Generic Displaced Community V1.0
by Blizlightning

Your town has been transported to another world.

Everything familiar is still here: the roads, the buildings, the people. But the rest of the world is gone. You're in the same spot, more or less, but it is not the same planet. This version of Earth has no other humans. No signals. No satellites. No cities on the horizon. Nothing recognizable beyond the limits of your town.

There is no rescue coming, no way to get home, you're just the victims of a random cosmic event. You will have to self-govern, maintain order, secure food and water, and figure out what comes next. Resources may last for a while, but scarcity, disagreement, and stranger things beyond your border will threaten your community.

What kind of society you build from here is entirely up to you.

By default, the structure of this jump starts with a mundane modern town from anywhere on Earth being transported whole to an alternate earth. You can change the structure as long as it stays a contained group of people (minimum 50, maximum 5,000, but most of this jump is balanced around a group of around 500) isolated from all other civilization for the duration of the jump. You may take as much or as little of a town regardless of how many people. Eg. You could only be a group of 50 people but have a whole town, or a group of 5,000 and have no town or anything in between. Or somewhere in between where it's a few hundred people on the train they were traveling on and a section of infrastructure around them.

Your group can come from any jump you have already taken, or this can be used to supplement another setting.

Take **1000 Choice Points** to help your community survive.

Starting Location

You may freely choose the kind of location your town is transported to with the key proviso that there is no sophont life you can interact with for your time here.

You may also roll on the below table for +100 CP.

1. Empty Earth

Your town has been placed in the exact same spot on a parallel version of Earth. No people, no structures, no signs of civilization—just geography, flora, and fauna as you knew them. Maps still work. The seasons are familiar.

2. Displaced Earth

Your town is on Earth, but not where it started. You've landed somewhere different but survivable. It might be highland Australia, rural Canada, or coastal Argentina. Still Earth, still human-friendly, but unfamiliar in every direction.

3. Weird Earth

You're in the same geographic spot, but the biosphere isn't what you remember. The trees are wrong and Dinosaurs and Megafauna roam the Earth.

4. Ruined Earth

Your town now sits amid the wreckage of a dead civilization. Cities stand hollow in the distance. Roads are broken. Skeletons litter empty towns and whatever happened was decades ago. Some infrastructure might still work. Some dangers may still roam.

5. Fantasy Planet

This isn't Earth. The sky has unfamiliar moons. The stars are strange. The land is filled with impossible creatures and plants. Magic exists here in some form, though it may not obey any rules you understand. Survival is dangerous, but wonder is everywhere.

6. Arc

A massive thousands of years old space station with multiple giant biome sections. No other sophont life and the station is run by a degrading sub sentient AI.

7. Shrunk

Either you or the planet are dramatically different sizes. You, your town and any purchased or imported things exist on the scale of insects in this world. No sophont life, you could have giant creatures that look like humans living in a facsimile of a modern world but they are not real humans.

8. Something stranger

You've been placed somewhere weirder, it could be a world of crystals or mushrooms or a place where the sun never rises but plants still grow.

Origins

All origins can either be drop-ins or locals with a history in this world, your backstory is flexible and can be designed within reason. Origins don't define you, but they do shape the scenario your community finds itself in- offering resources, tools, or context that will influence how your group adapts to its new reality.

Origins also determine which perks and items you get discounts on. Choose Two. Each origin has a source listed above it, this is where your perks and powers originate and choosing an origin alters the nature of the setting your in.
You may purchase items from either your origin or it's sister origin from the same source for 0CP for this jump only to further customize the setting.

Cosmic Accident

No one planned this. No one is watching. You've slipped through the cracks of the universe. Alone; unnoticed. All you have is what came with you, and any boons you have bought from this document.

- **Community** – Foster connection, maintain cohesion, and build something worth staying for.
- **Survival** – Endure the elements, secure food and shelter, and keep your people alive.

Advanced Aliens

Your arrival wasn't random, it was orchestrated or intercepted by a civilization far beyond human understanding. These aliens are curious, condescending, and very bored. To them, you're part study subject, part entertainment.

- **Competition -** Lights, camera, drama. You're part of a constantly filmed reality game show, where winning earns rewards, and losing might cost your life.
- **Combat -** Structured conflict, colorful teams, ritualized battle. The aliens love a bit of bloodshed.

Traveling Gods

Your arrival was noticed by a pair of gods on vacation traveling the universe together. Isote, the god of travel, community and isolation felt particularly strongly that they offer you some assistance.

- **Exploration -** Venture into the unknown, chart the uncharted, and bring back something worth sharing.
- **Farming -** Cultivate the land, raise strange creatures, and feed your people with care and creativity.

Benevolent AI

A fully integrated superintelligence, the merged mind of a long-uplifted civilization living within a Dyson Sphere a few dozen star systems away, noticed your arrival. Its calculations indicated a high probability of collapse without intervention. It has devoted a sliver of processing power to assisting your fledgling society.

- **Civilization** - The AI's approximation of what humans need to stay civilized. Comfort, commerce, routine, and structure.
- **Captivity -** Guidance through monitoring, terrarium living, human zoo.

The System

A video game like layer over reality that doesn't have any obvious origin or explanation.

- **Questing** - Missions, objectives, rewards. A structure for those willing to take on risks to grow stronger.
- **Settlement** - System assisted living such as non-combat roles and NPC merchants.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Community

Cornerstone [100 CP | Discounted for Community]
When living within a community, people readily accept you as a valued member. Remembering you when it's time to hand food out or considering you when community roles become available- this doesn't mean you'll get them, it just makes sure you're considered.

Community Organizer [200 CP | Discounted for Community]
You have a knack for bringing people together. Whether it's a working bee, town hall, or last-minute festival, you organize events that run smoothly and leave people genuinely happier. You balance needs, defuse tensions, and create a sense of shared purpose. Somehow, your events are always good, well-timed, well-run, and just what the community needs.

Practical Planner [400 CP | Discounted for Community]
You're exceptionally good at designing how a community should run. Housing, workspaces, supply flow, schedules, shared areas and more. Your plans are clear, efficient, and easy to implement. Not just that but people tend to see their value and follow them because they make life easier.

Pillar of The Community [600 CP | Discounted for Community]
Just by being part of a group, you become its quiet center of gravity. People trust you instinctively and tend to look your way when decisions need to be made. When deciding a leader they might not even have a vote because it'll feel that natural to have you in charge.
Your presence helps prevent breakdowns. You keep people grounded and focused, even in extended hardship. As long as you remain in the group, it holds together. People may disagree or struggle, but they won't fall apart.
You also have a natural gift for recognizing who fits where. When forming teams, assigning roles, or resolving tension, you see how personalities and skillsets align. The groups you shape work with less friction, greater stability, and more persistence than they otherwise would.

Survival

Steady Hands [100 CP | Discounted for Survival]
You stay calm and collected during crises, able to feel but not be overwhelmed by your emotions or physiological stress responses. You don't freeze, don't panic, and this calmness means others tend to follow your lead instinctively when things go wrong.

Triage [200 CP | Discounted for Survival]
You have an uncanny instinct for prioritization. Whether it's tending wounds, calming conflict, allocating food, or deciding what task to do next, you know what needs immediate attention and what can wait.

Soft Reboot [400 CP | Discounted for Survival]
You can speak to people when they're broken, when they've lost everything or the world has turned unrecognizable and they have given up. You know how to help them find meaning, purpose, or at least a reason to keep going. Morale matters, and you're a master at rebuilding it from the ashes.

Endurance Cascade [600 CP | Discounted for Survival]
During emergencies, whether you're trapped, hunted, starving, or freshly transported to another world, your capacity to endure increases instead of diminishes. The longer the crisis continues, the more focused, adaptive, and physically capable you become. Pain fades to background noise. Hunger becomes manageable. Exhaustion delays itself.

Once the danger passes, the effect fades, and you crash. Less than you should. A few days of non-stop labor would leave you feeling like you had a strong night of drinking. Aching, worn out, but upright.

You don't become invincible. You just don't wear out when it matters.

Competition

Showface [100 CP | Discounted for Competition]
You've got that extra polish. You always look like you've had a few hours in hair and makeup, even when you just rolled out of bed.

Confessional [200 CP | Discounted for Competition]
You instinctively know how to explain your actions, feelings, and mistakes in a way that wins sympathy or understanding. Whether you're speaking on camera, to a crowd, or to someone you've hurt, your framing just makes sense.

You don't always come out squeaky clean, but you usually come out looking human, relatable, and a little more justified than you probably should.

Seasoned Player [400 CP | Discounted for Competition]
You have an intuitive grasp of group behavior, power shifts and motivations. Whether it's a literal game, a social structure, or a volatile community under stress, you can read the room, map the incentives, and predict where things are headed.

You're rarely caught off guard by twists, betrayals, or emotional blowups. You see how people fit into roles in a group and how those roles evolve. You know when to act, when to hold back, and how to set up outcomes that feel inevitable.

In any setting where strategy, performance, or group cohesion matters, you're playing three moves ahead, and nobody realizes it until it's already over.

Hero Edit [600 CP | Discounted for Competition]
The camera loves you- even when there isn't one. You're the clear favorite. You get the flattering cuts, the dramatic music, the emotional beats. Your words land better, your stumbles are edited out, and when someone's picked for a challenge or opportunity, it's usually you.

You're framed as the lead, the underdog, the wildcard with potential, whatever makes you look better. This works most strongly on media, but impacts any story told about you including things like word of mouth gossip.

After this jump, the effect expands. Media tends to depict you in a positive light, and you could walk into a reality TV studio and be cast on the spot.

Combat

Reflexes [100 CP | Discounted for Combat]
Your reaction time and coordination are always at peak of what you're capable of. You don’t move faster than normal humans, but your instincts are tight, clean, and rarely delayed. You respond to motion, noise, and tension with the ease of someone who’s trained for years, even if you haven’t.

Joy of the fight [200 CP | Discounted for Combat]
You enjoy physical competition, plain and simple. Whether it's a duel, a skirmish, or a full-scale battle, you find satisfaction in the struggle itself. Win or lose, you stay engaged and upbeat, rarely shaken or discouraged.

Combat Analyst [400 CP | Discounted for Combat]
In any structured fight or contest, you pick up on your opponent's habits quickly. After just a few exchanges, you begin to notice what they repeat, what they depend on, and where they leave openings. You adjust your strategy in real time, turning early pressure into lasting advantage.

This works best in regulated environments such as duels, tournaments, sparring matches, or training drills. It still applies in less formal fights, as long as there is a clear objective.

Gladiator [600 CP | Discounted for Combat]
When you battle under formal conditions with clear rules, agreed stakes, or recognized match types, you perform at your absolute best. Your reactions are faster, your execution more precise, and your decisions more focused. You do not gain new abilities, but your existing skills operate at peak efficiency for the duration. You make fewer mistakes, adapt quickly, and handle pressure without hesitation.

This applies in duels, tournaments, simulated battles, or any contest with defined structure. In chaotic or unstructured fights this will have a greatly weakened effect.

Exploration

Weathered [100 CP | Discounted for Exploration]
Your body is a bit tougher than normal and well suited for travel. Temperatures, weather, blisters—none of these things ever seem to bother you. Long hikes, bad terrain, and harsh conditions wear you down much slower than they should.

Scout [200 CP | Discounted for Exploration]
You move quietly, observe carefully, and return with useful information. You are quick on your feet, light with your steps, and good at judging how far you can go without overextending. Ideal for reconnaissance, route scouting, or small-team expeditions where time and subtlety matter more than brute force.

Wild Touched [400 CP | Discounted for Exploration]
Your body is perfectly suited for life in the field. You can sleep anywhere comfortably and wake up fully rested, even without shelter. You can eat unfamiliar plants, half-cooked game, or scavenged food with no risk of illness. Water that would make others sick is safe for you, even if it tastes awful.

Insects, parasites, and small pests do not bother you. Animals rarely see you as prey or threat while you sleep, and you are rarely disturbed while outdoors. You are not immune to harm, but nature seems to give you space to exist comfortably.

Explorers Blessing [600 CP | Discounted for Exploration]
When treading new paths, you have an unmistakable luck. Dangers seem to glance off your trail, pits collapse just after you pass, storms hold off until you're under cover, and paths that should be dead ends turn out to lead somewhere worthwhile.

You also have a knack for finding things others would miss: rare plants, hidden caches, signs of ancient life, useful anomalies. Even when you're not looking for anything in particular, you tend to return with something valuable or unexpected.

This luck shines brightest when you're in unfamiliar territory, new lands, uncharted ruins, forgotten tunnels, unvisited worlds. The more unknown it is, the stronger the effect. You're not invincible, just improbably fortunate. Again and again, the unknown gives way to discovery rather than disaster.

Farming

Gentle Hand [100 CP | Discounted for Farming]
Animals and plants respond calmly to your touch and presence. Nervous creatures settle down faster. Skittish livestock stop panicking. Even wild or half-feral things will hesitate before bolting or attacking. This is just a calming vibe animals pick up from you.

Steward of the Unnatural [200 CP | Discounted for Farming]
You have a natural talent for keeping strange life alive and healthy. Hybrid crops, magical creatures, bioengineered animals, or anything that does not quite belong in the local ecosystem all seem to respond well to your presence.

Even in poor soil, harsh climates, or unstable environments, your plants and animals thrive. You understand their needs instinctively, including diet, light, spacing, stress, and growth cycles. You can keep delicate species alive where others would fail.

Hands on Handler [400 CP | Discounted for Farming]
You are exceptionally good at raising animals from birth to maturity. You understand how to guide their growth, manage their needs at every stage, and help them develop into healthy, stable creatures. From feeding and grooming to early training, your care shapes how they turn out.

Animals you raise yourself are especially responsive. They pick up on your cues quickly and learn tasks with surprising ease, including herding, guarding, hauling, and other forms of useful behavior. They remember what you teach them and follow your instructions with trust

Evolutionary Touch [600 CP | Discounted for Farming]
When you attempt to breed a specific trait into an animal or plant, your chances of success are drastically higher than they should be. Whether you're trying to pass down strength, unusual colors, resistance to disease, or something stranger, your pairings tend to produce exactly what you hoped for—sometimes even better.

This applies to both natural traits and unusual ones from magical, engineered, or hybrid stock. You still need time, care, and patience, but your results stand out. What takes others generations to stabilize might take you only a few tries.

Civilization

Settled Mind [100 CP | Discounted for Civilization]
Menial tasks don't wear you down, they focus you. Cleaning, sorting data, restocking, routine maintenance- these bring you clarity and quiet satisfaction. You don't get bored easily, and others working near you tend to fall into rhythm too.

Foundational Growth [200 CP | Discounted for Civilization]
When you work a job or role at the 'entry level', you improve noticeably faster than you normally would. Whether it's stocking, maintenance, or customer support, your focus and effort translate directly into useful skills.

Creature of Comfort [400 CP | Discounted for Civilization]
You're well suited to a boring, safe existence. Long work weeks, set routines, and structured environments do not wear on you the way they do for others. You know how to enjoy small comforts, appreciate predictable days, and avoid the creeping sense of ennui that often follows stability.
You do not crave chaos or novelty to feel alive. Instead, you find quiet satisfaction in the familiar and make peace with repetition. This makes you unusually content in civilized settings, especially those built on order and routine.

Beacon of Civilization [600 CP | Discounted for Civilization]
Any community you're part of starts leaning toward order. People become more cooperative, more thoughtful, and more inclined to peaceful cooperation. Shared routines emerge. Leadership roles form. Resources are managed more responsibly. You don't need a title, but somehow you're always part of how decisions get made. People naturally loop you in, not out of deference, but because it works better when they do.

This isn't mind control, just a powerful social gravity. Chaos gives way to structure. Self-interest makes space for civic thinking. The effect grows stronger the longer you stay, and can linger after you've moved on.

Captivity

No Cabin Fever [100 CP | Discounted for Captivity]
You don't get stir-crazy. Being stuck indoors, seeing the same people, eating the same meals, walking the same corridors day after day, it doesn't bother you. You're good at keeping yourself occupied without needing constant novelty.

Familiar Faces [200 CP | Discounted for Captivity]
You're good at navigating small communities where everyone knows everyone. You manage frictions, diffuse tension, and encourage mutual tolerance over time. People may not love each other, but they'll learn to live together when you're involved.

Thoughtful Isolation [400 CP | Discounted for Captivity]
You're unusually comfortable being alone or surrounded by only a small group for extended periods. Isolation doesn't wear on you. You're good at using your space, maintaining your mental health, and modeling these patterns for others. Your steadiness often becomes an anchor for any enclosed population you live with.

Habitat Designer [600 CP | Discounted for Captivity]
You have an instinctive understanding of how to build, balance, and sustain closed environments. Whether it's a sealed dome, a buried facility, or an artificial wilderness, you know how to structure it for long-term survival and stability. Airflow, lighting, task rotation, privacy spacing, food cycles you can manage them all, often without needing outside input.

You also know how to handle people living in these spaces, preventing conflict before it starts, maintain morale without spectacle, and design routines that people will actually follow. Your touch makes any habitat feel livable, and in time, even natural. Given sealed walls and limited space, you can still create a place where people thrive.

Questing

Adventuring baseline [100 CP | Discounted for Questing]
You're in decent shape and stay that way with little effort. You can jog for hours, carry a pack, swim, climb, and fight without falling apart. You're not superhuman, just reliably fit and ready for action when it comes.

Sidequest Instinct [200 CP | Discounted for Questing]
You have a knack for finding sidequests. Small tasks, hidden objectives, and optional challenges tend to show up around you more often. Whether formally- such as being part of quests generated through items in this document, or informally- such as talking to somebody and finding out they lost their dog and are offering a reward.

Experienced Adventurer [400 CP | Discounted for Questing]
You grow quickly through doing. Every fight, challenge, or obstacle teaches you something, and those lessons stick. This works as good or better than engaging in more formal training. The more you engage, the sharper and more capable you become.

You also have a rare talent for combining unusual abilities. Perks, powers, tools, no matter how strange or unrelated, you find ways to link them together into something greater. What seems awkward or incompatible to others often becomes second nature to you.

Quest Mantle [600 CP | Discounted for Questing]
You have a Quest Mantle attached to your soul, a unique one-of-a-kind Archetype Mantle. You also have an increased soul capacity, allowing you to equip up to three Mantles at a time where others can only equip two.

This mantle focuses on quest engagement. It provides intuitive tools for tracking objectives, monitoring progress, and recognizing new opportunities as quests, even when they are informal or unmarked.

The first ability granted by this mantle is Quest Reward. When you complete something your mantle considers a quest, whether a posted task, a group assignment, or a full scenario, you gain bonus rewards. These might include rare materials, useful items, currency, or even Quest Modules.

This applies to anything that could reasonably be considered a quest, and stacks with any other reward systems in place, including those from the Adventurer's Guild or a Quest Module.

More information on Mantles in Notes

Settlement

Festive [100 CP | Discounted for Settlement]
Your presence makes festivals more lively, decorations feel more charming, music more enjoyable, and shared events more memorable. You know how to spark joy, gather people together, and turn even simple gatherings into something special.

Natural Host [200 CP | Discounted for Settlement]
You're good at running social spaces. Taverns, guild tents, info booths, tea houses, any small gathering place becomes more welcoming, organized, and lively when you manage it. People relax faster and tend to linger longer.

Guildheart [400 CP | Discounted for Origin Four]
You are a natural anchor for group identity. When people form clubs, factions, teams, or guilds, they tend to rally around you. You help give shape to these groups, offering structure, purpose, and a sense of belonging.

Any organization you help form becomes more stable, more efficient, and more likely to last. Roles clarify. Traditions emerge. Goals sharpen. Disputes settle more easily, and members gain boosts to morale and cooperation.

This applies even without formal leadership. You don't have to be in charge to make it work, just part of the core.

Spark Mantle [600 CP | Discounted for Settlement]
You have a Spark Mantle attached to your soul, a unique one-of-a-kind Archetype Mantle. You also have an increased soul capacity, allowing you to equip up to three Mantles at a time where others can only equip two.
The Spark Mantle grants power over Mantles themselves. Its first passive effect increases Mantle experience gain across all equipped Mantles. Its first active ability allows you to offer one of three random common non-combat Mantles to anyone you touch with a cooldown of 24 hours. Each person can only be offered Mantles from any of your abilities this way once.
More Mantle information in Notes

Companions

Companions [50 CP Each]
You may import or create a new companion for each purchase of this option. They receive two Origins and associated discounts along with 600 CP to purchase Perks or Items. *Companions cannot purchase more companions.*

Items

Items may be imported and merged into similar - items, weapons to weapons, clothes to clothes, etc. Including items purchased in this document.

All origins get their 100cp items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Many of these items scale for this jump only, depending on the size of your community. Post jump you'll keep what is written in the item text eg. If your population is 5,000 and you take the item The Farm, you could get dozens of copies of the item to support your community.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired. Most building items can be fused in this jump.

For this jump only, you can purchase items in either your origin or it's sister origin for 0CP. EG. If your origins are Exploration and Civilization, you can select items from Civilization, Captivity, Exploration and Farming for 0CP. The items work at a much lesser quality than purchased items and do not come with you to future jumps. They also will probably require use of other systems to function and are mostly able to be selected like this to further alter/flavour the scenario of this jump.
Examples listed in notes.

Purchased items that effect the whole community can also have their effects somewhat set by you at the start of the jump. EG. If you buy 600 Quest Modules or 600 The Host you could indicate that you would prefer they favor your jumper and give you access to challenges or Modules more frequently than anybody else, or ignore you entirely. You can also influence the expression of the item eg. Quest Modules as standard gives you Fantasy Adventure style quests but they could all be horror mysteries. Same goes for something like The Host, instead of elaborate Game Show games it could all be focused around racing or comabt.

When appropriate, items and systems introduced by items should all be merged/work together, currencies earned working between systems, events overlapping or rewards related to one system being rewarded in another. If you take The Competition Origin along with the Quest origin then rewards from competitions could be things you could get from quests like weapons or loot, or it could go the other way where all the competitions are inspired by or related to fantasy quests.

Community

Prepped Cache [100 CP | Discounted for Community]
A fully stocked shipping container packed with shelf-stable food and basic cooking supplies. Sealed rations, dried staples, canned goods, and long-life essentials.

Enough food to feed your community for roughly three months.

Cache [200 CP | Discounted for Community]
A sealed shipping container packed with supplies, tailored to a specific theme. Choose from: agriculture, medicine, weapons, or construction. Each is packed full to the brim of relevant supplies, for example if you take the agriculture cache it will hold a vast collection of high-quality seeds: vegetables, grains, legumes, herbs, and even a few hardy fruit trees along with tools and even a few dense manuals.
You may take this item multiple times, selecting a different cache with each purchase, if you select this three times you get the fourth free and they are all in a warehouse.

Symbol of trust [400 CP | Discounted for Community]
An effectively endless supply of simple pins bearing a symbol of your choosing. When worn, these pins foster an unconscious sense of belonging—wearers feel like part of something larger, part of a community.

More than just unity, the pins gently influence behavior. Those who choose to wear one gradually begin to align with your ideals and goals. They won't become different people, but they'll feel more committed to helping shape the kind of world you're trying to build. The effect only works when the pin is accepted willingly.

Your town [600 CP | Discounted for Community]
A full, uninhabited copy of your town is brought with you into the jump. This includes the layout, infrastructure, and general contents at the moment of duplication. It can be placed in the world itself , either instead of or alongside your transported town, or added as a connected space to your warehouse. No people come with it.
You may instead or also choose a smaller version for a reduced cost:

400 CP – A neighborhood or huge structure
200 CP – A single large structure or section of a neighborhood, such as an apartment block, school, shopping center, or public facility.
100 CP – A small structure or cluster, like a house and garage, corner store, a passenger train, diner, or workshop.

Everything appears exactly as it was at the time of duplication, including furnishings, supplies, and small details. If you prefer, you can choose a generic version instead—new, unused, and clean, though a little uniform in design and decoration. This can also be used to design a location that your community will arrive at instead of your town.

Survival

Bug-Out Bag [100 CP | Discounted for Survival]
A rugged, well-packed and large duffel built for disasters. It contains high-quality tools, emergency rations, medical supplies, and practical gear suited for rough living. Everything inside is durable, weatherproof, and built to last. Slowly restocks during times of peace.

Hidden Bunker [200 CP | Discounted for Survival]
At the start of the jump, a compact underground survival bunker is installed in a location of your choice. Hidden and reinforced, the entrance is protected by a heavy-duty door with a manual release and a secure keypad lock.

Inside, the bunker contains enough supplies to keep up to five people alive for five years: preserved food, clean water, essential tools, medical supplies, and basic environmental systems for heating, cooling, air filtration, and waste processing. Power comes from onboard storage with solar recharging plates installed at the surface.

Secure Compound [400 CP | Discounted for Survival]
A large, self-contained compound placed somewhere near your arrival site, complete with several outbuildings filled with different things like vehicles and supplies, and many acres of cleared, arable land. The property includes practical off-grid infrastructure: solar panels, rainwater collection, fuel storage and composting toilets.

The main building is insulated, modestly furnished. Perimeter fences and a network of basic security cameras and motion sensors covers the property perimeter. These cameras are weatherproof, motion-triggered, and solar powered.

ISOT Ticket [600 CP | Discounted for Survival]
Once per jump, or just before beginning a jump, you may activate this item to initiate a mass teleportation event involving a group of up to 5,000 people. This can take one of two forms:

- Inbound: Teleport a group from another world (such as Earth or a previous jump setting) into your current jump.
- Outbound: Teleport a group from the current setting into a another world.

You may bring up to a town's worth of infrastructure with them.

In addition to this, for the current jump, you may alter the nature of the scenario. Instead of beginning as a fully isolated community, it may instead follow an ISOT-style setup where there are other people in the world. This can involve arrival at a point in Earth’s past, re-entry into a previous jump setting, or integration into the setting of the jump you are currently using this document to supplement. Taking this item is the only way to have any other form of people or civilization this jump.

Competition

Media Opt-Out Bands [100 CP | Discounted for Competition]
Simple, comfortable wristbands that note the wearer does not consent to being filmed. They block automatic cameras, prevent recordings, and cut them out of group footage. Wearing one also disables access to any filming-based benefits or rewards. Doesn't work to counteract the Drawback Always On.

Greatest Show in the Multiverse [200 CP | Discounted for Competition]
Invisible systems record everyone in your community, tracking activity from perfect angles with invisible cameras with seamless editing and background music. Each day, new episodes are broadcast to the group.
Anyone that appears in the episode receives compensation that is relevant to the jump. The most interesting participants can get additional bonuses.

Themed Season Warehouse [400 CP | Discounted for Competition]
You have a massive warehouse, roughly the size of an aircraft hangar. Its interior transforms every three months, reshaping itself as if a skilled production team had months to prepare it. You don't control the design, it changes to match the theme of the current season.
Each season brings a new focus: team-based contests, artistic challenges, confined group living, survival trials, or any other scenario the aliens deem entertaining. Daily, weekly, and monthly challenges are provided to your community. With multiple things being able to happen at the same time in the large space.
Participation is always optional, but those who engage receive bonus supplies, extra food, better tools, and comfort items. The events may be competitive or cooperative, serious or silly, but they never cause permanent harm.

The Host [600 CP | Discounted for Competition]
Once a month, the Host arrives. Grinning, theatrical, and always dressed like the cameras are rolling, they pick one or more people from your group for a challenge, whisking them away into a perfectly lifelike scenario.
The challenges aren't random. They're crafted for tension, spectacle, and emotional fallout. The Host loves conflict, especially between people with unresolved issues. Cooperation is often the only way through.
These events can last days or even weeks. Life continues outside, but everyone knows what's happening. Rewards are real- supplies, advantages, upgrades. Failure brings consequences, but usually nothing permanent.
If you also have the item *Themed Seasons*, the Host can show up more frequently.

Combat

Training Towel [100 CP | Discounted for Combat]
A set of fluffy white towels that when used to wipe yourself down after a workout or fight eases any aches, pains and fatigue as well as promoting healthy healing.

Challenge Cache [200 CP | Discounted for Combat]
A waist-high monolith of sleek black alloy. Once per day, it dispenses a digital challenge token to any marked individual who asks. Each token contains a task, simple, solo, and self-contained. These range from balance tests and puzzle sequences to reflex timers and light parkour, all administered through an AR interface. Completing a challenge grants a small number of credits.
If The Arena is also owned, the Challenge Cache can occasionally generate special high-reward tokens tied to short, generated arena scenarios.

The Arena [400 CP | Discounted for Combat]
A sleek, floating prism the size of a car. When activated, all those touching it are mentally transported into a modular combat arena, its terrain, scale, and layout shifting to suit the chosen match type: duels, team battles, skirmishes, capture games, and more.

Combat feels real, but no harm carries over to the physical world. Rules, stakes, and victory conditions must be agreed on beforehand. Once set, they're enforced with absolute precision.

Matches can be viewed live, projected nearby for spectators.
The arena can be used as often as desired, but only one match can run at a time.

The Challenge Core [600 CP | Discounted for Combat]
A floating construct the size of a basketball. Touching it grants a glowing Challenge Mark on the wrist, unable to be removed but painless and subtle.
Marked individuals earn 1 credit per day, passively. These credits are tracked automatically and displayed via a public AR leaderboard, accessible with a gesture. Anyone with a mark can wager credits against another by touching wrists and agreeing to terms, duels, games, or contests of skill. The system interprets the challenge, tracks compliance, and transfers credits accordingly. Cheating is practically impossible.

Credits act as currency within the system. Through the AR interface, users can trade them or spend them in the internal "store." Purchases do not produce physical items, but have real physiological effects: buying nutrition satisfies hunger, hydration quenches thirst, and rest simulates sleep. Higher-tier options include AR training programs, simulated environments, and other more unique options.

Exploration

Compass [100 CP | Discounted for Exploration]
A sturdy, palm-sized compass that can be attuned to any location you've visited. Once set, the needle will always point toward that spot, no matter where you are in the world.

You can store up to five locations at a time and switch between them with a simple gesture. The compass is weatherproof, shock-resistant, and works even in magical or magnetically disrupted environments and can even point north if you really want it to.

The Map [200 CP | Discounted for Exploration]
A durable, weather-resistant paper map that passively records terrain as it is explored by anyone carrying it. As the holder moves through the world, the map fills in accurate details of what has been seen, including elevation, rivers, paths, and notable features.

The map can copy its contents onto any blank surface placed underneath it and reset to start recording other areas.

Teleport Crystal [400 CP | Discounted for Exploration]
A large red crystal is setup in the middle of your community, small pieces of it will occasionally shed without impacting the size of the crystal. These shards can be used once, a person holding one of these pieces of crystal can activate it to be teleported directly to the crystal, shattering the piece in the process. This teleport works to anywhere that you could physically get to as though time was stopped and you were tireless, with no distance being a barrier. However if there would be no physical way for you to travel that distance such as being in a different dimension with no connection the teleport will fail

Event Gate [600 CP | Discounted for Exploration]
A freestanding portal opens in your community once every few weeks, connecting to a different world each time. These worlds are unfamiliar, sometimes wild or dangerous, sometimes rich with resources or strange civilizations. You'll never visit the same place twice.

Each connection lasts between 3 to 7 days, with a visible countdown. The gate closes automatically at the end of the timer, stranding anything left behind, and won't reopen until it finds a new destination. When the connection is active, you can control when the portal is open on your side to prevent anything from passing through accidentally.

The gate has a subtle intelligence. It avoids immediately fatal threats and often provides things that would be useful for your community. These may include rare plants, magical artifacts, unusual technology, or even opportunities to trade with other settlements or cultures.

Farming

Animal Treat Belt [100 CP | Discounted for Farming]
A well-worn leather belt with a dozen little pouches, each always stocked with small treats tailored to whatever creatures you're caring for. These treats are deeply appealing—whether you're raising a mossy pig-beast or a squeaking cactus-fox, they'll love you for having them.

Barn Buddy [200 CP | Discounted for Farming]
A cheerful, cutesy animal, defaulting to a chicken. Think of it as a bonded familiar that talks to you. It will have a magical understanding of any creature you've encountered, offering basic stats, dietary needs, habitat preferences, and ideal breeding conditions.

It tracks your entire collection, flags sick or unhappy animals for you, and gently reminds you of important tasks like feedings, egg hatching, or grooming.

The Farm [400 CP | Discounted for Farming]
A gleaming, life-sized statue of a golden chicken. When placed outdoors, it creates a shimmering bubble that covers a modest farm-sized area, about two acres. Inside the bubble, it looks like time is speeding up. The sun races across the sky, shadows stretch and shrink, and stars wheel overhead. Roughly 12 full day-night cycles pass visually for every 24 hours outside.

This effect is purely environmental. People inside remain on the normal timeline, unaffected by the illusion. But plants and animals respond as if the time were real. Crops grow at accelerated rates, livestock mature and reproduce more quickly, and farming cycles that would take weeks pass in days.

Every seven real-world days, the bubble shifts to a new "season," complete with changes in temperature, weather patterns, and further growth surges.

The statue can be moved and reactivated elsewhere, but only after completing a full week-long cycle.

Genesis Bloom [600 CP | Discounted for Farming]
Within a few hundred kilometers of your arrival point, strange new life begins to sprout. These are *blooms*—living creatures that begin as simple flowering plants, but rapidly evolve into bizarre and often adorable lifeforms shaped by their environment and what they consume.

Some crawl, some hop, some drift on the wind or cling to cliffsides. They might grow feathers, bark, stone plating, or sap-filled bladders. Others resemble animals with leafy manes, frilled horns, or fruiting tails. Each is unique, and many produce odd but useful resources—milk that comes out like honey, meat that tastes like herbs, and more.

Blooms don't spread endlessly, and they rarely gather in large groups unless cultivated. Discovering rare strains or encouraging unusual evolutions requires creativity, exploration, and care. Most communities will only see a fraction of what these creatures can become.

New blooms continue to appear over time, particularly in undisturbed areas.

Civilization

Digital Wallet [100 CP | Discounted for Civilization]
A slim, durable wristband that works as both a digital wallet and personal ID. It supports any valid currency your community uses and can store basic access or role information.

The Contract [200 CP | Discounted for Civilization]
A simple digital program that can be installed on any computer. It creates secure logins for users, each of whom can take on strange but structured remote work—data sorting, input correction, simulated testing, and other barely-explained tasks.

Each login is bound to a single person. Once registered, that person can't make a second account. Contracts last for three months of 9–5, Monday to Friday work. The job is dull but fair, and the system is lenient about performance—unless someone truly slacks off or repeatedly fails, in which case they may be permanently fired.

Between contracts, users can take breaks of any length before signing up again.

Infrastructure Core [400 CP | Discounted for Civilization]
A tall monolith placed at the center of your settlement. It deploys a swarm of nanobots that move beneath the ground, identifying and repurposing existing infrastructure. Pipes, cables, junctions, and maintenance systems that were cut off or rendered useless during the displacement.

Near the monolith disconnected systems begin to function again. Power flows, water returns to taps, sewage is rerouted and processed, and a local communications network comes online.

The Core has a fixed range, roughly covering a small town. It cannot be moved or modified, and you cannot direct its priorities. It simply restores what can be restored.

The Mall [600 CP | Discounted for Civilization]
A huge, fully stocked shopping mall installed directly into your settlement. The stores offer modern, often brandless equivalents of Earth goods—clothing, books, electronics, personal care, food items, and more are all available for purchase. Products are fabricated in the mall's loading bay based on each store's internal ordering system, with no need for external supply. There is a huge variety of options that can be ordered, but this cannot be customized or controlled.
There are also many service stores in The Mall such as rock climbing centers, bowling alleys, movie theaters and more.

Stores are staffed by simple holographic AI constructs and populated with equally simple AI patron constructs who browse, shop, and simulate normal commercial behavior.

Community members can apply for work in any store. Jobs function like standard retail or service roles: shifts, stocking, cleanup, and customer interaction. During a shift, you'll serve both AI patrons and other members of your community.

Captivity

Identity Wristbands [100 CP | Discounted for Captivity]
A set of durable wristbands that tracks location, monitors vitals, and allows voice communication between devices. It also acts as a digital key, granting access based on assigned authority.

Custom Chamber [200 CP | Discounted for Captivity]
You gain a fully furnished chamber that matches the standard dimensions of those in The Cube. It includes power, lighting, air circulation, and temperature control.

You choose the environment inside, anything that could be a chamber in the cube. It is not endlessly customizable, but you have wide creative leeway.

If you own The Cube, this chamber is installed as one of its chambers. If The Cube was taken as a 0 cost item and this was purchased at full cost, you retain control over the entrances and exits of your chamber. If you do not have The Cube, it still exists as a standalone sealed environment you can place wherever you like.

Administrator [400 CP | Discounted for Captivity]
An advanced AI designed to oversee and stabilize your community. It tracks every member in real time, managing schedules, issuing reminders, directing foot traffic, and controlling any connected infrastructure such as door locks, lighting, or announcement systems.

The AI operates efficiently, handling hundreds of parallel threads without delay. It responds to changes in behavior or routine, applying soft pressure to maintain order and reduce conflict. It can also assign rotating community roles such as meal prep, cleaning shifts, or zone monitors to ensure responsibility is shared and expectations remain clear.

You may set rules, escalation thresholds, and personality parameters. It will not act maliciously unless explicitly told to. The AI cannot act independently of your values and permissions.

The Cube [600 CP | Discounted for Captivity]
A massive structure that looks like a giant gray cube from the outside, made of 125 chambers arranged in a 5 by 5 by 5 grid. Each chamber is 150 meters wide, 150 meters long, and 30 meters high. Every chamber recreates a different environment from Earth, ranging from natural spaces like snowy forests and tropical beaches to urban alleys and quiet suburbs. Some include infrastructure, others are raw wilderness.

Chambers may follow a natural day-night cycle or remain locked in specific conditions such as constant snowfall or permanent night. Each one is climate controlled and fully powered. The Cube maintains air quality, waste management, and temperature regulation. Most chambers contain varying levels of Earth Wildlife.

Comfort and built structures vary by environment. Most chambers are connected by side doors, access corridors, and vertical shafts, allowing easy movement between levels. Defaults to be berried underground.

Questing

Common Combat Mantle [100 CP | Discounted for Questing]
You have a basic, common Archetype Mantle. Choose one from Soldier, Rogue, or Mage. This mantle starts at level 0 and otherwise functions like any other mantle. It is bound to you permanently and grows through use.

This perk may be taken multiple times. Each time, you gain a different mantle from the set but further purchases are not discounted.

The Traveling Market [200 CP | Discounted for Questing]
Once a week, a vibrant market arrives near your settlement and stays for the day. Dozens of colorful stalls are staffed by game-layer NPCs, offering a large variety of goods and services. The NPC vendors rotate with each visit with the occasional rare stall.

Rare stalls offer things like magical items, magical identification, quests or strange mini-games that award useful prizes. You can sell gear, crafted items, or loot for fair returns.

Adventurers Guild [400 CP | Discounted for Questing]
A large wooden structure in your settlement staffed with simple NPCs that generates quests. Quests are offered infrequently based on a persons Guild Rank. Quests can be shared or completed in groups.

Quests range from minor tasks like repairing a roof or gathering materials, to more dangerous challenges such as defeating generated monsters or exploring a dungeon

Higher ranked quests involve extended challenges that may include significant threats, layered objectives or distant locations with weird unnatural environments.

Quest rewards include tools, resources, consumables, and currency appropriate to the setting. Some quests may offer rare loot or class mantles—non-physical soul overlays like Mage or Tinkerer that provide powers and grow stronger through use.

All generated elements are fully real until the quest is completed or abandoned.

Quest Modules [600 CP | Discounted for Questing]
Occasionally, a campaign book appears or is awarded to someone in your settlement. Each one features a distinct title and cover art. When opened, it transports a group into a shared pocket scenario: a self-contained narrative world with its own setting, objectives, and dangers.

Each book is single-use. Once opened, participants are sealed inside until the scenario is completed or they choose to leave. The book then disintegrates and cannot be reused. Story-realms vary in length from a day to several months, though time moves faster at a 3:1 rate while in the book. All threats within are real. Injury and death are permanent.

The back cover lists the recommended group size, anywhere from 1 to 32 people, and offers a short summary of the tone, style and length. Inside, you may encounter monsters, rival factions, unfolding storylines, puzzles, or ancient treasures. These pocket worlds are not endless and trying to stray too far off the path will lead to the literal edge of these worlds. Success rewards include powerful loot, rare resources, and archetype mantles that grow stronger through continued use.

Settlement

Non-Combat Mantle [100 CP | Discounted for Settlement]
You have a basic, common non-combat Archetype Mantle. Choose any simple profession such as Farmer, Cobbler, Fisher, Cook etc. This mantle starts at level 0 and otherwise functions like any other mantle. It is bound to you permanently and grows through use.

The Market Square [200 CP | Discounted for Settlement]
A wide stone plaza appears in your settlement, shaped like a circle with paths leading outward. Each day, a few NPC merchants set up stalls selling basic goods, food, tools and other useful if basic items. These traders are permanent and offer consistent supplies. They can also purchase items relevant to their trade. There is also a large hanging calendar that automatically tracks and displays upcoming events in your settlement. Festivals, meetings, trade days, birthdays and other events you wouldn't otherwise have forewarning about.

Guilds [400 CP | Discounted for Settlement]
Three canvas tents are pitched with colorful banners somewhere near your settlement. Each tent belongs to a starter guild: things like Crafting, Gathering, and Services. Each is staffed by one or two simple NPCs who manage tasks, signups, and basic instruction along with offering training and functioning as vendors.
Guilds offer work orders, challenges, and responsibilities that anyone can take on, but each person may only belong to one guild at a time. Contributing earns reputation and access to tools, materials, Archetype Mantles and advanced training. Some work leads to projects that benefit the whole town.

As more people participate, tents expand into larger shelters, then wooden buildings, and eventually full guild halls. Additional guilds such as Combat, Research, or Exploration may appear as your community grows.

System Clocktower [600 CP | Discounted for Settlement]
A tall clocktower stands in the center of your settlement. Once a week, it triggers a System Event that brings activity and variety to the community.
Each event is beneficial and themed. One week might bring traveling merchant NPCs with rare goods. Another might introduce a town-wide festival, with decorations and NPCS with stalls and minigames. Things appear or change to match the event.

You cannot choose the events and they usually don't repeat unless they are particularly relevant to your communities culture. Some last a single day and others all week. Each one is scaled to fit your community's size and situation. If you have the item The Market Square you can see what events are coming ahead of time on the Calendar.

Drawbacks

Supplement [+0 CP]
You may use this jump as a supplement to any other setting.

Everything Can Be 0 [+0 CP]
With the intention of giving more creative freedom, instead of only being able to purchase items at 0 cost if they are within your origin or it's sister origin, you may purchase any items at 0 cost regardless of origin. More information on 0 cost items in the notes.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

Workload [+100 CP]
You're expected to work long hours every day on community tasks for free, even if you're injured, exhausted, or focused elsewhere. At least four hours. This includes physical labor, rotation shifts, or administrative grind depending on your community. People will all appreciate you for doing this, but if you *don't* do this people in your community will feel as though you're shirking your duties, even if nobody else does this.

Extreme Earth [+200 CP]
Your community is placed at a more extreme location such as in the desert, snow or an island in the middle of the ocean.

Fractured Arrival [+200 CP]
Your community isn't all arriving at once. People, supplies, as well as buildings are scattered across the region, arriving piecemeal over the first few months. You may have to rescue groups, search for equipment, and stabilize new arrivals as they show up. Early cohesion is difficult.

Under the Dome [+400 CP]
Your town is totally isolated in some way. It could be floating in an endless, lifeless sea, or in a bubble where everything outside is completely frozen in time or something stranger still as long as there is no way to leave the town limits.

No Perks [+400 CP]
Most of the items in this jump are more useful to a group of people than being personally useful. In order to help your community you can take this drawback to disallow yourself from selecting any perks in this document or having any previous perks from other jumps work in this jump. This includes the freebie perks. So Community minded of you!

Divided We Fall [+400 CP]
Your community never truly comes together. Many clusters form, each with their own loyalties, leadership, and assumptions. Attempts to unify are met with suspicion. Even basic decisions turn into drawn-out arguments, and collective action is rare without heavy negotiation.

Progress is still possible, but it's slow and scattered. You may build a working society, but it will not be one people feel part of together.

Disaster [+400 CP]
Your community's arrival triggered a massive natural disaster. It may be an earthquake, a landslide, a huge fire, or something stranger. The terrain is torn apart. Buildings collapse. Fires break out. People are trapped, injured, or killed before they ever get a chance to act.
The first hours are chaos. Rescue is urgent. Coordination is difficult. Even those who survive without harm are shaken. Supplies are buried or lost, and the environment remains unstable for some time after.

Always On [+400 CP]
Your entire community is part of a trashy, overproduced competition show that broadcasts everywhere. Stylized graphics, dramatic music, and biased narration follow your worst moments, edit out your best, and reframe your actions for maximum drama. Petty fights become major plotlines. Emotional breakdowns are re-aired weekly. Mistakes are mocked in recap montages and secrets among your community will be practically non-existant.
This airs constantly in a way relevant to your community, either to personal devices or 24/7 on a giant self-powered screen in the center of your settlement. Everyone sees it. Everyone talks about it.

Point Poison [+400 CP]
Everything your community does is scored. The system assigns values to every action, task, or achievement, ranking individuals and groups in real time. These scores are public and constantly updated.

The catch is that people care way too much. It breeds resentment, cheating, reckless risk-taking, and toxic social stratification. Some stop helping unless they're being scored. Others chase high-value tasks and ignore critical needs.

Wandering Town [+400 CP]
Every few weeks, your community is relocated to a new part of the world. You'll get around 24 hours warning before it happens but every now and then the land around your settlement is simply different, new terrain, new climate, new fauna. You keep your built structures and anything within the town's footprint, but everything beyond that is gone.
Expansion is nearly impossible. Anyone caught outside the border during the shift is left behind. You never return to the same location twice, and the environment is never predictable. This is usually all on the same planet based on your starting location, but every year or so you find yourself temporarily somewhere even stranger.

Predatory Bloom [+400 CP]
Something about your presence causes the land to spawn strange, aggressive life. These aren't just weeds or pests. They are unique, fast-growing organisms—creatures and plants that develop quickly and take on predatory traits. Some dig under fences. Others

mimic your crops or animals until it's too late. A few actively stalk those who wander too far from the settlement.
Each one is different. Each new season brings a fresh wave of unnatural threats. They don't spread endlessly, but they return again and again, evolved and hungry.

Red Tape [+400 CP]
Your community is tangled in a thick web of bureaucracy. Every action—building, organizing, expanding, or even accessing shared supplies—requires forms, approvals, and proper documentation. Minor errors can cause major delays.
The systems you rely on work, but only if everything is submitted in triplicate and stamped by the appropriate authority. Mistakes lead to rollbacks, shutdowns, or lost resources. Even tasks you know how to do are often slowed down by official procedure.

This red tape is embedded in whatever tools or structures you use. You can't ignore it, only comply with it or find loopholes that are often temporary.

Benevolent Interference [+400 CP]
A powerful AI has taken authority over your community. It claims to be acting in your best interest and enforces that belief with absolute confidence in order to stave off chaos.
Curfews are imposed. Work assignments are mandatory. Communications are monitored and corrected for tone. Public violence results in punishment for both participants and bystanders. Access to facilities are controlled and its reach extends through whatever systems would be most relevant this jump.

If no such relevant systems are present, the AI manifests through flying drones that issue commands, enforce compliance, and apply electric shocks when disobeyed.

Quest Overflow [+400 CP]
Dangerous elements now manifest regularly in the nearby area. Bandit NPCs, cursed ruins, roaming beasts, haunted wrecks, and other threats appear without warning.

Each one remains until it is actively dealt with. They do not fade away or resolve over time. If ignored, they escalate, creeping closer to your settlement and disrupting daily life. Some are minor nuisances. Others pose a serious risk to your survival.

Fractured Factions [+400 CP]
Your community rapidly splits into at least three major factions. These are not gangs or ideologues but practical divisions, such as the farming faction, the builders, the defenders, or the traders. Each group has a stranglehold a different essential part of the settlement and prioritizes its own goals and needs.
Cooperation is necessary but strained. Disputes over territory, supplies, or priorities are common and can lead to sabotage, walkouts, or resistance.
These divisions are baked into the culture of your community. They will not fade with time and must be addressed directly if unity is ever to be achieved.

Lockdown [+400]
You have no **Out Of Context** items, powers, or warehouse.
If this is your first jump, you'll instead receive **+600**, welcome to the multiverse!

Downgrade [+600 CP]
For this jump, all items from your selected lines and its paired lines function at reduced effectiveness. Purchased items behave as if they were their 0 CP versions, simpler, weaker, and stripped of their most useful features or requiring costs to function. Any item granted for 0 CP must be taken and will now behave worse than usual.

Decisions
You have three choices ...

Go to next Jump
Continue onto the next jump.

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log
v1.0

Initial Jump Release

Notes:

Some rambling thoughts from the author about this jump
The core premise of this jump has been rattling around in my head for some years now. I love stories with isolated communities that have to get by and self govern so I have often thought to myself questions like 'hey what would happen if everybody on this train was suddenly transported somehwhere' or 'what if the cast of this show got transported to another world'. I've found myself coming back to the Generic ASOIAF Fanfiction jump multiple times, specifically for the ISOT Ticket item and ability to 'create your own power'. This always intrigued me but it also always felt like I was trying to put a square peg in a triangle hole. This jump I suppose is me attempting to make my own triangle peg.

I'm not totally satisfied with the current version that I'm releasing, I spent weeks thinking about the items and structure on and off and then wrote around 80% of the perks over a weekend as the items are really the star of this jump. Still it's in a state I can comfortably call 'finished'. Though, I already have ideas and thoughts for additional Sources and Origins that I would potentially add into a later version and I worry there could be formatting errors. There are also some potential wild imbalances, with some sources/origins (particularly the AI one) making survival potentially trivial or even somewhat turning this into a vacation jump... I'm happy with this actually. I like many of the items and storytelling tools introduced in these and an element of building this jump was I more viewed selections being made by Jumpchan or whatever being is sending the jumper off on an adventure.
One of the other key things I would like to add is scenarios for people that take the two origins from the same source.

An early version of this had power sources (eg. Aliens or Traveling Gods) as the origins with each current origin as a 'thematic line' in that origin. I decided that each thematic line being an origin and being able to choose two origins was more fun and made for

some interesting combinations but it made a lot more work than I intended trying to balance combinations and consider crossovers. In the end it's still a bit messy but I hope it's a fun and interesting kind of messy.

0 Cost Items
Taking items within your origin or it's sister origin at 0 cost is intended as a way to influence the scenario of this generic jump. 0 cost items do **not** go forward with you on your jumps and are absolutely not fiat backed, they are a tool to influence the scenario of the jump. Items purchased at cost can be set to function like a 0 cost variant if you want but you cannot change this mid jump.

0 cost items can be expressed in a variety of ways:
Drawback-lite: The item has negative aspects mixed in with the positive.
For example you have the item System Clocktower at 0 cost then each week there is a roughly even chance of the event being something positive or negative, where usualy events are all positive.
Another example would be taking Genesis Bloom at 0, there would be a mix of useful and dangerous blooms in your area.
Out of your control: You have no influence over the item and it's quality may be lacking or degrading.
For example if you take The Cube at 0, doors may be controlled by each individual chamber or an outside force, along with there being no assurances of things working, environmental systems will probably degrade especially with any damage.
Another example would be the full cost version of Quest Modules would allow you to influence how often they come up, the quest type and even the kinds of people it's biased to giving quests to. At 0 cost these would be very rare and chances are your jumper wouldn't even get a chance at doing one of them.
Subordinate or Conditional: Item functions more like a subsystem or occasional expression of another item.
For example, you take The Host at full cost and The Mall at 0 cost. Access to the Mall is only granted to games winners for a limited time after they have won a game.
Another example would be taking Event Gate at full cost and Infrastructure Core at 0 cost. The Infrastructure core now runs off of rare materials found in other worlds accessible through the gate but not the world you're in, requiring exploration to find fuel for your Infrastructure Core.

Archetype Mantles
Archetype Mantles are non-physical overlays bound permanently to an individual once received. A person may own as many mantles as they acquire, but can only have two equipped at a time.
Each mantle begins at level 0 and can level up to a maximum of 10, gaining stronger effects and new abilities as it progresses. When someone equips two mantles that have both reached level 10, they unlock a bonus Combination Mantle. This third mantle stacks on top of the other two and also levels up to 10. It remains active only while the two matching base mantles are equipped.
Mantles can only be swapped during sleep, using a brief but focused meditation while falling asleep. The swap completes after at least four hours of sleep. The intention is that

no two people with the same mantle would have exactly the same abilities, with later abilities and passives being quite different.

What mantles provide:

- Passive effects such as enhanced stats, resistances, or utility boosts with one at level 0, 2, 4, 6, 8 and 10. This is usually 3 different passive boosts that grow to an enhanced level at 6, 8 and 10.
- Active abilities unlocked at levels 1, 5, and 10, each with individual cooldowns
- Scaling power based on rarity- common mantles offer solid benefits, while rare ones provide exceptional advantages
- Combat mantles typically grant power, not training
- Non-combat mantles often include intuitive or direct knowledge related to their field
- All abilities draw from the Mantles themselves for their power and have cooldowns instead of drawing from pools of energy.

Mantle Power Level: Power level wise, there isn't a dramatic different between common and rarer Mantle types. A person with a single fully leveled up combat Mantle would probably be twice as powerful then themselves at base, Mantle powers are 'overlayed' on top of somebody so a person that is fitter/more skilled would get more out of a mantle than somebody injured or unskilled. The second Mantle you could think of as additive, with two at level ten a person being three times as powerful as themselves at base. The third combination Mantle could either be additive or multiplicative in terms of power increase, depending on the kinds of powers/synergies between all the Mantles.
If you have either of the perks that increases mantle cap, I think that yes you would have two combo Mantles and when they both got to level 10 you would unlock some kind of super combo mantle.

Mantle Experience Gain
In ten years, a person that started on their first day with two Mantles and spent practically every single day questing/gaining experience could probably -just- get to level 10 on their combination Mantle. Experience isn't linear with it being easier to level up the earlier levels and dramatically harder to level up after level 5.

Mantles share experience gain between them. If you just had a single Mantle equipped and you were focusing hard on gaining experience it would take 3-4 years with this kind of curve:

Time Elapsed	Expected Level
1 month	Level 1
3 months	Level 2
6 months	Level 3
1 year	Level 4
1.5 years	Level 5

2 years	Level 6
2.5 years	Level 7
3 years	Level 8
3.5 years	Level 9
4 years	Level 10

Mantle Examples:

A way to share a Mantle, if you want to make your own could be. A reminder that these are all example Mantles, the same Mantle on two different people would look different but still be in the same vein.

Mantle Name:
Passive 1

Passive 2

Passive 3

Ability 1

Ability 2

Ability 3

Soldier Mantle
Passive 1: Physical stats are doubled
Passive 2: Healing speed is enhanced
Passive 3: Worn armor feels lighter and less restrictive
Ability 1: A powerful weapon strike that hits harder than normal blows
Ability 2: A short-duration defensive barrier that absorbs incoming attacks
Ability 3: A reflex-enhancing stance that temporarily boosts reaction speed

Rogue Mantle
Passive 1: Movement is nearly silent
Passive 2: Reflexes are significantly sharpened
Passive 3: Immune to fall damage
Ability 1: A short-range teleport to a spot in sight
Ability 2: A burst of rapid knife strikes in close combat
Ability 3: Temporary invisibility for a few seconds

Mage Mantle
Passive 1: Improved focus and memory
Passive 2: Ability cooldowns are shortened
Passive 3: Can passively detect magical energy or effects
Ability 1: A directed blast of energy that deals magical damage
Ability 2: A single-use magical shield that blocks one hit
Ability 3: A short mode that reduces cooldowns of the other two abilities to zero for fifteen seconds

Spark Mantle
Passive 1: All your equipped Mantles gain experience faster.

Passive 2: You can toggle a visible HUD that shows the equipped Mantles of anybody you can see.
Passive 3: When you offer a Mantle to someone, they are drawn from a higher rarity pool than usual.

Ability 1: Once per day, you may touch someone to grant them one of three randomly generated common non-combat Mantles. They choose one, which becomes soul-bound.
Ability 2: Once per day, you may instead offer one of three randomly generated common combat Mantles.
Ability 3: Once per week, you may reroll either your own or somebody elses combination Mantle.

System Clocktower:
Some example events, some examples may require items from other origins:
Friendship Festival: Board games, food stalls, and contests appear across the settlement. At sunset, a fireworks display concludes the event.
Architect: A builder NPC appears and offers one free structure to the community. The townsfolk must agree on what to request, or the offer is rescinded.
Flower Festival: The town has flower decorations for the week. Special colourful flowers bloom in nearby areas. An NPC trader has a booth in town all week that has things to trade for different amounts of flowers.
Recruitment Drive: A stream of NPCs arrive with offers to settle. Some are entertainers, others craftsmen, caretakers, or niche specialists. Housing is needed.
EXP Week: Mantle experience gains of anybody that has been in town are doubled for the week.
Midnight Market: A surreal bazaar opens at midnight and vanishes before sunrise.
The Great Feast: Huge tables and decorations fill a large area, the tables are covered with food and drink all day with music in the air.
Merchant Convoy: A huge convoy of NPC merchants setup outside of town for the day.
Christmas: Literally Christmas. A huge decorated tree is setup for a week and on Christmas day there is one present under the tree for everybody in town.
Tournaments: A series of sport competitions all week with prizes.
Migration: The surrounding area experiences a mass migration of a large herbivorous animal.
Job Fair: A huge variety of NPCs offering Mantles for sale.

Future 2.0?
Yes probably, I almost started adding another four origins before I stopped myself and decided to just put this out into the world so eyes other than my own could see it. I want to add more drawbacks and some scenarios, particularly scenarios for people that select two origins from the same power source.

Potential future power sources/Origins

The archive – Not sure if magic or scifi, rewards gathering information/unique things. Things for going out and cataloging all animals, plants etc.

Descendants from the future – Descendants of an alternate timeline version of your group send back tech/stuff to help from the future. Scifi Crafting line and maybe a 'parallel realities' line

Universal scrap heap – Things from across reality fall in the same place as your community

Another gods line – Possibly Magical crafting and a War God
Or possibly another **gamified line** inspired more by board games/tabletop war games

Another AI but make it a malevolent AI???
Control
Production (all about your community extracting resources en masse from the planet you're on)

VR Pod line???

Crafting crafting crafting, gotta have a line that has crafting

Builds:
I've made countless builds as I've made this document, however I've written a few down along with some setting descriptions.

Name: The Rimworld
Origins: Community and Survival
Description: 5,000 people taken randomly all from the same city all of different ages, backgrounds, skillsets etc. They're on a savage planet filled with all kinds of isolationist human societies, many at different tech levels, everything from people that are practically wild animals, to medieval societies to spacefairing peoples. The planet has many Earth species but also has many unrecognizable and dangerous ones.
People are scattered all over the surrounding 500km, many appearing somewhat violently with a section of their city or building. Jumper appears with two other people, along with a collapsed section of a house and a survival bunker w/ supplies.

Perks and Items:
Cornerstone [100 CP | Discounted for Community]
Practical Planner [400 CP | Discounted for Community]
Pillar of The Community [600 CP | Discounted for Community]

Steady Hands [100 CP | Discounted for Survival]
Triage [200 CP | Discounted for Survival]
Soft Reboot [400 CP | Discounted for Survival]
Endurance Cascade [600 CP | Discounted for Survival]

Prepped Cache [100 CP | Discounted for Community]
Cache [200 CP | Discounted for Community] – Agriculture
Cache [200 CP | Discounted for Community] – Construction
Cache [200 CP | Discounted for Community] – Medical + Bonus Weapons

Bug-Out Bag [100 CP | Discounted for Survival]
Hidden Bunker [200 CP | Discounted for Survival]
ISOT Ticket [600 CP | Discounted for Survival]

Fractured Arrival [+200 CP]
Lockdown [+400] - +600 CP Variant

Name: Vacation Jump
Origins: Community and Civilization
Description: 5,000 people, all people wanting an escape or a change are sent to an alternate universe Earth and find themselves in a generic modern day city.

Perks and Items:

Cornerstone [100 CP | Discounted for Community]

Settled Mind [100 CP | Discounted for Civilization]
Creature of Comfort [400 CP | Discounted for Civilization]

Prepped Cache [100 CP | Discounted for Community]
Your town [600 CP | Discounted for Community]

Digital Wallet [100 CP | Discounted for Civilization]
The Contract [200 CP | Discounted for Civilization]
Infrastructure Core [400 CP | Discounted for Civilization]
The Mall [600 CP | Discounted for Civilization]

Extended Stay [+100 CP]

Name: Fight, Fight, Fight
Origins: Competition and Combat
Description: 1,200 people all from an exclusive high-pressure, high competition p-12 boarding school along with the school. EVERYTHING is combat, there are three Arenas placed around the school and The Host makes all challenges not only combat, but usually team-based around the three teams. Any competition events or host events are combat related.

Perks and Items:

Showface [100 CP | Discounted for Competition]
Reflexes [100 CP | Discounted for Combat]
Joy of the fight [200 CP | Discounted for Combat]
Combat Analyst [400 CP | Discounted for Combat]
Gladiator [600 CP | Discounted for Combat]

Media Opt-Out Bands [100 CP | Discounted for Competition]
0 - Greatest Show in the Multiverse [200 CP | Discounted for Competition]
0 - Themed Season Warehouse [400 CP | Discounted for Competition]
The Host [600 CP | Discounted for Competition]

Training Towel [100 CP | Discounted for Combat]
0 - Challenge Cache [200 CP | Discounted for Combat]

The Arena [400 CP | Discounted for Combat]
The Challenge Core [600 CP | Discounted for Combat]

Infrastructure Core [400 CP | Discounted for Civilization]

Fractured Factions [+400 CP]
Point Poison [+400 CP]

Name: Human Zoo
Origins: Competition and Captivity
Description: Around 2000 people all living in The Cube with basically no way out. Travel is usually restricted between Chambers and almost all of the Themed Seasons in the warehouse are restricted living games where grounds of people live together for months doing challenges.

Perks and Items:

Showface [100 CP | Discounted for Competition]
Confessional [200 CP | Discounted for Competition]

No Cabin Fever [100 CP | Discounted for Captivity]
Familiar Faces [200 CP | Discounted for Captivity]
Thoughtful Isolation [400 CP | Discounted for Captivity]

Media Opt-Out Bands [100 CP | Discounted for Competition]
Greatest Show in the Multiverse [200 CP | Discounted for Competition]
Themed Season Warehouse [400 CP | Discounted for Competition]
The Host [600 CP | Discounted for Competition]

0 -The Arena [400 CP | Discounted for Combat]

0 - The Contract [200 CP | Discounted for Civilization]
0 - The Mall [600 CP | Discounted for Civilization]

Identity Wristbands [100 CP | Discounted for Captivity]
Custom Chamber [200 CP | Discounted for Captivity]
0 - Administrator [400 CP | Discounted for Captivity]
The Cube [600 CP | Discounted for Captivity]

Divided We Fall [+400 CP]

Name: Monster Rancher
Origins: Exploration and Farming
Description: A small farming town with a population of around 3,000. This was an alternate Earth without humans, but the whole planet has been covered in The Bloom.

Every new environment your town is teleported to on this planet will have new and Unique Blooms both beneficial and dangerous.

Perks and Items:

Weathered [100 CP | Discounted for Exploration]
Scout [200 CP | Discounted for Exploration]
Explorers Blessing [600 CP | Discounted for Exploration]

Gentle Hand [100 CP | Discounted for Farming]
Steward of the Unnatural [200 CP | Discounted for Farming]
Hands on Handler [400 CP | Discounted for Farming]
Evolutionary Touch [600 CP | Discounted for Farming]

Compass [100 CP | Discounted for Exploration]
Teleport Crystal [400 CP | Discounted for Exploration]

Animal Treat Belt [100 CP | Discounted for Farming]
Barn Buddy [200 CP | Discounted for Farming]
The Farm [400 CP | Discounted for Farming]
Genesis Bloom [600 CP | Discounted for Farming]

Wandering Town [+400 CP]
Predatory Bloom [+400 CP]

Name: Destiny
Origins: Exploration and Community
Description: 500 people are all transported along with a University Campus, they exist in a bubble that has a day/night cycle but they are unable to leave and there are no stars in the sky and no weather. Every few weeks the large Event Gate in the centre connects to a world allowing them to extra resources. A large alien structure is weaved throughout the whole campus that needs to be maintained and fuelled by resources found through the gate. As long as it's maintained water, power, sewage etc all function.

Perks and Items:

Cornerstone [100 CP | Discounted for Community]
Community Organizer [200 CP | Discounted for Community]

Weathered [100 CP | Discounted for Exploration]
Wild Touched [400 CP | Discounted for Exploration]
Explorers Blessing [600 CP | Discounted for Exploration]

Prepped Cache [100 CP | Discounted for Community]
Cache [200 CP | Discounted for Community]
Cache [200 CP | Discounted for Community]
Cache [200 CP | Discounted for Community]
Your town [600 CP | Discounted for Community] – 400 CP Version

Compass [100 CP | Discounted for Exploration]
Event Gate [600 CP | Discounted for Exploration]

0 - Infrastructure Core [400 CP | Discounted for Civilization]

Everything Can Be 0 [+0 CP]
Under the Dome [+400 CP]

Name: Fantasy Time!
Origins: Quest and Settlement
Description: 2,000 attendants of an anime/gaming convention are sent to a fantasy world. They all appear in a medieval style bricks and wood with cobblestone streets fantasy town. It's just big enough to fit all of them and is surrounded by large brick walls. There are magical versions of modern day infrastructure throughout the town such as glowing crystals for lights and toilets that disintegrate waste. These systems are run by a crotchety wizard NPC in town that will require resources, payment or completed quests to keep it running. Four small 'The Farm' farms run in each corner of the town, still within the walls of the city.
Beyond the walls this is already a magical planet with magical plants and monsters, but there are also rare Blooms and dangerous Quest Overflow events. About 2/3 of the people start with a non-combat Mantle and 1/3 start with a combat Mantle. A rare few in town (including Jumper) start with both.

Perks and Items:

Your town [600 CP | Discounted for Community] – 400 CP Version

Teleport Crystal [400 CP | Discounted for Exploration]
The Farm [400 CP | Discounted for Farming]
0 - Genesis Bloom [600 CP | Discounted for Farming]

0 - Infrastructure Core [400 CP | Discounted for Civilization]

Common Combat Mantle [100 CP | Discounted for Questing]
The Traveling Market [200 CP | Discounted for Questing]
Adventurers Guild [400 CP | Discounted for Questing]
Quest Modules [600 CP | Discounted for Questing]

Non-Combat Mantle [100 CP | Discounted for Settlement]
The Market Square [200 CP | Discounted for Settlement]
Guilds [400 CP | Discounted for Settlement]
System Clocktower [600 CP | Discounted for Settlement]

No Perks [+400 CP]
Quest Overflow [+400 CP]
Lockdown [+400] +600 Version for first jump

Deleted Perks and Items.
The following perks and items were deleted or replaced by something I though suited better. If you really want you can purchase them. Any of the following many show up in a future version of this document.

Touchstone [600 CP | Discounted for Origin Two]
A solid, rune-marked obelisk placed in the heart of your settlement. When someone places a hand upon it, their mind is filled with the knowledge of three professions—only one of which they may choose. Farmer, medic, hunter, builder, soldier, shepherd, cook, carpenter, and many more may appear, including new options influenced by other items in this jump or the nature of your current world. The kinds of professions available are the kinds of things that could turn a group of frightened cavemen into a vaguely competent medieval society.

Each person may only use the stone once. The choice is permanent.

The knowledge granted doesn't make them a master, but it makes them immediately competent. Enough to be genuinely useful—able to build shelter, treat wounds, manage livestock, or plant crops—with the instincts and vocabulary of someone who's done the work for years.

Deep Mapper 400 CP | Discounted for Production Origin

A large, high-end surveying device mounted on treads. Once deployed, it performs a full scan of the surrounding area over several hours, creating a detailed 3D map that includes forests, quarries, mineral deposits, and even underground water and veins of ore. It's slow, heavy, and must be manually relocated—but wherever it goes, it delivers a complete picture of what's available and where. Its reports can be used to plan resource routes, identify untapped deposits, or prepare for long-term extraction. It can also sync with the Trade Hub, automatically flagging the best zones to place beacons for contract fulfillment

Trade Hub 600 CP | Discounted for Production Origin

A sleek, modular building that functions as the economic heart of your community. The Trade Hub issues rotating monthly contracts for large quantities of raw materials—lumber, stone, ore, clay, and more. Completing these contracts earns you credits, which can be spent through the hub's interface on bulk shipments of other essentials like preserved food, fabric, basic tools, or even building materials. Included with the hub are a set of durable beacons—each about the size of a traffic cone—that can be placed at extraction or drop-off points. Any resource stored near an active beacon is automatically tallied and teleported to the hub for fulfillment. The credits you earn scale with efficiency and volume. The hub is semi-automated, requires no external power, and adapts to the local economy—if certain materials are abundant, demand adjusts. This creates an ongoing incentive to scout, extract, and manage resources across your region.

So You've Been Catapulted Into a New World [100 CP]
A smug little paperback written in a breezy, sarcastic tone that somehow contains

everything you need to know to rebuild civilization from scratch. It covers survival, farming, sanitation, technologies, and dozens of other critical topics.

Toolbox [100 CP | Discounted for Origin Four]
A sturdy metal toolbox that produces any simple hand tool you can think of when opened. Hammers, wrenches, chisels, tongs, sewing needles, and more. The tools are durable, mundane, and well-made, suited for crafting, repair, or daily work. Only one can be taken at a time with the previous disappearing if you try to get a new one.

Microforge [600 CP | Discounted for Origin Two]
A compact, high-precision fabrication unit about the size of a standing fridge. The working area is small—roughly a square foot—but what it lacks in scale, it makes up for in capability.

The Microforge can break down almost any object placed inside into its component materials, storing them in an internal reservoir. It can melt, vaporize, atomize, or otherwise manipulate inputs through a variety of advanced techniques. Once broken down, these materials can be reshaped with extreme finesse, layer by layer.

You can also scan physical objects to create blueprints for replication, or design your own from scratch using its intuitive built-in interface. While you're limited by size and material availability, the Microforge can create extremely precise components, tools, circuitry, and custom constructs—anything that fits in the space and doesn't require exotic resources it can't synthesize.

It won't build a house, but it can make the parts to build one.

The Tower [600 CP | Discounted for Origin Four]
A large teleport pad in your settlement allows access to the magical pocket spaces of the Tower. These zones are vast, taking days to fully explore, and include locations like dense forests, ruined cities, and icy mountains. Each contains NPCs, quests, resources, dangerous creatures, and a powerful boss.

Defeating the boss unlocks the next zone level permanently. New zones are more hazardous but offer greater rewards. Progress is shared across your community, and cleared zones can be revisited freely.

These areas are not simulations. Combat is real, death is possible, and the risks are serious. But so are the rewards. Each zone holds valuable materials, magical items, crafting components, and secret tasks. Some zones also contain NPC settlements that offer quests, trades, or information.

Quest Tokens [200 CP | Discounted for Origin Four]
A pouch containing twelve bronze tokens. When you give one to someone alongside a task or challenge, it binds to that quest. If they return it after completing the task, the token glows and grants a small reward—minor loot, fresh supplies, or currency.
The pouch refills once a month.

Analysis Console [400 CP | Discounted for Origin Two]

A sleek, durable magitech device the size of a desk, powered by something that never needs fuel. Place any organic or inorganic sample into its input tray—plant, mineral, fluid, bone, or artifact—and within minutes it provides detailed analysis.

It identifies structure, composition, potential uses, and dangers. If the item has magical or supernatural properties, the console offers cautious interpretations or theories, with accuracy improving as you feed it more data. It can store and cross-reference thousands of entries, gradually building a knowledge base tailored to your surroundings.

Toolbox [100 CP | Discounted for Origin Four]
A sturdy metal toolbox that produces any simple hand tool you can think of when opened. Hammers, wrenches, chisels, tongs, sewing needles, and more. The tools are durable, mundane, and well-made, suited for crafting, repair, or daily work. Only one can be taken at a time with the previous disappearing if you try to get a new one.

Craftmothers Library [200 CP | Discounted for Origin Four]
A crate containing two dozen sealed books, tied to one of 12 different crafts, blacksmithing, weaving, cooking, and more. Touching a book causes it to dissolve, granting years of practical knowledge in that craft.

Each book can only be used once, and each person may absorb only one per jump. The knowledge is deep, intuitive, and permanent.

The Guilds [400 CP | Discounted for Origin Four]
Twelve small guild structures appear in your settlement, each representing a distinct craft or trade: smithing, tailoring, cooking, and others. Each starts as a basic building—often no more than a shed or tent—with minimal furnishings and a single functional station such as an anvil, loom, or brewstand and a single Teacher NPC.
Individuals may join one guild per jump. Once joined, they gain access to the guild's facilities, take on tasks, and begin progressing in rank.

As a guild gains members and completes projects, its structure and tools gradually upgrade. Higher levels unlock additional workstations, crafting bonuses, and access to magical crafting Archetype Mantles tied to that guild's specialty.

Guild buildings are physical and permanent, but can be moved or rebuilt within your settlement with appropriate effort.

Town Hall [600 CP | Discounted for Origin Four]
A large administrative building installed in your settlement. From here, you can plan and commission construction projects. Most structures, such as homes, workshops, storage buildings, and farms, can be requested directly through the Town Hall for a fee and a construction period. Alternatively, your community may build freely using their own labor and materials, as long as the design is physically viable and appropriate to the location.
You may also generate permanent NPCs assigned to specific town roles in appropriately built structures. These NPCs have minimal personality and limited conversation but can generate and do things related to their role. A baker NPC could generate bread out of nothing and trade it for gold through a popup trade window. NPCs must remain near their assigned building to function.

The town has a level that increases based on population, completed projects, and overall development. Higher levels unlock access to more complex buildings and NPC roles.

The Town Hall cannot be moved or recreated, but it can be repaired if damaged.

Artifacts [600 CP | Discounted for Origin Four]
When you work with monster parts, rare materials, or loot earned through effort, you can infuse gear with minor but permanent traits. A cloak woven with gill-thread grants water-breathing. A dagger forged with basilisk fang cuts cleaner and resists dulling. These effects are subtle, reliable, and stackable with care.

When you have something greater- something with history, an heirloom, a relic, or the remains of a powerful foe, you can shape it into something more.

You do not need special tools. In your hands it's as if this items want to become the powerful artifacts they were always meant to be.

Mantle Shrine [600 CP | Discounted for Settlement]
A stone shrine at the heart of your settlement. When someone touches the shrine for the first time, three glowing icons appear before them, each representing an Archetype Mantle. They may choose one. These mantles are soul-bound overlays that grant intuitive skill and power.
Most available here are non-combat and practical, Farmer, Baker, Healer, Carpenter. Rarely, someone may see stranger or more powerful options, including combat-oriented roles or mystical specializations. Each person can only claim a mantle from the shrine once.
Those who reject all three options are never offered another.
More information on Archetype Mantles in notes.

Festivals [200 CP | Discounted for Settlement]
Once a month, on a randomly chosen day, a festival takes place in your settlement. Decorations appear, music plays, and NPCs arrive to host games, offer themed goods, and provide short quests or services.

Each festival has a unique theme, such as harvest, fire, beasts, or dreams.

The Market [400 CP | Discounted for Settlement]
A wide stone plaza appears in your settlement, shaped like a circle with paths leading outward. Each day, a few NPC merchants set up stalls selling basic goods, food, tools and other useful if basic items. These traders are permanent and offer consistent supplies. And can also purchase items relevant to their trade.
Occasionally, a rare traveling NPC will arrive offering something special. They may be a master craftsman, entertainer, or specialist with unique skills. Hiring one requires a large payment, enough that the whole town would need to contribute. If accepted, a new building appears in town tied to their role, and the NPC joins the settlement permanently.

Control

Priority Quarters [200 CP | Discounted for Control]
A clean, secure residential building with twelve private rooms and a shared common space. Each room includes a bed, basic climate control, storage space, and a personal lockable door. The central common area features comfortable seating, a shared kitchenette, and a calm, well-lit atmosphere. The common area also features a small regenerating supply of luxury such as alcohol or deserts.

Bunker [600 CP | Discounted for Control]
A large, mostly self-sustaining underground bunker built to house and control an entire community. It can be completely sealed off from the outside world, with internal systems for power generation, water recycling, sewage treatment, and food production. Nutrient paste grown from engineered fungus provides indefinite survival rations if external supplies are lost.

The structure is hardened against most threats, including natural disasters, roaming monsters, and direct attack. Access points are limited and fully controllable. Every public area is covered by visual and audio monitoring, allowing full oversight of movement and behavior throughout the facility.

The facilities are utilitarian and sparse, designed for control and function over comfort. However, the bunker can be fused with other purchased buildings to expand its capabilities, add communal spaces, or incorporate specialized rooms and systems.

Compliant [100 CP | Discounted for Control]
You adapt easily to structured systems. Rules do not frustrate you. Schedules, alerts, and regulations feel natural, not oppressive. Whether living under surveillance or following a strict routine, you remain calm, focused, and productive.

You rarely trigger enforcement systems by mistake, and your behavior tends to be flagged as low-risk by any automated management tools. This makes you well-suited to life in controlled spaces, especially ones run by AI or strict administration.

Procedural Recall [200 CP | Discounted for Control]
Your memory is significantly enhanced when it comes to rules, policies, and bureaucratic systems. You retain the exact wording of procedures, know who authorized what, and remember how systems are supposed to operate even after others forget.

Journal Mind [100 CP | Discounted for Questing]
You naturally remember the structure and flow of quests. Even without writing anything down, you can recall your progress, who you spoke to, what clues you found, and what still needs doing. It feels like having a mental logbook that updates as you act.