matter of Perspective (100cp, Free Drop In): Your travels across planar boundaries has left you isolated from all you knew and dropped you in a place with new rules and ideas. Some are unable to handle this sudden shift in perspective while others are able to adapt quickly. You are of the latter variety, virtually immune to culture shock and easily able to shift your mentality to more easily handle changing circumstances quickly and with minimal stress on your mind.

Edge of Reality (200cp, Discount Drop In): As the chroma storms show, going unprotected from the rules of a world beyond your own can have unforeseen, and often dangerous, consequences. Without this protection, humans start to unravel and become part of the clouds of Paradise, inducing chaotic weather as they do. Going to other worlds may result in similar results if you don't have some form of protection. With that being the case, you are now protected from all of the negative side effects of going to a world with different rules of reality.

Fateless (400cp, Discount Drop In): Reality has an annoying habit of giving some people better luck than others, granted, what's annoying for others isn't so annoying for you. You have the capacity to ignore the luck of others, break down plot armor, and otherwise rend fate to better suit your needs by simply existing. Oddly enough, this also makes you surprisingly lucky in everyday life as accidents that would permanently injure or kill you just simply don't happen to you.

Energy Admixture (600cp, Discount Drop In): Being from outside the plane of Paradise, it's entirely possible you possess other forms of magic, magic that has its own energies to draw upon. You are able to use one form of energy to substitute for another, such as using Spark energy from Betwixt to fuel Arias in place of Chroma. Such uses are likely to have their own effects separate from chroma use, but will provide greater benefit. Alternatively, you can mix multiple energy types together to get a mixed casting or to bolster another energy type, effectively converting one type of energy into another (such as turning Spark energy into Chroma or turning Chroma into Light), even converting one type of chroma to another.

However, as you are not guaranteed to have such energies before coming to Paradise, you can draw power efficiently from outside sources, such as moonsilver, and use it as easily as you would your normal, internal reserves. This has a special interaction with Prismatic Processing, allowing the Chroma stored with it to be utilized with no loss, effectively making it act as if it were drawn from their wings.

A Tale to Tell (100cp, Free Minstrel): You are a storyteller, and not just a simple teller of tales, an actor that brings their stories to life. You are a skilled actor, able to play nearly any role you need to tell your tale, you can set the tone of the story in such a way that it create an atmosphere that enhances the tale, you can play to the crowd, gauge their investment and adjust it just right to draw them farther into the tale, and you are creative enough to never fall into writer's block or otherwise find yourself without muse. Additionally, you know how to embellish your stories in a believable way, even otherwise true stories, to make them more interesting or to benefit you.

Lore Keeper (200cp, Discount Minstrel): Remembering all the stories you've heard or read can be quite difficult for some, however, for you, it isn't. You can keep, not just stories, but every memory stored with crystal clarity that you can recall with no effort at all, and your memory can't be altered against your will, though it can be made harder to pull up a memory. Additionally, you are exceptionally good at sifting through large amounts of information to find tidbits of history or parts of tales that are normally omitted or otherwise forgotten. This even extends to allowing you to draw lessons from the history you learn.

The World is a Stage (400cp, Discount Minstrel): And you don't want to miss the stories that play out on that stage. Your attention to detail is refined to the point that you can pick out the most minute of things about a place, person, or thing and be to use that to recreate events within your mind, like watching a play on a stage, with the more information you have making it more accurate, you can even note when things aren't quite right in one of these recreations. This can even let you recreate the minds and mental states of others, allowing you to figure out their character and how they might act under certain conditions.

With practice, this can be used to predict future events on a small scale, which can be refined further, though this is limited by your overall ability to process information and calculate probabilities or details, as well as requiring accurate information about the individuals involved, even more so than recreating past events.

Neverending Story (600cp, Discount Minstrel): Every story starts with a single word on a page or a single spoken word, each new word building off the last until they form something greater than each individual word, sentence, paragraph, and chapter. The story evolves with each new element incorporated and becomes something both new and greater than it was before as a result, an inspiration that draws others into the tale where they can experience the story for themselves.

The more you know about an object, about its story and history, the better it becomes in your hands, the longer its story and the more impactful its history, the greater the benefits. Weapons, armor, shields, tools, and much more all benefit from this boon, and can even allow you to manifest feats based on the object's story. You must, however, learn the history of the object in question for this boon to manifest, based on knowledge as it is. Simply guessing as to its history won't provide a benefit, though enough research to be sure enough to its history will provide some measure of benefit, though it will be lesser than if you actually knew. A story, however, does not need to be true, just well known enough to be intrinsically linked to the object, and not one you yourself made up.

Certain magics may also benefit. If you learn where a certain spell or casting came from and how it was used, it will receive a boon in the form of becoming a bit more efficient. A spell to control fire might burn a little hotter if you learn the mage that created it did so by studying the heat of a volcano and how the lava caused things to combust, or it may make it more efficient in its use of magical resources if you learn the methodology through which the original creator developed the spell.

Even locations are able to benefit from this, though only in small ways. An oasis used to quench a sword wielded by the man who conquered a kingdom might grant any weapon quenched within those same waters a minor boon, such as a slight boost in luck or make their voice striking and carry to better lead those that follow them.

Wayfinder (100cp, Free Seeker): You have been trained to navigate through the skies of Paradise, learning all the tricks and secrets that took decades for those without your training to learn. More importantly, you have the ability to form a mental map that is incredibly accurate and can be updated as easily as willing it. The map even shows roughly where you are.

What I'm Looking For (200cp, Discount Seeker): You have, as have all seekers, been granted access to an ability known as The Call, a technique believed to be related to chroma casting, but requires no arias or chroma to do so. The Call allows you to focus on something and gain a general sense of where it is compared to you in the form of a pulse originating from the location of what you've focused on. Finding something specific, like a pendant someone lost, often requires you to learn or know more about the item you are seeking, however, you can often find similar items by focusing more generally. You can even focus on non-physical things such as adventure, conflict, or peace.

This also comes with the ability to lay Nodes that give a perfect ability to track rather than just the general location described above.

Braving the Endless Sky (400cp, Discount Seeker): As a seeker, you will be traveling over long distances with only what you can carry and little else, possibly over quite extensive periods of time. This limits the distance most seekers can travel, but not you. You only need a third the normal amount of sleep, food, water, and air compared to normal, recover stamina three times faster, and can store three times more in any container you try to fill with a third the normal weight.

Additionally, weather seems to have little effect on you, hot weather is only pleasantly warm, frigid temperatures are a cool breeze, sand and dust on the air won't affect your breathing or sight, and you can shed water, snow, and sleet to the point you can come out of a storm completely dry. This dampens the elements, making lightning less of a threat, and kinetic impacts, such as from large hail stones. This acts as a form of armor as a result, armor that stacks up with existing armor.

You can choose to turn off or scale down any of these features if you want to do so.

Well Travelled (600cp, Discount Seeker): As a Seeker, you're likely to pick up much and see much more, a wide swath of variants of many skills and techniques that each aid the skills in some way. When you see someone using a skill or technique, from a simple method of chopping an onion to the complex footwork of a skilled fighter, you can pick it apart in your mind, the more you watch, the more you understand of it and the easier it is to separate the components involved. These components and pieces linger in your mind, and you can imitate them, to a degree, taking what you consider the best pieces from each and incorporating them into your own abilities, even on the fly. This still takes practice, but it is exceptionally easy for you to combine skills with ones you already possess to an appropriate level.

While this primarily applies to physical skills and techniques, this can also work with methods of magic, or even new concepts for chroma based on the local meaning, such as green being willpower in the DC universe.

Edificer (100cp, Free Architect): You have a knack for designing and constructing larger structures. You know how the stresses on what you make will settle and if they will be too much for it or if it is within safe tolerances, you will know what materials will be best to use for a given work, so long as you know about the material in question, and you can find suitable substitutes for those materials if you lack the best ones for the job. More than any of this, you know how to actually build the structures using this knack of yours. This does translate to smaller works, but is best utilized for larger projects.

Structural Integrity (200cp, Discount Architect): With stone and metal being exceptionally rare and wood being an expensive material to build with in Paradise, you've learned to be a bit more creative. Dust, clouds, water, ice, and beast parts are your materials of choice, and you know the process for turning them into a proper building material.

You possess the training necessary to sing an aria so the cadence will form within a material and how to set it as a permanent fixture within it. This adds structure to the material that it wouldn't otherwise have, altering its properties. Cloud spun into thread, dust compressed into stone, ice able to be forged like metal, or water that acts like rubber. Such materials may carry traits from their original state, such as ice keeping cool, which can be refined with the application of certain, obscure arias that you'd need to learn or discover yourself. This is most useful with soft, brittle, or granular materials, but it can also be used to make working with harder materials easier.

Additionally, you can find a use for almost any material, even if it's as small as being used as a trace amount in an alloy, and have an idea about how with only a little study of the material.

Social Machine (400cp, Discount Architect): Architects are not just about building things, but also in the creation of communities, networks, and systems to build up the infrastructure to maintain what they build, to lead as well as create. And to build such, you need more than simple know how. You are inherently empathic, the greater your intelligence and skill, the better your ability to socialize and interact with others, this is similarly true for being able to tell more about others, able to read them as well as you can any material. While not truly charisma, this does make you more likable as well.

This trait gives you insights into a person's talents, loyalties, mindset, and more, making it easy to construct teams and communities that mesh well together, avoid conflict, and keep things stable. This can function on a large scale or a small scale fairly easy, but there are bound to be rough patches the larger your work gets, even with your advantages, no construction is ever perfect, and even those that are will eventually break down.

Additionally, you are capable of turning your crafting abilities towards other pursuits, such as planning, tactics, training people, and developing a new skill, especially if it aids in building or maintaining the systems you create.

Zoning (600cp, Discount Architect): Building a city isn't easy, it takes a concerted effort, many people working together, and an investment in time. To help with this, you've gained access to what is commonly known as zoning, a type of geomancy or topomancy. When working on a plot of land (or a section of a building, or even just a single room), you can 'zone' it, effectively designating a purpose for the location, such as construction, learning, teaching, or mediation. Doing so will make anything related to that purpose easier and have better results. Such Zones can be temporary or permanent until removed.

With time and practice, you can use this at will, rather than needing to work on the plot of land, overlap zones, make them small enough only a single person could benefit, cover an entire city, or even make it so specific spaces not bound to land. With even more time and dedication, it's possible to draw power from zones you've established even when far away from them or across dimensional boundaries. Such zones will begin to build up energy as they are used for what they are zoned for, and you can use that energy for related forms of magic. Such as a zone for agricultural work allowing you to rapidly grow and shape plants.

Additionally, you've learned how to actually build an effective economic model and infrastructure to allow any city you build to work, including how to lead such a city if necessary. This comes with an incredible efficiency in the use of space.

Pattern Recognition (100cp, Free Hermit): Surviving out in the wild skies is a difficult prospect. But, you are not one to be deterred. You've learned how to survive in most environments through simple observation. Take a few hours to simply watch and you'll get enough information to ease your survival prospects, and the longer you study, the better you'll get with them. And if a pattern is repeated in another environment, you can use the earlier information to speed up the process.

While this primarily focuses on how to survive out in the wilds, it is also useful for recognizing other forms of patterns or systems, letting you gain insights into those same systems as you figure them out.

Isolated Eccentric (200cp, Discount Hermit): You are used to living on your own. No, you are used to *thriving* on your own. You do not need interpersonal connections to remain sane and do not lose your social skills due to isolation, even if those social skills aren't that good to begin with. Any eccentricities or strange behavior you possess are overlooked, for the most part, murderous tendencies probably won't be overlooked all that well, but having an annoying verbal tic or wearing a stack of mismatched hats precariously balanced on your head will be.

Saying you remain sane, however, is a bit of a misnomer. You do remain sound of mind, but only because the madness is buried deep. However, for some, this madness is a boon. You've tamed it, turned it into an asset. You can tap into this underlying madness to boost that creative spark and bolster your intelligence a bit by unlocking certain limiters in your mind. Do watch out for the reduced inhibitions and mood swings, though.

Hidden Secrets (400cp, Discount Hermit): You don't want the knowledge you spent so long painstakingly learning to fall into someone else's hands before you're ready, do you? Well, if that's the case, then you can obscure your works. With this perk, you can create a black box for your creations, hindering attempts to recreate your work if they manage to steal it from you. A special material will not show as anything more than the base material under observation, a piece of technology will seem to have parts that are useless or are missing despite the device working, and much more. This will effectively make it impossible for others to be able to reverse engineer your magic and technology other than knowing it's possible. You can determine the degree of this effect from nothing hidden to nearly everything.

Additionally, you are really good at setting up traps, security features, cyphers, codes, surveillance, and other such things to aid in keeping you and your research safe and out of other people's hands, even to the point that most djinni would scoff at trying to unravel your works.

Discovery (600cp, Discount Hermit): To say you are innovative would be an understatement, you are inspired, if a little on the stranger side of things. You receive moments of clarity and insight, flashes of ideas that, while unconventional and sometimes deemed impossible, work when you put your mind towards them, often resulting in you gaining a new depth of understanding in whatever skill or ability the inspiration focused on, and will often result in never-before-seen or incredibly rare applications of said skill.

These flashes of inspiration often occur randomly, from a simple thought that leads to something bigger. Over time, however, you'll learn to trigger them in times of need, and maybe, just maybe, to have them trigger at will or always be active, but both of those are distant goals, even with aid from other perks.

These insights will primarily focus on magic and it's applications, however, if focused on a non-magical ability or problem, such as constructing a device or developing a martial art, you may gain a lesser form of insight. With time and practice, especially once you've learned to trigger them more reliably, these will reach the same level as the normal insights.

This also comes with a moderate boost to intelligence and a significant boost to creativity.

Student of the Verse (100cp, Free Virtuoso): You are knowledgeable in the fundamentals of chroma casting. You know the arias, the affinities and traits of colors, and how the two are combined for casting. This knowledge is encyclopedic and can take a moment to bring up if you don't practice it well, however, you do know it and can put it into practice if you do somehow gain the ability to use a color you previously couldn't.

Additionally, you have practiced the vocal techniques used for arias and can safely sing the arias you know and have the proper voice for.

Warsong (200cp, Discount Virtuoso): As a virtuoso, you aren't simply a chroma caster, you are a defender, a trained battle mage. You can keep focus on your arias and chroma use even in the midst of combat and can keep singing an aria despite injury or exertion with how resilient your concentration is, only truly debilitating injuries, or ones that make it impossible to keep vocalizing, can stop your casting. This applies similarly to other forms of casting, making it nearly impossible to disrupt your casting with injury, pain, or distractions, only the most grievous of injuries or effects specifically designed to disrupt magic could do so.

Additionally, you are adept at flowing multiple arias one into another to build, merge, and condense cadences, making them more efficient and allowing you to keep more active at once than an untrained chroma caster.

Chroma Molding (400cp, Discount Virtuoso): Chroma is a conceptual thing, a color may represent feelings, patterns of behavior, mental states, an element, or any number of other things, and shaping those elements requires the use of arias to build cadences that then refine those concepts down to only what is needed. You can skip some of that. You have the ability to simply shape and refine chroma with an act of will, not needing arias to do so. However, the strain on the mind necessary to do so increases drastically as more colors and concepts need refining, making it impractical to cut out arias entirely. However, this does allow you to shortcut your chroma casting and even perform simple castings without the need for an aria and speeds up those that do still require an aria. More so, using a full aria alongside this ability allows for a greater level of control and power with a casting. This can apply to other forms of magic, allowing you to cut steps out at the cost of mental strain, or take on some mental strain to empower the casting.

Additionally, your wings are able to hold more chroma than normal, nearly three times what other chroma casters are normally capable of. This, in fact, applies to all forms of magical energy, your capacity with that energy is three times greater than it otherwise would be, and any gains are likewise tripled.

A World of Colour (600cp, Discount Virtuoso): There are colors most do not see, most cannot see. Colors without chroma or concepts tied to them. Many a virtuoso has sought to discover one of these colors. You have, in a sense. You possess a color all your own, one you can see and can gather chroma for, any color within your wings able to hold this form of chroma as well as its normal color, however, this new color of chroma lacks any concepts attached to it, any power to fuel chroma casting. At least at first.

With intense meditation, contemplation, and or willpower, you can add a concept to this new color. This will be easy at first, the first few concepts settling easily in place, but for each new concept you attempt to add, this becomes more difficult, each new one exponentially increasing the time, investment, and focus needed to add another concept. For most, going beyond fifteen or so concepts would be extraordinarily difficult.

Additionally, the more concepts added to the color, the more numerous and complex the arias used to refine it will become. You must develop such arias yourself, however, you gain exceptional skill and luck in creating the proper arias to do so.

Finally, it is possible to allow others to see this color and grant them limited access to it, requiring direct exposure to the color in a short, but involved, ritual, otherwise the color is effectively invisible or appears to be another color with an odd quality to it (your choice which).

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Items

You gain +400cp to spend on items only. Lost or destroyed items are restored after 24-hours unless otherwise noted.

Artificial Wings (100cp): It is possible to lose ones wings in an accident, this can be a serious detriment to those so afflicted. To counter this, enterprising individuals developed artificial wings, a way to return some mobility, if not the ability to store chroma, to those left without. Artificial wings bind to the spine of the individual and can be used in the same way a normal wing can, able to be maneuvered and flexed like a normal wing, the main detriment is that they cannot store chroma. These are also sometimes used by lightwings to supplement the use of their wings so they can use their chroma casting more freely.

For additional CP, these wings are augmented in some way. They can have a built in thruster that offers additional speed or have smaller thrusters that allow for more rapid and sharper turns, be sharpened to act as slashing or altered to allow them to shift into additional, spider-like limbs, or be reinforced to act as shields with the added option to fold into armor at the cost of losing flight while in the armor form. Alternatively, they can be affected by Breath of Life, making them much more responsive and natural feeling. Each choice costs an additional 100cp.

You can discount this purchase if you only purchase a single wing rather than a matched pair.

Chroma Sun (400cp): You have gained possession of a sphere of pure chroma known as a Chroma Sun, a potent source of colored chroma that can be pulled into the body to fuel the user's chroma casting. Choose a color when buying this item, the Chroma Sun is of that color and provides an unlimited supply of that color of chroma. Further purchases are discounted and can either be part of an existing Chroma Sun to make it a Prismatic Sun (a chroma sun that produces multiple colors of chroma) or be a separate Chroma Sun. Removing a Chroma Sun is as simple as willing it to emerge while singing a simple aria that you will instinctively be able to sing.

Claimed Property (100cp, Free Drop In): As someone that fell into this reality, you possess little more than the clothes on your back, but why should that be true? Now, objects that are yours possess a lesser version of item fiat backing. Any non-CP purchased item you possess can be replaced once per jump. Similarly, CP purchased items that do not respawn can now respawn once. Sale of the item voids this protection. This does not cover items that were stolen by you or your associates.

Additionally, you receive three marks which you may place on any object to give it full fiat backing as if you had purchased it with CP. You may remove these marks to place them on a new object, but they immediately cease to provide the fiat backing to the item they were removed from if you do so. You can make additional purchases of this item, discounted for drop ins, to gain two additional such marks.

Geas Hall (200cp, Discount Drop In): A rather simple looking warehouse attachment that is reminiscent of an art museum, with empty frames lining the walls and daises to hold statues and the like. As you make connections, to people or organizations, a canvas, block of stone, lump of clay, or some other bit of art supply will appear on one of the appropriate locations. Over time, these will shape themselves into a representation of that person or organization, growing more refined as the connection deepens. For a person, this might be a portrait or a sculpture in their likeness, for organizations, it's more likely to be a symbol or rendition of what the organization stands for.

These art pieces, after a certain point, will generate an aura of energy that can be drawn on, granting a minor boon to anything related to the individual. A baker might make you a better cook or make you better able to regulate your body temperature or the heat of a flame while a fencer would make you better with a sword and more nimble, with better footwork. These boons are small on their own, but drawing on multiple at once grants a larger boon. These art pieces also act as a reminder, keeping you connected to the individual or organization they represent.

It should be noted that even enemies can be rendered within this hall, their connection just as viable as a friend, ally, or spouse.

Shard of Unreality (600cp, Discount Drop In): Falling through the space between reality has allowed you to grab a piece of that unreality, which promptly integrated itself into your body. Now, you are able to summon this shard of unreality in the form of a whip, chain, ribbon, or other flexible form of potential weapon that you can shape to your will when it is summoned. This is not the most interesting trait, however, that lies in its ability to form a spiral that opens a hole through the boundaries between reality, which you can use as portals, of a sort, across Paradise or other nearby realities, though the second ability is quite difficult to accurately aim.

Post Jump, you can use this to travel between nearby planes of existence (such as going to Heaven or Hell in the DC universe).

A Tome of Tales (100cp, Free Minstrel): This simple book, preserved with a minor chroma enchantment, with endless pages within. The book contains a number of common, and some obscure, stories and updates with new ones every jump beyond this one. Any story you encounter will also be added to this book. In a pinch, the books is heavy and sturdy enough to act as a club.

Aria Instrument (200cp, Discount Minstrel): Instruments of all sorts are common in Paradise, music is nearly fundamental to the many races that reside on this plane of existence, so it makes a certain amount of sense that these same instruments are used as a tool for those with access to chroma casting. An aria instrument is used to supplement one's voice when singing an aria, acting to reinforce and empower the cadence formed, enough to grant a noticeable increase in power for any casting using cadences formed with the instrument. You gain one such instrument, it can be any instrument of your choice, with larger and heavier instruments offering greater benefit, but are cumbersome enough you may not be able to carry them. These may similarly reinforce any spell or magic with a verbal component to them.

Comes with instructions on how to make Aria Instruments.

Enchanter's Bellows (600cp, Discount Minstrel): Looking like nothing more than a simple pendant or charm, this small object is actually an ornate ocarina, one that can play on its own with an act of will, even allowing it to form cadences or taking over the verbal components of any form of magic with its tones. However, this is a small boon compared to its true power. The ocarina is also an artifact of great power, within it lies a wellspring of power that the wearer can use to intensify the magical properties of materials, enchantments, or even castings, offering a significant boost in overall power, at minimum tripling the power of whatever is empowered.

While normally temporary in nature, there are methods to make this empowerment stick, the best one being the Enchanter's Hammer from Betwixt, but the most accessible being months of constant empowerment.

If taken with the Aria Instrument item, then you have the know how to use this item as an Aria Instrument.

Seeker Gear (100cp, Free Seeker): The common gear of the seekers; a well made bow, reinforced to be usable as a club, a pair of greaves with claw-like blades extending from them, useful as both a hold out weapon with the right training and as an aid in climbing or bracing, a sturdy pack that makes anything stored within lighter, a canteen that uses chroma to gather water from the air, and a basic array of survival gear.

There's also a dress uniform of sorts, good for public gatherings and formal meetings where it gives a small bit of charisma.

Seeker's Lantern (200cp, Discount Seeker): A common symbol of authority for the Seekers, this lantern is lightweight, easily maneuverable, and carries a light of chroma rather than flame. However, these lanterns are not just a badge of authority, they're also a sort of weapon for the Seekers that use them, a censer with special powders that, when burned, can produce a variety of effects, such as invigoration, a mild paralytic, or eye stinging fumes, which the holder can direct to a degree.

Additionally, there are two variants of the lantern, you may choose one freely. The first allows the wielder to create a shield of sorts, a deflective force, around the lantern by running chroma through it, as good as any steel shield and significantly lighter. The second allows you to forge a connection with others that can be used to send short messages or distress signals with a brief burst of chroma, where they get an idea what direction you are in. You would need to repeat the pulse to act as a guide, however. For an additional 100cp, your lantern possesses both abilities.

Airship (600cp, Discount Seeker): While every seeker is taught to fly for days on end, sometimes it is not viable, that's where this airship comes into play. While not the best of airships, this sloop is big enough to carry a small crew and sails fast enough that only a sprite would be able to keep up while also being more maneuverable. The ship itself is well-made, sturdy, and fully stocked with food, fresh water, and repair supplies, which automatically replenish when you enter a port or other location where supplies can be gathered.

Comes with a crew of followers that are seasoned sailors, along with a chroma caster specialized in wind and weather manipulation, as well as a series of ship-board weapons and defenses to aid in the defense of the ship against some of the stronger beasts.

Any upgrades made to the ship are maintained as a part of the ship.

Resources (100cp, Free Architect): You have an income that pays in whatever the local currency is, equivalent to two hundred thousand dollars ($200,000.00) per year. Your starting situation (including home, vehicle, and other possessions) are upgraded to be appropriate for this level of income. This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from, and the local economy will adjust (somehow) to not be harmed by the influx of currency.

Blueprints (200cp, Discount Architect): Sheafs of blueprint paper stored in a sturdy, waterproof scroll case that never seems to run out of the papers. When setting down to draft a blueprint with one of these papers, you can enter a mental space where you can quickly construct and simulate what you intend to build, even including being able to determine load stresses, points of failure, and wear and tear. This can even be used for developing new alloys, material mixes, and the like, you can simulate them with these blueprints, though these will need samples of the materials to be mixed, at which point it will label all the easily observable features of the material. More esoteric effects may remain a mystery until you discover them yourself. Once your testing is complete, you will find the blueprints completely filled in, either with the construction or instructions on how to make the materials.

City of Dreams (600cp, Discount Architect): Every construct starts as an image in ones mind, and this city is the same, but far more solid than any thought or dream. Starting as a simple plot of land within your mind, accessible through meditation, dreams, and a door in your warehouse. You may build upon this plot of land, using common materials that are provided for you as a part of this item, more specialized or rare materials will need to be brought in through the warehouse attachment or sought out in the larger expanse of this plot of land. And as you build, as the city grows, so do the boundaries of this land to allow for continued expansion and more resources to be gathered. Resources acquired from this plot of land are not able to leave it.

At first, this city will be empty of people other than yourself, however, over time and as you build it up, the city will draw in phantom-like echoes of people, ones you've met and influenced in some way, especially those that live within cities you've built outside of this one. These phantoms will move through the city, take up residency, act as workers, build infrastructure, and much more for you, even acquiring materials and supplies from the outer reaches of the city and the area beyond it. Some, however, will bond more closely to you, allowing you to summon them to aid in craft and construction alike. These phantoms are not warriors, but can craft items in your stead.

After a certain point, the city will become self sustaining, and once it does, the true power of this item comes into play, each and every phantom is a piece of a greater whole, a spiritual entity that represents the city you've built, and you may call upon this Spirit of the City to be your ally. The spirit's abilities and talents are based both off the city and the skills of the phantoms within, a fishing village might only have a bit of skill in cooking and swimming, but a port trade hub would be a skilled negotiator, sailor, and possibly possess a degree of hydrokinesis. The bigger the city, the stronger and more skilled its spirit becomes, though it will always remember how it started and be influenced by that beginning, even as the city changes direction.

If, at any point, you feel the need, you can import the city you've built somewhere in jump (as a floating or underwater city, or on land should you choose), if you do, you may choose to sever it from you. This means you can begin anew if you so choose. The phantoms will become fully living beings already integrated into the city, either as a known race of the setting or a race all their own if the city is advanced enough, though those that you can summon will remain to aid you. Similarly, the spirit will remain connected to the city, but no longer be linked to you. Such spirits, once severed from the dream, can be taken as companions if they choose to continue following you.

Research Tools and Notes (100cp, Free Hermit): A collection of tools and equipment useful for observation and analysis of the world at large, might need some tuning, but they're good for studying most forms of magic and natural phenomena. This also comes with a number of notes on common phenomena for the setting, as well as a new set of similar for all future settings, though clearly penned by someone with manic tendencies. Anything you analyze or research will have similar notes appear as you study, without you needing to write them yourself.

Hermitage (200cp, Discount Hermit): A small, secure cottage in an isolated part of Paradise. It is cozy in terms of living conditions, but a little cluttered unless you clean it up. The main advantage of this place is the security. Hidden compartments, traps, alarms, and even an SEP Field that makes it difficult to find, and even if one does, just as difficult to find anything in it. The cottage also possesses a minor effect that keeps the mind from degrading so long as one remains within, all forms of mental ills are kept at bay, even a loss of focus can be held off to allow for dedicated research.

Beneath the cottage is a large basement, buried deep and with a hidden entrance, that contains a lab where what you observe can be experimented with and put into practical application, blocking all from sensing what happens within and preventing any unwanted or unpredicted effects from leaving it.

Soulstorm Amulet (600cp, Discount Hermit): Few know the fate of humans that enter Paradise without some form of protection, their forms dissolving into clouds and creating storms before becoming inert. What you have here is something a little more volatile, threads of the cloud from such occurrences built up, formed, and crystallized into a charm that has been fashioned into an amulet, it carries an echo of life and soul. Each thread of these echoes carries with it wisdom and insight, distilled into its most pure form, which the wearer may then utilize themselves.

Over the course of a year, the charm will build up a charge, able to hold up to ten, which may be used to increase ones own knowledge on a particular subject or skill. Using a charge from this amulet instantly grants the equivalent of ten years of study, learning, and memorization of a skill or topic of the user's choice to the user or a touched individual. Alternatively, the user may advance an already learned skill by those same ten years.

Additionally, simply wearing the amulet, or having the charm on your person if you remove it from the cord, will increase the mental clarity and intuition of the wearer/holder, allowing for better correlation of information gained from their observations and study.

Windcaster Deck (100cp, Free Virtuoso): A deck of elaborately and beautifully painted cards, each a solidified cadence infused with chroma known as a windcaster. A windcaster can be used for a single use of a specific chroma casting, at which point the color is leeched from the card until it is recharged with appropriate chroma. Windcasters, due to their size, are not powerful, but are incredibly intricate, making them perfect for precision castings.

Comes with instructions on how to make windcasters and how to recharge them, even when you do not possess the correct colors to recharge it.

Talisman Collection (200cp, Discount Virtuoso): Most virtuosos learn not to rely wholly on their innate reserves of chroma if they can help it. Windcasters are a first step, but these are another. Talismans are receptacles for colored chroma that can be used as an external source of chroma for castings, enough for a few intermediate level castings or a single major casting, roughly one fifth the full capacity of a pair of wings. You get a collection of talismans, both wearable and carried, in commonly found colors, including ones you don't naturally possess, though such talismans are smaller than those you do possess the color for, and even a few with multiple colors of chroma within them.

Recharging a talisman is as simple as filling it with the correct color of chroma, however, if you do not possess that color, then you can fuel a talisman with colorless chroma, however, it will take time for the talisman to convert the colorless chroma to colored chroma, hours or days depending on the size of the talisman.

Comes with instructions on how to create talismans, both the wearable sort and those that are simply carried.

Simurgh's Tear (600cp, Discount Virtuoso): The Simurgh is a great beast known for its many wings and is considered a guardian of the isles of Paradise, protecting it from the worst creatures of both the Cloud Sea and the very few that come from the Silent Void that rests over Paradise, where the Simurgh lives. Every now and then, a drop of clear liquid will fall to Paradise, protected by a layer of a semi-solid, elastic outer coating. This is known as the Simurgh's Tear or the Gift of the Simurgh, depending on the isle, and its abilities speak to that.

The Simurgh's Tear can be infused with colored chroma, multiple colors being able to be filled into it, and as you do, the liquid inside changes color to match, multiple colors swirling within. After doing so, consuming the tear will cause you to grow another pair of wings, colored with the same chroma infused into the tear before it was consumed and granting access to the chroma from these new wings if they did not before. Consuming an uncolored tear instead acts as a healing potion, fully restoring an individual to perfect health.

Lightwings that consume an uncolored tear can instead have it reduce the strain from manifesting more than a single pair of wings with their abilities.

You get another tear at the start of each new jump or every ten years, whichever comes first.

Companions

A Few Good Men (Varies): You may import or create a companion for 50cp, up to three companions for 100cp, and up to eight companions for 200cp. Each companion gains a free origin and gains 600cp to spend on whatever they want and 100cp for items, they must still pay for their race. You may spend additional cp to grant each of your companions cp equal to this additional amount you spent.

A Wild Friend (100cp, Discount Grig or Seeker, One Free Grig Seeker): Maybe a giant dragonfly, which is a bit more dragon than the earth equivalent, or a sky shark, or maybe a roc, or how about a griffin? You get an animal companion that is a physically perfect specimen of its species and is smarter than normal, though not quite sapient. Counting as a pet, this companion will return after 24 hours if killed, with the trauma blunted for safety purposes, and can be imported either be imported into any other pet or gain the abilities granted to a pet you purchase.

You can discount this, free if grig or seeker if you take this option, for a smaller animal companion like a sparrow, beetle, or bat.

Drawbacks

The Wheel Turns (+100cp): Your stay is a bit longer than it would have been. Each purchase of this drawback doubles the length of your stay. This maxes out at ten purchases. Additionally, if you purchase this drawback more than three times, you lose the effects of any perk that makes you better able to cope with a long life. If you purchase this drawback more than six times, then items won't help either and any perks that help with boredom are similarly disabled. While several races of Paradise can live for upwards of a century, only gargoyles, archons, and valkyrie will live longer than two centuries.

Diffuse Chroma (+100cp): The amount of chroma your wings can store is halved. This drawback may be taken multiple times, to a max of 5 times, at which point the amount of chroma you can store in your wings is so small you may as well not have any at all, even the most basic of cantrips being out of your reach.

Drab (+100cp): You're not very vibrant, both in terms of appearance and personality. Your colors are washed out and your presence doesn't stand out very well, you simply don't have much impact. With an additional purchase, even your emotions are washed out, blunted in a way, the closest thing to depression commonly found in Paradise natives. Makes it difficult to express yourself.

Fairweather Foe (+100cp/200cp/+400cp): The weather seems to just be against you. You'll never find yourself with a tailwind, rain will start around you more often, and downdrafts are more common for you. For an additional +100cp, this is more intense, the weather actively hindering you rather than just refusing to aid you. And for a final +200cp, the weather is actively dangerous, such as lightning strikes attempting to hit you or hail starting when you are out of range of potential cover, etc.

Hollow Bones (+200cp): Your bones aren't as tough as they could be, injuries inflicted on you are more severe than they would be for others, more damaging and taking longer to heal. It is, however, easier for you to fly due to being a bit lighter than your appearance would suggest. The easier flying remains post jump even after this drawback stops affecting you.

Weak Wings (+200cp): Your wings have a hard time exerting enough force to generate much lift, and pushing yourself to do so will quickly drain your stamina. You can still glide and use your wings to aid in jumping, but it will be difficult to gain altitude using just your wings.

Wanderlust (+200cp): You can't settle down, no matter how much you like a place, you will find that staying for longer than a month or two will leave you restless and needing to move on. If you are forced to stay, you'll find yourself falling into increasingly difficult to ignore manic episodes or bouts of paranoia that will eventually get you to leave, regardless of your willpower. However, remaining out of necessity, such as from an injury that renders you immobile, will ease the symptoms somewhat.

Tone Deaf (+200cp/+300cp/+400cp): Your ability to carry or follow a tune is not the greatest, in fact, it's bad enough that, unless you practice obsessively or are extremely careful, forming an aria will be difficult. Even learning an aria will be difficult given how hard it is to recognize the tune properly. The only thing worse would be to be totally deaf, which you can choose to be to gain an additional +100cp.

If taken with Colorblind, below, you gain an additional +100cp.

Colorblind (+200cp/+300cp/+400cp): You cannot see in color. Everything is a shade of a single color to you, usually black and white, though some have been shown to see in shades of blue, red, or green. This makes it exceptionally hard to identify the types of colors available and used in chroma casting, the only thing worse would be total blindness, which you can choose to have instead to gain an additional +100cp.

If taken with Tone Deaf, above, you gain an additional +100cp.

Animal Antipathy (+200cp/+300cp/+400cp): The beasts of Paradise are not pleased with you, they will not stand your presence for long and are likely to get aggressive, even for normally docile species. This is an issue when you're flying as they will chase you out of their own territory, making them far more dangerous than they otherwise would be. Grigs and Seekers get an extra +100cp from this drawback, +200cp if you are both.

Fear the Open Sky (+300cp/+500cp/+600cp/+700cp): You have a fear that makes it difficult to fly, or even just live in Paradise. For +300cp, you gain basophobia, the fear of falling. Not really a fear of heights, but, causes flying for extended periods stressful, especially as you grow more tired from the experience. For +500cp, you instead possess acrophobia, a fear of heights. This makes flying incredibly difficult, needing to keep your eyes from drifting below you or start to panic. For +600cp, you possess aerophobia, the fear of flying itself. Put simply, just the thought of trying to fly will lead to anxiety and actually trying will often result in panic attacks, even if flying would save your life, you'd be reluctant. Finally, for +700cp, you possess agoraphobia, the fear of open spaces. You'll find it difficult to even get the room to be able to fly, let alone try and do so.

Mute (+400cp/+500cp/+600cp): You are completely incapable of speech or vocalizing normally. This means it is nearly impossible for you to utilize Arias normally and cannot shape chroma properly for casting. For an additional +100cp, you can't even vocalize through whistles or other methods that do not use the vocal cords, cutting you off completely from using Arias with your voice. And for a final +100cp, even the aid of specialized aria instruments, ones that can completely substitute one's voice in an aria, are ineffective for your use.

Lost in the Spaces Between (+600cp): You do not possess any perks, powers, or items from outside this jump and your warehouse is locked until this jump ends.

Scenarios

The Color of Magic: There is land in Paradise. That is a known fact. Land that lies far *far* below the Cloud Sea's surface. Reaching that land, however, is considered one of the most dangerous acts one can attempt, just going into the Cloud Sea is considered dangerous, and generally, the deeper you go, the more dangerous it gets. Not just from the creatures that call the Cloud Sea home, but from the steadily worsening storm that lies at the lower levels of the Cloud Sea, sheet lightning surging through the clouds at random intervals and the only warning being the hair (or feathers) of the individual standing on end mere moments before the lightning strikes. Creatures even start to access or benefit from this phenomena, with the most ferocious being the thunderbird, a wildly territorial bird-like creature that absorbs and wields lightning better than any chroma stormcaller, even able to use it to generate plasma bolts that can cook a creature from the inside out.

To complete this scenario, you need to brave these dangers to reach the land below, or, fly well beyond the reach of Paradise's cloud isles to the other side of the plane, a prospect nearly as dangerous as flying through the Cloud Sea, to find an opening in the storm, then travel back into the storm at ground level to reach the same point. While not as dangerous as the Cloud Sea, the land below is still dangerous, with even feral, tribal humanoids living below, seemingly consumed by instinct.

And your reason for coming? One of three artifacts have come into your possession, each able to help navigate the surface below in some way. Holes in an ancient talisman that line up with certain landmarks, a half crumbled tablet that has a few riddles, the answers of which point you in the right direction, and a windcaster that does nothing when cast except in certain locations. These will help lead you to the right location, a hidden alcove that opens into a sort of temple. The other two will be possessed by others in the setting, one will almost certainly try to use theirs to hunt the temple, but the other is merely a collector that wants the whole set and will not part with them without great compensation. If you manage to get all three, it will be quite easy to find the temple.

Once in the Temple, you will find a ritual chamber of sorts, already set up and ready for use, save for one thing. At the center of the chamber is the other half of the crumbled tablet, which gives details on the last thing needed, in the form of a story. A lightning rod to power the chamber with the storm overhead. A single bolt will trigger the ritual contained within the chamber, granting anyone that stands in the central circle the reward of this scenario: The Color of Magic.

> ***Reward:*** The Color of Magic isn't a visual color, it is outside the visible spectrum for the races of Paradise, even to those able to utilize it, however, anything that expands your visual spectrum into infrared or ultraviolet will let you see this color. Regardless, you may use the Color of Magic, which your entire body able to store this color of chroma, not just your wings. You can use this color to empower any other form of chroma, to strengthen a cadence, or to recharge your other forms of chroma. Additionally, the Color of Magic possesses its own concepts that can be used in Chroma Casting: Magic, Empowerment, Perception, Expansion, the Soul, Grandeur, Inspiration, Propagation, Clarity, Transparency, Energy, Unity, and the Elements (Fire, Water, Earth, and Wind).

The Sound of Madness: Above Paradise is what is known as the Silent Void, a place where all sound just stops, all cadences break down near instantly, a bone deep chill sets in within moments of entering, and an oppressive force bears down on any who enter, both mentally and physically. There are stories of people flying up through it in search of something, chasing a tale from a maddened seeker that claimed to have brushed against a beautiful song within the silence before exhaustion caused him to fall back to Paradise, barely surviving the journey.

The path is simple, fly straight up through the Silent Void. But actually following that path is anything but simple. The entire way, your resolve and endurance will be tested to the very limit, the entire time unable to hear or make a sound, completely unable to use chroma casting as a result. And the higher you go, the more isolated from the rest of Paradise you become, until you can't even see what rests below you. Eventually, streamers of light will begin to appear around you, lashing through the sky. These lights are pure, uncontrolled, and energized chroma and can be a danger or boon in equal measure. If one even brushes against you, the chroma will trigger a random effect from its constantly shifting colors.

At this point, there will be a silent call above you. This is your final guide, the last stretch of your journey, and where the only one to get this far failed. The very last step is to follow this guide until you feel air so dense that it acts as a barrier. A whisper of the song will sound as you touch it, but you must push through it, a difficult prospect for even the strongest and most endurant of Paradise. Only by going past this barrier shall you succeed, hearing the song of the Simurgh, one that can only be heard in this space beyond the Silent Void.

In this moment, you *will* black out, no matter what you do, and will find yourself drifting on a small wisp of cloud, just barely enough to hold you, back below the Silent Void and drifting towards Valinhall, but the song remains and will never fully leave you.

> ***Reward:*** The Sound of Madness unlocks an ability known as Scintillation. This ability allows you to create a cadence that inverts the concepts of a color of chroma, either all at once or piecemeal. For example, a color representing freedom, such as orange, would instead have the concept of restraint or imprisonment.
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> Additionally, the Simurgh's Song also reinforces the mind against outside influences, and even some internal ones, and can allow you to internalize some cadences to be made semi-permanent, only going away when you choose to disperse them.

Learning From the Past (Must Possess at the Prerequisite Racial Perks Listed Next to at Least One of the Races Below): There have always been stories of the greatest members of the races of Paradise, in particular from the more wartorn time of the past before the Cloud Sea formed, when the land below was still accessible. These stories have been researched and even found to be truthful in some cases, with the witch, faerie, and harpy methods being known, though only working occasionally due to unknown reasons. That unknown reason is a genetic potential only possessed by a few. You are one of them.

Finding the stories is easy, interpreting them and finding everything necessary is time consuming and sometimes dangerous, such as the harpy's needing a sky shark's liver. The main issue is settling the effects so they stick after they are awakened, which can take months and are prone to failure if a step is missed, a setback that can reset the entire process.

You can perform these tasks for each race you qualify for, if you possess the prerequisite perks for that race, you can benefit, however, you must do each one separately, you cannot perform the tasks for one at the same time as another, you must complete one before beginning on another.

Reward: Simply following the instructions in the stories will expand on your racial abilities as noted below. This normally adds a new feature to their innate abilities, combines them with others, or makes them interact with chroma or arias in new ways.

- *Pixie (Light Weaving):* The pixie have one of the strangest results from their story, entering a cocoon of solidified chroma after following the story and emerging a day later. The pixie lose about two inches from their original height but their wings grow slightly larger and gain two additional colors. The greatest effect, however, is in the pixie's manual dexterity, which increases significantly, and how that affects their light weaving. With the increased precision such dexterity offers, the effects of light weaving achieve the level of an aria, allowing the pixie to substitute motion for an aria to create a cadence.
- *Nixie (Melodic Reinforcement):* Nixies undergoing the trials in their story gain a more developed tymbal that results from this process. Nixies can use subharmonics produced by this tymbal-like structure to keep cadences formed under its effects to remain flexible and malleable, able to be altered with a much shortened aria. Nixies can even use this on the cadences of others to disrupt or alter an ally's or foe's castings.This can affect other forms of magic, not just chroma casting.
- *Faerie (Seasonal, Sound of Silence):* Instead of only a single song they can use, faerie that go through the process in their story possess four that they can utilize at once, and can use all four at once with the ease they did one. Each of the four songs is associated with one of their seasonal forms and the forms are empowered by this connection. Additionally, the faerie can access the chroma from each form regardless of what form they currently possess.
- *Grig (Union, Shrinking Violet):* Grigs possess a full ritual with their story, rather than series of events like the other races do. This ritual, once performed, gives the grig the ability to meld with a companion they have formed a union with, effectively becoming one entity, thinking the same thoughts and sharing the same body. Additionally, using Shrinking Violet on another to increase their size can emphasize certain traits of the affected individual at the cost of making the size increase lesser, allowing for more powerful or versatile forms.
- *Sylph (Vanishing):* A sylph that follows their story starts to notice an odd reaction to objects affected by the more advanced form of vanishing, something they need to become familiar with as a part of the process, the objects convert the colorless Chroma used for the vanishing into another form that can be used to enhance other traits of the object, depending on the strength of the vanished trait, this can provide a great increase to another or a more minor increase to multiple.
- *Harpy (Mind Games):* Harpies have one of the most profound physical changes associated with this expansion of ability, their bodies are immediately refined and improved upon, bringing them closer to their own ideal of beauty, something that causes more harpies to try for the process than any other Paradisian race. However, this is a side effect. The real advantage is the ability to extend the effects of Mind Games to others, the effects of which can be augmented with arias. Harpies that undergo this process are often called sirens
- *Gargoyle (Set in Stone, Stone Cold):* A gargoyle undergoing the process described in their story finds they receive two main benefits. The first gives them increases to physical abilities based on their emotions, rage giving strength, fear bolstering speed, determination augmenting durability, etc. Minor buffs overall, but enough to be noticeable in battle. The second allows for the creation of an armored shell that acts as armor and enhances the abilities of the gargoyle while giving them a more bestial appearance, but collapses down to a keystone roughly the size of their fist.
- *Djinn (Silver Lining, Wind Caller):* Djinn that go through the process in their story learn to become one with th very winds they control, able to disperse themselves into a barely perceptible mist or cloud that is carried through their controlled winds. They may travel on the winds they control, compress themselves down to rest in smaller objects, and avoid injury while in this form.

- *Witch (Age and Treachery, Arcane Focus):* Witches that follow their story gain a greater degree of control over their physical form, more so than just their age. They gain the ability to adjust how tall they are, to a degree, how much muscle definition they have, the speed of their metabolism, their general height, the length of their hair, and similar qualities, most of which have their own effects akin to the one age has on the witch's magic (see notes for details). While this isn't full shapeshifting, it does allow a witch to change their appearance drastically. Additionally, a witch can draw the chroma from their focus to acquire a Painted Form, which, while tying up chroma that could otherwise be used for castings, enhances the arias and combat ability of the witch.
- *Raggamoffyn (Wardrobe, Threading):* A raggamoffyn's wardrobe gains the ability to store weapons and small pieces of armor, like a cuirass or gauntlets, within it after completing this scenario. They may summon any stored weapon or armor just as they would their Outfits. Additionally, the raggamoffyn gains the ability to incorporate some of these armored pieces into their Outfits wholesale. Finally, the process of making an Outfit is faster and can be done within the Wardrobe, rather than needing to wear the clothes to be incorporated into the Outfit.
- *Valkyrie (Electroreception, Einherjar):* Valkyries gain the ability to map the full nervous system instead of just the brain and use that map to create an electromagnetic construct, manifested as a basic, featureless body with a similar shape to the original body of the mapped mind. Creating one of these bodies takes time and they aren't all that strong without mechanical aid, needing armor to act as a medium. Metal from a valkyrie's shed feathers are best for this purpose, with metal (especially magnetic metals) from other sources being the next best thing, though other materials would still work.
- *Archon (Inner Light, Chroma Halo):* Archons possess a rather unique manifestation of their power after performing the tasks in their story, it's also one of the longest and most difficult ones. An archon's wings permanently shift to their Inner Light form but can now replenish the chroma from their normal wing coloration. Additionally, the halo of an archon is now always energized and can be used to draw in the power from castings directed at them, weakening castings around them to enhance their own or allied castings.
- *Lightwing (Prismatic Processing, Wings of Light):* Lightwings have two major components to their story, a greatly increased reserve of chroma for them to utilize in their wing creation, roughly five times their already quite large reserves, and the ability to generate clouds that can be shaped and made partially solid at will, even being able to emulate weather phenomena or carry chroma for castings, both your own and of others, even disrupting enemy chroma use if used correctly. Has the additional effect of easing the strain of keeping multiple sets of wings manifested at once.

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Jump End

You've finished the jump and it's time to make your choice. Do you **Stay**, do you **Go Home**, or do you move onto your **Next Adventure**?

Notes

A great deal of thanks to LinedOffice and Sonic0704 for their help in creating this jump and providing input on most of the perks in this jump.

Special Note on Arcane Focus: Some witches choose parts of their body to be their focus, such as hair or blood. Creating this kind of focus is dangerous, but rewarding. For example, a witch with their blood as a focus can turn their blood into shields, weapons, harden it under their skin for a pseudo armor, and even make physical wings. This does not, however, grant the witch more blood, meaning they can potentially cause themselves serious injury. However, the main benefit of this is that enchantments placed on the focus extends to the body itself, not just the focus. This means, using the above example, a witch could put a healing enchantment on their blood to regenerate their blood faster, effectively offsetting the dangers present.

On Chroma Halo: The halo from this perk will similarly hold inert forms of other magics you may possess or gain ing the future to allow the same effects on other forms of magic.

If you have any questions, concerns, or suggestions, please comment Here for the Google Doc.