Welcome to the World(s) of Blockheads, a place which is...similar to Minecraft. But it's also quite different in a few regards. Nevertheless, this cuboid setting will be your new world to live in for the next 10 years or so. And so, without further ado, have 1000 CP to purchase some additional powers for your stay here.

Origins:

Maybe you're the **Builder**, the one who crafts items ceaselessly and created beautiful buildings designed for maximum efficiency.

Maybe you're the **Farmer**, the one who watches over their livestock and crops, living off the land and providing for themselves.

Maybe you're the **Adventurer**, the one who explores this World you found yourself in, delving deep into caves and braving whatever beasts comes your way.

Perks:

General Perks:

(0)Blocky Aesthetics: If for some reason, you want to keep the blocky aesthetic of this place along with your journeys, you may do so. Also comes with a free new skin for your Warehouse so you can get the full blocky experience.

(100/200/400)Inventory: You now have an inventory that has 50 slots that each can take up to 99 items of the same kind each. If you pay another undiscounted 100 CP, you gain the ability to treat chests, baskets and other devices which can be used to store items as if they have this perk(see Notes). If you pay another 200 CP for a final price of 400 CP, you may pick those devices up and store them in a single slot, resulting in the ability to store an infinite amount of items in your inventory if you create enough chests via a sort of fractal storage. Of course, getting items out of the fractal storage might be quite a bit of a hassle...

(200)Limitless Endurance: You are tireless. Totally so, such that you can perform even the most taxing labour at no cost to your energy.

(600) Blockheads: As in the game, you can summon additional Blockheads for a small amount of food and time crystals. However, these Blockheads are more like autonomous avatars than existences separate from you. Though they lack any real power in combat, they still have access to every Perk you have for the purposes of other tasks, making them a potent workforce. You may only have a maximum of five Blockheads at once, though you may substitute rare resources in future jumps in the place of time crystals.

Builder Perks

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

(200) Floating Blocks: You might have noticed how in this world, blocks can just...float in the air without a care for gravity. If you wish, you may choose to keep this particular ability to other worlds, allowing you to place items hanging from points in space indefinitely.

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

(600) Design Beyond Limit: Although in the game itself, there might be a finite amount of items that can be created, in the world in which you're jumping into, that limit seems particularly silly. With this perk, you can step even further beyond such limitations. Your mind will be filled with ideas and theoretical designs for any purpose you desire, as a creative maelstrom of ideas for new and innovative devices storm in the back of your mind for any machines or fine workings you might design. This perk also acts as an uncapper on your intelligence and ability to comprehend.

Farmer Perks

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

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

(400)Perfect Conditioning: Whether it be rain or shine, snow or fog, you're always able to grow your crops and animals as if they're in the perfect conditions for them. No more worrying about overcrowding animals or the quality of the soil, they're always considered perfect for their growth, though perhaps the bare minimum would be a source of water, even if it's just rain. Air and a source of food that the animals can eat; this is a perk that minimises the quality of stuff that animals need not straight up removing what they need to survive. Also, this halves the time needed for them to reach maturity, so that's always nice.

(600)Dodo Ranching: In this world, there exist dodos. Now why is this a 600 CP perk for taking care of some chicken-like creatures? It is because these dodos can be bred to create breeds that produce resources. From dirt to wood, iron to literal rocket fuel, these resources can be extracted from the eggs of specific breeds. As such, this perk grants you a deep and innate

knowledge specifically on caring for these dodos and how to induce them to breed and create new resource dodos. You will also be granted a strange luck in getting exactly the kind of eggs that you're looking for while ranching them and, when you leave this world, the type of resources the dodos can create will expand to include those found in new worlds. Of course, do note that the rarer and/or more powerful the resource is, the harder it is to breed dodos for it. Still...I wonder what a Mithril Dodo looks like...

Adventurer Perks

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

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

(400) Omni Weapon Mastery. With this Perk, you gain mastery over every and all weapons that you may come across. From the bow, to the katana to even artillery devices, you're well-versed in the art of using destructive tools. In addition, you are such a master of all weapons that you can see, even how everyday items can be used as weapons to destroy your foes. Never be without a weapon to face the enemies in the dark again.

(600) World Strider: Normally, travelling between worlds in this multiverse would require the aid of a portal, from which you would cross over to other worlds, most likely to harvest their resources. However, as a Jumper, your interdimensional nature has granted you a very special ability. You yourself are your own portal, allowing you to cross to other nearby worlds and universes with a thought, though it cannot truly cross Planes(that would be when you Spark). You can also intrinsically perform the various activities that require a portal to use, such as shaping gemstones and Time Crystals to form tools of superior quality.

Items:

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

(200)100 Time Crystals. Normally these time crystals are found in Worlds in geode blocks containing a few of these precious crystals. They can be used to create portals and superior tools as well as things that pertain to linking things across dimensions. They are also used to "rush" tasks, allowing you to complete them instantaneously by using the temporal energy within them, though only for tasks that would take 3 hours or less to complete. You will gain this pile of 100 time crystals every 10 years or Jump, whichever comes first.

(400)A Set of Golden Tools. While gemstone tools are of superior make and quality than regular tools, these golden tools and weapons are also of great value as using them can occasionally spontaneously produce random materials. And better than that, these gold tools will never degrade or lower in durability, as you're spending points for this. With this, it is potentially feasible for you to collect dirt, get a random material occasionally, place back the dirt and repeat...

(600) A New World(s). Woah how did you get this?? Well, no matter. This is a set of 3 "slots" where you can create new worlds. Though the size of a world here is still much smaller than an actual planet, much less a universe, it is still useful for the purposes of having extra space and resource gathering. In addition, you may choose to delete(be careful with what you leave behind!) worlds and create custom worlds that have nearly everything about them decided by you...at the cost of them not having any Time Crystal Blocks. Of course, this is just a small stumbling block for a Jumper, I would assume.

Builder Items

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

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

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

Farmer Items:

(100) Starter Set: You wouldn't be much of a farmer or a rancher if you lack the animals or plants to actually grow. Well, here they are. A pair of dodo eggs, a newborn donkey calf, some carrots and saplings...all frozen in time. Be careful with unleashing all of them at the same time.

(200) Trade Portal. Of course, even in this strangely desolate multiverse, there is still trade. Presumably with the rest of civilization? Whatever is the case, with this yellow-tinted portal,

specialised for this function, you're able to trade goods for coins and coins for goods with any market that exists in this multiverse. This will be seen as a completely legitimate way to do business by others so don't worry about that.

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

Adventurer Items:

(100) Transport Systems Manual: While travelling on foot is amazing for exploring new places, sometimes it can get tiring to hike everywhere. With this manual you will be able to create intricate transport systems that are miraculously efficient in their stated goal of transportation whether on the ground, in the air or across the sea.

(200) A Torch: When adventuring, there is always the danger of those who perhaps prefer to lurk in the dark and prey on unsuspecting animals...or people. With this everburning torch you may no longer fear such things greatly, for the light of it repels that which you find evil and those which seek to harm you.Though the effect is slight and cannot protect you from a truly determined effort, it will still force them to withstand it's light.

(400) The Will to Live: Even if you are to fall, whether it by hunger or from enemies, once every 10 years or a Jump, whichever comes first, this literal Will will burn up and you'll instead drop the rest of your Inventory and return to the portal, where after a lengthy period of time, you'll come back to life in a pillar of light and temporal energy. You'll get back the Will when the time requirements are met of course.

Import:

(50/200)Old Friends: For 50 CP each, you may import in one of your Companions, they gain 600 CP and an origin. For 200 CP, you may import 8 Companions at once with the same benefits.

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

Drawbacks:

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

difficulty of this Jump.

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

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

(+100/200)Resource Scarcity: It is now more difficult for you to find resources like iron and clay now. Maybe this world had a previous Blockhead harvest its resources before vanishing with all the items? Hopefully you can use what you have to thrive in this world. If, for some reason you wish to have a completely barren world, you may get 200 additional CP for a total of 75% cut in resources that can be found in the world.

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

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

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

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

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

Ending:

Go Home

Stay

Move On

Notes: