World Keeper

v1.1, dhasenan

Welcome to the World Keeper Tournament!

The Tournament has three aspects:

1. CULTIVATE your worlds!
2. DEFEND your world!
3. INVADE other worlds!

You must complete thirty non-trivial[1] invasions. Your first will be on defense; after that, you'll be randomly chosen for offense or defense.

Infodump

Realms and Worlds

A Keeper controls a set of worlds. Each world might contain multiple planets, or it might be an entire galaxy. It's effectively its own setting. It may have unique laws of physics or unique types of magic. Creating a new world costs Keeper Points.

The Keeper may join several worlds into one. The underlying laws of the worlds will be altered to produce the same effects as each component world as best as possible. Merging worlds costs Keeper Points.

The Keeper may also reset a world. This retires that version of the world, refunds the points spent on it, and lets you create a new world. Instead of resetting, though, they can also refund the world entirely, allowing them to spend the points on their other worlds.

Rankings

You're a brand new World Keeper, and some Keepers have been at this for centuries. Fortunately, thanks to KeeperCo™ ELO-less 100% Fair Matchmaking (patent pending), your world is sorted into a particular rank. At the start, your rank is 0, and you don't have to worry about defending or invading. At rank 1 and higher, you will be matched against opponents on the same rank.

I'm told you're familiar with "Earth"? Earth is a rank 0 world, as a reference point, and roughly 100 years from graduating to rank 1, barring major disasters. Or superhero tiers? If one percent of your population were global-tier superheroes, that would easily qualify you for Rank 1. When Dale Mitchell reached rank 2, the average level of his populations in his gamer system was around 250, there were

1 That is, an invasion where you are defending against or putting forth a serious attempt to take over a world. Sending a single minnow isn't counted. Trades aren't counted.

gods popping up, and he had access to world-breaker attacks. At rank 4-5, a Keeper won't merely have gods; they likely have millions of planets settled, each with one or more gods.

Each world is ranked separately. A Keeper is also ranked; your rank is the highest rank of any of your worlds.

Invasions

When a Keeper invades another, they will send forces from their highest ranked world to the opponent's highest ranked world. If there's a tie, the attacker chooses the source, and the target is chosen randomly.

The attacker chooses forces and equipment to send. Once they have designated what to send, the forces teleport to an arbitrary reasonable location chosen by the system. The attacker is unable to communicate with the forces they sent until the invasion is successful. The defending Keeper is not informed where the attackers landed.

During the attack, the defending Keeper must stay in the attacked world. They lose access to active abilities of the Keeper system involving spending keeper points, communicating with other keepers, and scrying.

If the attacking forces kill the Keeper, the attacker wins, gaining the world they invaded, and whoever got the killing blow becomes a new Keeper, inheriting the title of the one they slew. The other worlds of that Keeper's realm are reset. If the defender wins, they receive Keeper Points according to the initial strength of the invading forces.

For your time here, if the attacking forces gain solid control of at least two thirds of the world for at least one year, the attacker takes that world, but the defender can continue on if they have another world or enough points to start a new one.

Your next round isn't rolled until 100 days Keeper Standard Time after you sent your last attacking force or after you finished the defense of your realm, so you don't have to worry about attackers piling up.

Keeper Points

Similar to how your kind has Choice Points, World Keeper has keeper points, or simply points. Normally, you get 500 keeper points to start your world.

You can spend keeper points on:

- planets
- species
- metaphysics
    - basic energies like ki and mana
    - magic-type systems, including psionics
    - physics systems to allow for different types of technology

        - cultivation and gamer systems
    - natural disasters
    - Prima strategy guides
    - content for your metaphysical systems, like new classes and new cultivation styles
    - natural resources, including various types of unobtainium
    - individual creatures
    - information (via the guilds)
    - and much, much more!

You can gain keeper points from:

- achievements
- royalties from selling stuff in the KeeperNet Marketplace (10% by default)
- selling information to the guilds
- successfully defending against an attacker (scales to the number and strength of attackers sent)
- winning games at the annual Keeper Games conference
- refunding worlds (which removes them from existence)

Successfully invading another world doesn't gain points, but you gain the world and may refund it, gaining the points that went into it.

There are achievements for a Keeper and their realm, and separately there are achievements for a world. World achievements yield points that can only be spent on that world. The Keeper system has some measures to limit your ability to grind points by repeating achievements and continually resetting the world. In your case, Jumpchan is willing to enforce a gentleman's agreement instead.

Origins

Keeper: That's you. Like all new Keepers, you are a drop-in.

Perks

The Word of Keeper (free): You may telepathically message any of your people in any of the realms. The message may be a broadcast or a conversation, and it may target individuals or a demographic. This doesn't include people loyal to foreign Keepers.

Power Toggle (free): You may leave behind any out-of-context abilities when visiting your realm. This will prevent the Keeper System from detecting your jumper abilities and factoring them into your world's ranking.

Infinite Diversity (100CP): Your realm is practically lousy with life-bearing planets beyond the ones you purchase, and most of them produce civilizations. The point value of the races will generally be between 0 and 200, but you'll find occasional outliers. (Serving suggestion: 1d20 times ten; reroll and sum 20s.) You don't get to design the races, of course, and they don't count as your people unless you pay for the race, but you pay half price for them.

In Infinite Combinations (100CP): It takes all sorts, and your people take that more seriously than most. Not only do they cooperate with diverse types, especially species, better, they're also more productive and happier in more diverse groups.

Population Blessings (100CP each): You may bless all populations under your purview. Each purchase gets you one of: doubled population growth, halved age of maturation, doubled lifespan, doubled learning rate, +50% research rate, halved effect from illnesses and injuries.

Residuals (100CP): Your residuals, dividends, and other payments for sales of things that you create are increased by 300% of their base amount. If you get a five percent royalty normally, for instance, it's now a twenty percent royalty. Jumpchan is providing the funding, so you don't have to worry about bankrupting your publisher or usurious pricing for that miracle cure. If you are giving something away for humanitarian reasons, this perk instead gives you a fair market royalty on top of full reimbursement for production costs. This perk applies to sales via the KeeperNet Store.

Type Affinity (100CP): You have an affinity for a certain type of race. D&D monster types are a decent guide: humanoids, magical creatures, constructs, undead, etc. This gives you a mild empathic bond with them, and they are more inclined to trust you. You gain a 20% discount on races of this type in the Keeper system. They gain a moderate blessing while under your aegis and not working against you.

Capitalism Ho! (200CP): Every invasion, you gain 10% interest on the net worth of your realm. You also gain 10% interest at the start of each jump.

Energy Manipulation (200CP): You are appreciably more adept at feeling, measuring, manipulating, and combining energies mentally. This applies to the types of energy common to the Keeper worlds, like mana and ki, as well as their derivatives, like saint energy, and anything else that can be directly wielded by your mind. Pyrokinesis? Where others can just form fireballs, you can create art with your flames. Stamina? You have a gauge showing you the exact amount you have left and an instinctual understanding of how much a specific action would require.

Invasion recordings (200CP): Normally, when you send your people off to invade another world, you learn nothing of what happened to them unless they're successful. Now, you get a complete recording and a set of reports for what happens to any force you send to act independently, even if they are destroyed to the last.

No Purchase Necessary (200CP): You may aggregate your realm with any other properties you own and any vassals you gain. If any sophont species evolve, convince them to follow you and they're yours, even without paying keeper points for them.

DRM (300CP): Dale created a new world type, and it's ambiguous whether it became available for other Keepers. Your designs are all private, not showing up for others unless you explicitly put them on the KeeperNet store, and the Keeper system will not allow others to make substantively similar designs based on yours. Furthermore, your systems and inventions and those of your realm are highly resistant to reverse engineering (your people are immune to this effect). It would take a deity of reverse engineering to make any headway, and even then, it would be a tenth the speed of average engineers without this perk in effect. You can toggle this on a per-invention basis.

No Keeper an Island (300CP): A Keeper can't manage an entire world on their own. You're exceptionally adept at teamwork for managing a large organization or domain, your skill increasing according to the size of your domain. This bonus filters down at a reduced amount to your direct reports.

Trickle-Down Skills (300CP): Your personal skill levels are echoed down the chain of command, reduced slightly with every step down the hierarchy. This can't boost their skills beyond your own. If multiple members of the same hierarchy have this, the effect is doubled and only the higher limit in skill levels matters.

Power Aggregation (600CP): Normally, a Keeper gains the union of powers of all of their people in the current world. Since you're empowered by a benefactor instead of the Keeper System as such, you'll have to get that benefactor to subsidize the power. That's what this perk is. The plus side is, it'll apply across all your worlds, not just the current one, and it even applies outside your realm. The powers don't harm you in any way; you're immune to their inherent drawbacks and inconsistencies.

Skill Aggregation (600CP): Normally, a Keeper gains the union of powers of all of their people in the current world, but none of the skills. With this, you gain the skills of your people in your realm that you are responsible for.

Items

Keeper Interface (free, mandatory): A set of physical and mental interfaces for the Keeper System, customized to your preferences.

Admin Room (free, mandatory, this jump only): You gain a tiny morphic realm. By default, it is twenty acres of land with a 1000m² mansion on it. The Admin Room runs on Keeper Standard Time.

You cannot die in the Admin Room. You have infinite supplies of all types of energy while here. You may freely teleport to and from the Admin Room except when you are defending against an invasion. You may invite others to your Admin Room and grant them specific permissions, and you may travel to other people's Admin Rooms, but the process for traveling between Admin Rooms is unpleasant. The Admin Room will produce food, clothing, furniture, and the like for you. The selection is the entire Ikea catalogue and fast fashion quality clothing, plus anything you or the people of your realms can make. However, the items it creates can only exist inside the Admin Room, aside from a reasonable amount of clothing for your personal use.

The Keeperdex (free, this jump only): An index of Keepers and guilds willing to chat. If you choose, you may continue to chat with them after this jump, allow them to visit your warehouse, and visit them in turn.

Your Realm (free; +200 CP if you opt out): You may bring your realm with you to future jumps. It continues to operate on the Keeper system. You may choose at the start of each jump whether your realm will participate in the Keeper Tournament during that jump, and you may pick the frequency of invasions.

This is UNIX, I know this! (100CP): A workstation, compiler, editor, testing environment, and set of reference and learning materials for how to program your own systems from scratch. Unique energies, custom class systems, new physical laws that allow novel and useful effects… Also comes with an extensive system to determine compatibility with your existing worlds. At any time, you may present a partially completed program to the system, describe the desired result, and have it completed. You get a cost reduction according to how much of the work you did and how correct it was. Even if you do all the work yourself, the discount will not exceed 90%.

Morphic Quarters (100CP): Your extradimensional spaces, such as the warehouse but not the worlds of your realm, can be rethemed, rearranged, and remodeled at will. You have admin access to this ability and can assign permissions to others flexibly. Space is mildly warpable; let's call it around 20% wiggle room in the amount of space and moderate alteration of distances. This doesn't increase the storage space of your warehouse.

For free, you may retheme your warehouse once per jump.

Dimensional Blocker (100CP): This is a stone obelisk that functions on natural, scientific, and mystical bases. You may deploy it anywhere you like. It prevents interdimensional incursions (such as void and chaos creatures, but **not** including invasions with the Keeper tournament) within a light-year. In this jump or in your realm, the blocker starts with 1000 years of charge. In subsequent jumps outside your realm, it always starts with a charge of 1/4 of the jump length; if you choose to Stay or Go Home, a full charge is 10 years. It recharges automatically at a rate of 0.4x while not active (shut it down for five days to restore two days of charge).

System Oversight (200 CP): A stack of a dozen snap bracelets. When a person wears one, they are hidden from the Keeper System, their power level not impacting the world's power level. They are similarly hidden from other higher powers that are not explicitly aligned with you. The bracelets don't wear out, but you should still wash them regularly; it's just good hygiene.

Interloper Compass (300 CP): A marble plumb on a silver chain. It points at the nearest being that doesn't belong, vibrating to indicate distance. Touch the plumb to your lips to change what type of interloper it seeks; by default, it looks for people who mean you harm. This is capable of tracking down invading forces in the Keeper tournament.

Nigh-Infinite Power Source (300 CP): Tsubaki found a way to create small planets of mana generation connected to conveniently portable gems. Plug the connection and the generated mana reinforces the planet, increasing its maximum mana generation. Unstopper it and the mana comes out. The issue with her version was that these planets were out in the void, where chaos beasts could form and potentially crawl through the connection. You have a method to create these worlds in their own tiny universe that doesn't support any sort of life or creature, just the energy.

Companions

System companion (free): Your primary source of information on how to be a Keeper. They are loyal to you, but until the end of this jump, they are limited on what information they can offer and reveal.

They know everything about the Keeper system. You can choose their appearance and personality; if you do not, they are a small, chipper ball-of-light style fairy that may or may not say “Hey! Listen!”

Deity (free): Whenever you create a deity in the keeper system, you may assign a companion or follower to the position. You may take any deity from your worlds as a companion.

Guild (200CP): You may import or create up to eight companions as fellow Keepers, each gaining 600CP. The nine of you form a guild. If they die, they may be selected as deities to respawn, but they retire as Keepers until the end of the jump, at which point they regain their realm as it was before their last invasion. After this jump, you can all share purchases and systems, and you may establish travel mechanisms between your realms.

Drawbacks

The Long Road (+100CP): You may take this multiple times. Triple the number of invasions you must complete each time.

Backseat Gamer (+100CP): Your personal timeline across all bodies and instances, including every kind of incarnation, is at most 100 days between invasions. You have at most 300 days in your personal timeline before the first invasion. This *is* compatible with The Winding Road, but the combination is not recommended.

Capitalism No! (+100CP): Your royalty percentages from the KeeperNet Marketplace vary over time, mostly downward. The cost of systems you purchase will be higher the more urgently you need them. The effects of **Residuals** are suppressed for this jump.

DIWhyyyyy (+100CP): You create custom content on the regular, and a lot is just plain weird. If you don’t run everything by your companions, your purchases will be significantly less effective and have bizarre aesthetics. The Mime Clerics, the Chivalrous Order of Unicyclists, yodeling magic – it seemed like a good idea at the time?

Quick Start (+100CP): Your worlds enter tier 1 when they reach the Iron Age or the magical equivalent. You may not import higher-tech properties into any of your worlds – if you want your Stellaris empire to join your starting world, it’s going to be in stasis until your starting world reaches a similar level of technology.

A Rudder the Size of Planets (+100CP): When you do anything that would change the metaphysics of a world, it takes a long time to take effect. Adding a gamer system would take 50 days in Keeper time and at least a hundred years in world time, for instance.

The Winding Road (+100CP / 300CP): You are stuck experiencing your world’s time rate. You may still fast-forward your world, but from your perspective, that’s putting the entire Keeper collective on slow time. For 100CP, this only starts after your first invasion is announced. For an additional 200CP, it starts from the very beginning.

Close Quarters (+200CP): Your planets are tiny, 7.4% the surface area they'd normally have. A size 5 planet, instead of being the same size as Earth, would be the size of the moon, with about as much land mass as Scandinavia.

Faulty Connection (+200 CP): While you can still communicate with your people from your Admin Room, it's like you're shouting across a staticky phone line. They'll do their best to understand, but it's going to be difficult. You'll either have to come down in person or spend a lot of time confirming your orders.

Keep Knocking Over the Dustbins (+200CP): The wildlife in every one of your worlds is significantly more dangerous to your peoples. It will not help in invasions. However, you might get something useful from scientific study of these creatures.

The Most Annoying Prey (+200CP): What sort of invasion do you find most annoying and personally vexatious to deal with? What offends you on a deep personal level? That's what you're going to get the most often. If zombie troubadours on unicycles make you want to scream, you'll get plenty of them. If you hate dealing with snakes, prepare for snakes.

No System Companion (+200CP): The system companion is your primary source of information and your concierge for dealing with the keeper system. You don't have one until the end of the jump. Instead, you have a command line interface with extremely terse descriptions in the help pages and a two page tutorial.

No Vacancy (+200CP): Normally, if your peoples claimed new territory, that would be added to that world. There's plenty of open lifeless space to claim. Now there isn't. When you purchase a planet, you just get that planet; it's not situated in a galaxy. If your people start exploring other planets, that's entirely beyond your reach unless you pay for those planets.

Noisy Neighbors (+200CP): Your planets seem to receive an unusual number of visitors. Through scientific or mystical means, non-Keeper civilizations keep popping up, civilizations that aren't available for purchase unless your existing peoples integrate them diplomatically or militarily. They are cantankerous and usually about 80% as strong as your own civilizations, and they tend not to seek wars of annihilation. For an additional **+100CP**, they will often attack when you are being invaded.

Scorched Earth (+200CP): Your opponents tend to target your infrastructure. They're unusually good at it. On the plus side, your armies will survive a bit better due to the enemies' focus. However, it will take a lot longer to recover after each invasion.

The Straight Path (+200CP): You may not fast forward your worlds. You may not have a time zone covering more than 10% of your worlds' population, and you cannot be within the time zone. If you also took Quick Start, take +300 CP extra.

Just the Chat, Ma'am (+300 CP): Whenever you descend into your world in any way and interact with your people, you are in strict civilian mode. You cannot give guidance of any sort in person. You can't become a notable personage and lead directly.

Not Invented Here Syndrome (+300CP): You cannot browse the marketplace and cannot purchase things from it. You'll have to design every system yourself. The more similar a system is to something that already exists, the higher the price.

The Prime Directive (+300 CP): You've no doubt found a lot of interesting out-of-context tech for your people, and you can buy more on the KeeperNet Store. Now, though, when you add something to a world, it merely becomes possible. Nobody gets it by default, and you can't teach it directly. You can give cryptic hints, and you can be slightly clearer for those who complete special quests.

Strange Women Lying in Ponds Distributing Swords (+300CP): Normally, a Keeper manages to be the recognized ultimate authority of their realm without any problems. With this, supreme executive power derives from a mandate from the masses, not some farcical ceremony filling in a multiple choice worksheet. You will have to put in a decent amount of effort to obtain and maintain this mandate; roughly 30% of standard working days per invasion period should do.

Broken Matchmaker (+400CP): The matchmaking system is slightly malfunctioning. You sometimes (25% chance) face keepers one rank above you when you are attacking or defending. You sometimes face keepers one rank below you when you are defending, which means you get almost no points from it.

The Ideas Guy (+400CP): Dale Mitchell could only spend a hundred days in his personal timeline between invasions on developing his world and addressing its problems. His companions, on the other hand, could spend hundreds of years managing the world in the same interval. To assuage Dale's ego and make him believe he was still useful, the companions called him the ideas guy, as if him spending a few hours of thought on an issue he wasn't familiar with could equal them researching the problem the course of over years, collaborating with each other, and seeking counsel of the wisest of mortals. In some cases, they avoided coming up with solutions so that Dale could gain keeper points for doing so.

Your companions are calling you the ideas guy. Better hope you've got a highly skilled crew.

Top-Down Management (+400CP): Your populations are not very good at getting things done. They'll need a *lot* of guidance and hands-on management.

Glowing Weak Spot (+600CP): Enemy Keepers who invade you will get a briefing on your primary weaknesses. Maybe if you get one of every unit, you can cover all your weaknesses...aside from an opponent who just sends a lot of stuff. They will not, however, be briefed on your strengths.

The Levy Was Dry (+600CP): Every time you invade another Keeper, you must send at least 90% of your active military forces. If your people generally rely on levies, you must send two thirds of your maximum levy.

Scenarios

Infiltrator

Find a way to infiltrate another Keeper's domain and become one of their companions. For the purposes of this challenge, you may use a very broad definition of "you," one that includes avatars and mind-state clones.

This other Keeper can't be friendly toward you, and you can't arrange it explicitly with them. You must keep your infiltration a secret.

Reward: You've proven your ability at rising through the ranks of a hostile organization. You get a fiat-backed trust field that makes the people you interact with even less likely to suspect you of being a spy. Since you likely used some sort of clone, you may integrate all such clones back into yourself in the future, merging memories and personality shifts and skill improvements. (This doesn't work if the clone is a companion.) You also gain the other Keeper's entire realm, including all their worlds.

Turtle Power

This one's simple. Don't lose even a single world to an invader. If you take this scenario, you're going to be invaded at least thirty times.

Reward: Your worlds become adept at turning defenses into offensive techniques. Perhaps that FTL inhibitor can be tweaked to damage ships instead of simply forcing them into realspace. A slight modification to that absorptive shield could allow it to expel the absorbed energy into a focused blast.

RTFM? Well, I Never!

The Keeper system lets you purchase all kinds of things. That includes manuals, gamer systems that grant automatic knowledge and abilities, and very specific systems where the act of choosing them gives you significant insight into how to use them.

Take this scenario and you will only be able to purchase systems for your world based on general criteria. You and your people will need to discover the systems and how to make use of them, and they don't get any automatic knowledge until it's first discovered in your world, and only to the extent to which your world has discovered it.

Reward: The Keeper system considers this drawback to be worth a general power boost for the world systems you purchase. Your people have boosted analytical and scientific skills, especially for new fields.

The end

Once you've completed your required number of invasions, you are at no risk of failing this jump or your chain. At any time, you can choose to **Stay** in the Keeper Tournament, **Retire** to your realm, **Go Home**, or **Continue On** to the next jump. If you die during this period, you may choose to use a 1-up and extend the jump, or to go home or continue on.

Notes

World Keeper is available to read on Royal Road. The author, karami92, has a Patreon if you wish to donate.

Changelog

v1.1

- Added drawbacks: **Noisy Neighbors, Scorched Earth, Top-Down Management, The Most Annoying Prey, Glowing Weak Spot, The Levy Was Dry**
- Increased point value of **Ideas Guy**
- Renamed **Keep Talking and No One Explodes** to **Just the Chat, Ma'am**