# CASCADE EFFECT

By Paradoxdragonpaci

A new visitor to this worldline?...Ah no, from somewhere much further away. I see. Welcome, Jumper to Cascade Effect.

You may be familiar with the broad strokes of this world it seems. A spinning planet that is third closest to its star that is inhabited with mostly hairless bipedal mammals that utilise technology characteristic of the years just past a recent pandemic. Looking closer, however, it becomes apparent that many things have become more volatile. The world has gone through climate tipping points much earlier than anticipated and climate disasters have led to rising tensions with mass protests being commonplace and civil wars approaching rapidly.

Peer deeper and you'll see more. Secret organisations move to fulfil the goals of The Schedule. Reports of mass dissociation events and more mysterious phenomena besides. All of this is tied to the hidden truth of this world, that there is a part of space that is hidden away at scales too far to observe before now. A space which is separated from the rest of physical space due to reasons too complicated to describe in this brief moment. Animal biology has evolved to make use of it to allow them to sense close objects and as the mind grows more complex, so too does the nervous system tap deeper into it.

Much more can be said about it, but I will stop here. Your benefactor has indicated that you are to see this world for yourself for the next 10 years and who am I to spill all the secrets?

Take this 1000 Cascade Points(CP) for your stay.

## Origins:

As previously mentioned, due to the volatility of the world's politics, some governments have decided to exert further control over their populace in an effort to prevent riots. In response to this as well as the falling prices of solar power generators and water condensers, the post-national frontier movement has been created by people to leave these places to create their own communities. As such, your origins determine both your previous life until insertion assuming you do not choose to drop in without these memories, and your choice of starting locations. You may freely choose your Origin.

**Conventional:**

Your life here is not much different from those living just a short decade ago. Although protests are still happening, the government has not yet enforced Radio Frequency Identification (RFID) laws that would track their every movement. Other than alarming news in your online feed, it feels all so very ordinary. You may choose to start in any town or city that has a population of less than a million in very large nations, or any city in smaller nations that either lack the political will or funds to enforce such a law.

**Documented:**
Due to repeated disasters both from war and from climate volatility, countries which do have the economic and political power and inclination to enforce it have made sure that RFIDs are required for free movement in their biggest metropolises. Any who live in them must carry their RFID around which can be scanned from several metres away or risk arrest. As a result, those who disagree with having their movements monitored have since chosen to leave when such laws came into place despite often violent protests. New York City, Tokyo, Beijing, and London were the first enforced federal cities but you may also begin in any metropolis with a population greater than a million in large, powerful countries.

**Frontier:**
There are those who choose to leave traditional society for one reason or another. The usual reason is due to joining the Post-National Frontier movement but anyone may have motives to strike out on their own or join one of the major settlements. These can range from fleeing from a crisis or a strong desire to leave far from human society. With recent improvements in technology, it is possible to do so in relative comfort and even access the Internet.

## Perks:

### General:

**(0CP/Free)Yau Body Entanglement**: For no cost, your brain and nervous system now interfaces with a second “layer” of space referred to as hidden space, otherwise known as the Yau or Infraspace to create a Yau structure that assists in creating a conscious being. While this normally would just make you vulnerable to the mind-altering effects of Cascade Events, your connection to this “Yau Body” as it is called has been significantly strengthened, allowing you to become aware of it. This deepened entanglement allows you to manifest various powers called Styles through interactions with the Yau Body, exploitation of the unique properties of Infraspace or through the interaction between Infraspace and regular space, called Ultraspace to generate free energy and anti-entropic effects. Beyond the obvious benefits, deeper entanglement with the Yau body helps resist the influence of minor cascade events and greatly improves the amount of resources that can be tapped for any physical or mental task.

As a note, your entanglement has been tweaked slightly such that it won’t create cascade events as a side effect in the nearby environment if you don’t want it to and after this Jump, you may toggle this on and off for any of your alternate forms. More details at the end of this document.

**(100 CP)Deeper Connection**: Your ties with your Yau Body have been further tweaked with the purchase of this perk to develop faster and more widely. Not only does this double the rate at which you can develop Styles, your faster connection can also similarly improve the rate you develop in all mundane skills and talents as well.

**(200 CP)Entangling Minds**: Although people who can sense their Infraspace counterpart are rare, theoretically anything that has achieved sapience can possess a complex enough Yau structure to draw additional resources from and achieve supernatural effects. With this

purchase, you can awaken people to their hidden bodies with a few minutes of concentration and close proximity to them. The entanglement you grant is similar to the one described in the **Yau Body Entanglement** perk.

**(0/200 CP)Sublimed Existence**: After a certain level of entanglement, if one focused their growing connection on converting the partial copy of their mind stored in the Yau body to multiple full copies with the benefit of Styles that can provide the required energy, a bodily death is merely a flesh wound with you living on in your Yau body with an unbroken continuity of existence. With other esoteric Styles that manipulate the physical world, it is possible to build up a construct that can think well enough for you to re-connect and continue a corporeal existence. It would be a terrible shame if you are not able to take advantage of this simply because a physical death would end your Chain. So with this Perk, as long as you are sound in mind and still have the capability to interact with the physical world in a tangible fashion, you are not considered dead for the purposes of Jump Failure. It's 0 CP to try out in this Jump but 300 CP to keep into future Jumps.

## Outlook:

As the interface by which the Cascade Effect is utilised is by a person's mind, their outlooks can shape how they view their powers, giving those who strongly believe in how the world works unique Styles that support their viewpoint. Each perk on offer in this section costs 200 CP and multiple may be taken to represent a more complex view on how the world works. The first perk you choose here is free and may represent your main viewpoint. You may also choose none of the perks here to gain 100 CP, making no strong judgement on how the world works.

**Martial Focus: Focus**

Discipline of one's body and mind leads to true wisdom. When you calm yourself, you can now easily spot the cornerstones of whatever problems you face, allowing you to quickly and precisely solve these cornerstones to collapse insurmountable problems into a few, easily handled issues.

**Crisis Paradigm: Lever**

All phenomena arise from balance. When a highly chaotic situation occurs around you, you can easily put your fingers on the proverbial lever and nudge a few key pieces to rapidly collapse the crisis. This leads to the chaos of the situation quickly resolving, either leading back to the status quo, or escalating rapidly into its inevitable end result.

**Umbral Animism: Projection**

The world is full of beings that are beyond human comprehension. Your empathy is like a beacon in spiritual contexts, attracting alien but friendly presences to your side that are willing to assist you. With time, effort and consent, you may even apply a human understanding upon them so that they may better understand you.

**Holistic Context: Leyline**

All your surroundings are a single natural system. When you take a few minutes to attune yourself to your environment, you can utilise all of the energy within your immediate environment as if it was your own to power whatever that is you need to do.

**Paracosmic Flow: Loaded**
Every decision or random event creates a new worldline. Whenever you suffer from an instance of bad luck, you may cash that in for an event to soon happen to you that would represent an equal amount of good luck. You may store instances of bad luck and combine them together for a single stroke of incredible fortune.

**Universal Algorithm: Rubberbanding**
The universe is little more than software. Whenever you wish, you may go back in time by up to 1 minute to your previous self and change what you would have been doing otherwise. This ability takes an equal amount of time to recharge after you have used it to the time you went back by.

**Gnostic Praxis: Preparation**
Rote and ritual can imbue any practice with meaning and power. Whenever you have an ability or power that requires preparation to use, you may make preparations in advance and store it so that you can effectively use that ability or power instantaneously afterwards. You may store at first 3 preparations and practice can increase this.

**Empirical Theory: Comprehension**
The universe is fundamentally knowable. In the search for understanding, one can easily be misled by falsehoods that present themselves as facts. However, you can instantly tell whether something is objectively true or false as long as it's falsifiable and you possess the ability to have come to a verdict after extensive research; this merely shortcuts the process.

**Consensus Praxis: Stasis**
Belief shapes all of reality. Leveraging the relatively static nature of deep beliefs, you can weaken or even nullify acts that run counter to how the local people believe the world works. Here, it would weaken supernatural powers like the use of esoteric Styles, but in future settings you may be able to weaken different kinds of acts.

## Physical Perks

The perks in the following section relate to the intuitive power of the body and brain; the corporeal form that most of humanity is only aware of. **Fight** is the power of brute force and of enacting one's will on the world in the most fundamental of senses. **Flight** is the ability for one to maintain their position, to defend oneself from all forms of influence and to move. Finally, **Focus** is the portion of mind and body that can direct the senses, maintain attention and steadiness and interpret the results. You may choose one of these Physical Metabolisms to discount their line of Perks.

**Fight**

**(100 CP)Combat Mastery**: Although the world is still stable enough that large-scale wars are yet to occur, there are still smaller-scale fights that occur as people come into conflict. Not to mention the various altercations that go behind the curtains by various factions. As someone who has become aware of your Yau Body, it is likely that you will draw their attention. As such, you now possess enough skill with any weapon you can lay your hands on such that you can use it proficiently and readily.

**(200 CP)Deep Legacy**: Power is not just about seeing who can hurt the others the most, it is about changing the world as you desire and making these changes *stick*. For you, these changes are more likely to stick around than not. Regardless of whether it is constructing a new building, to a new society or tearing down both, these developments will not simply reverse themselves by time or non concentrated effort. Dedicated effort much in excess of what you used will be required by others if they wish to return what you had wrought.

**(400 CP) Limit Break**: Although the power of the Yau Body is great, it does possess a finite throughput as there is a limit to how great a given Style can be. But that limit, as with the limit of the corporeal form, is only as real as your mind lets it be. And you in particular have no such limits on your powers, abilities or skills, allowing you to grow stronger in every sense without hard limits though soft limits and exponential practice may still apply depending on the specific trait.

**Flight**

**(100 CP)Unflinching Wall**: Dodging is not the only way to avoid harm, although it is the simplest. Another way is to simply stand and absorb the hit such that it does minimal damage to your bodily structure. Some attacks however leave lingering effects even if they can be dodged or absorbed which would lead to your quick demise if not taken care of fast. Well, you do have that capability now. Whenever you are struck by a “status effect” of some kind, you may choose to slough them off after a couple seconds. Although avoiding being seriously poisoned for long is the most direct application of this effect, do note that it does not prevent you from receiving that status again or help you recover on whatever the status did to you in these few seconds.

**(200 CP)Perpetual Motion**: In life, how much energy we can use to dedicate to a given task is often constrained by both capability and how much energy we have already spent recently. Even with the aid of the Yau Body, there is only so much that can be done without rest. You however, are different. Tasks that are beneath you are not only even easier to complete, they take less effort than expected. Effort that you expend, is easily recouped, with both mundane and supernatural energies being recovered far more quickly than before. It would not be a stretch to call you a perpetual engine, while you’re active.

**(400 CP)Escape the Trap**: Flight is ultimately all about achieving and maintaining your state of being, whether that be maintaining composure and poise, or enduring suffering. Through the deeper wells of capability from the Yau Body, you have attained true instantaneous reflexes to

protect you from harm. The effect of this is simple: Whenever you could mitigate an undesirable effect through the simple, rapid, capability of your own person, you do to the largest extent possible. If spikes were to emerge from the ground, if you were at all possible to avoid it by, say, jumping to a nearby safe spot, you would have done so instantly, without need for conscious or unconscious response and without actually spending any time on it. There are a few caveats to this that prevents you from being casually untouchable. The first being that the effort to remove or at least minimise the danger you're in does occur, just at an instantaneous rate. Hence, it must still be within your capability over the next few minutes and energy reserves to do so. The second being that it will take the simplest route to take you out of danger and not necessarily the route that will lead you forward, though there is a bias to bring you through a bit if it truly is the goal you seek to maintain. Hence, you cannot walk into a dangerous location and simply teleport the entire way to your destination even if it's notionally within your capabilities to do so.

**Focus**

(100 CP)**Mind's Safeguard**: Although the Yau Body is but half of the apparatus for an ordinary person's consciousness, it does possess the ability to expand in a way that no physical organ can. Hence, you now have a small trick, not necessarily an Entanglement in of itself, but a side-effect, taken to its greatest height in you. You now possess perfect memory, being able to instantly recall anything that you have experienced in the past to any degree of detail you wish. This perfect memory is also fully retroactive, as your Yau Body has given an impossible amount of clarity to faded memories. Naturally, you may also dim the degree of detail you receive from a memory to nothing, effectively erasing them until later with the knowledge of why you have done replacing it instead. Do note however that the power to prevent others from messing with your memories is something you have to develop yourself.

(200 CP)**Psychic Therapist**: While it is possible for the hidden body to heal the physical body at supernatural rates, it is rather more difficult for it to heal itself. Perhaps it is because it naturally heals at a much faster rate than a regular human, recovering fully from even the worst of it in a good night's sleep. Still, this can lead to distressing scenarios for those who can work through a Dissociation instead of mercifully falling unconscious. To assist those who are most at risk, you have gained the capability to turn abilities that would heal the mere physical form to skills that can heal the mind or soul. A medical doctor may be able to treat Dissociation or surgically extract a spiritual cancer with the right tools, while an Entangled may be able to heal the Yau Body of another with the same capability as they may heal the physical form.

(400 CP)**Paranatural Analysis**: The nature of the power of a Stylist who has utilised the power of their Yau Body to the fullest, while seemingly magical, is still rooted in mundanity. It does not come from using mana, or create effects out of nothing. While for all practical purposes it may as well be magic to the people living here, for Jumpers, the idea of this not being magical in truth might styme them from using the power of the Yau Body to its fullest potential. You now have the ability to flavour whatever abilities you have as supernatural or magical in origin, allowing you to push the boundaries of them in the ways magic is uniquely suitable to do so. In turn, you can also take magical abilities and convert them to Styles that your Yau Body can replicate.

## Hidden Perks

The perks in the following section relate to the power of the Yau Body. Unfiltered by the needs of a physical form, it deals only in the relations that involve itself. **Self** revolves around enhancing and guarding the physical and mental health of oneself. **Near** concerns itself with the ability to navigate spaces, objects and concepts, as well as the fundamental forces of reality. Finally, **Far** is the component of the Yau Body that understands time, trajectory and foreign minds as well as the manipulation of these things. You may choose one of these Hidden Metabolisms to discount their line of Perks.

**Self**

(100 CP)**Non-Rejection**: The power of the Yau Body can allow one to rapidly heal. But surgeries to correct the body or place enhancing implants may also be reverted. This Perk removes that issue; as long as you can accept these changes to your body as part of yourself, they will be treated like any other part of your body for the purposes of your Physical Body.

(200 CP)**Wisdom**: According to the currently accepted explanation of how the Yau operates, the truth behind consciousness is the narrative self that is created between the recorded self in the Yau and the experiencing self in the Physical. Drawing on this logic, with a little introspection, you can see even the deepest parts of you. piercing through all the half-truths, figments and lies told to oneself to reach utmost clarity for a brief second to grant you wisdom on what to do next. With this, no matter how much you will change, something of the current you will remain.

(400 CP)**Extensions of You:** Following up on the idea of treating things as part of you, you now treat the identity of “You” more broadly. If you believe that your digital clone that was created from a brain scan is you, it is now you for any metaphysical purpose such as determining when you are dead or who has the Yau Body and/or soul. Conversely, if you are to enter a state such that it cannot be considered “you” by your previous or alternate Yous, it is no longer “you” and you may remove yourself from that condition by severing your Yau Body from it. As long as one “you” did not encounter a Jump Failure condition, you will be able to continue your Chain.

**Near**

(100 CP)**Grasp of Understanding**: The space that lies behind, under and within physical space is a realm where natural law is more of a suggestion than a hard rule. Through observing the real world with your Yau body in that realm, it becomes possible to grasp the most minute details. When observing an object within your line of sight, you can now access such minutia. However, the amount of detail you get is inversely correlated to the distance you are from the object. Touching the subject of your observation with your bare fingers is enough to fully understand all the detail, complexities and even the quality of it.

(200 CP)**Navigator’s Hands: Near** is the Hidden Metabolism most associated with the usage of the four fundamental forces of reality. After all, comprehension is usually followed by

manipulation. And if you can manipulate the fundamentals of reality at a distance, it would hardly make sense for you to be unable to equally manipulate other things. Whenever you are remotely manipulating something, you may consider those things to be personally touched by you.

(400 CP)**Lightning Chains:** While quick thinking and the ability to find clues are easily accessible through the aid of the Yau Body, the power to simply connect together existing pieces of information to deduce patterns and logical truths is much harder to get. You however already have the knack of chaining together these sorts of conclusions from a little information to create terrifyingly accurate predictions and solutions to difficult problems. However, it is possible for you to be misled by false information without more to guide you to the truth, nor is it possible for you to create such accurate predictions with nothing but guesses. Luckily, there may be abilities in the Yau Body that can assist you if you can bring it to bear.

**Far**

(100 CP)**Eye to Eye**: In the Yau space, the boundaries of the Hidden Body are also the boundaries of the Self. When one meets another, they share the necessary information so that people can understand each other better. Of course, one can consciously regulate what sort of information is being sent if one can control their Yau Body with the same capacity as the physical body and hence, you have the ability to choose what kind of first impression people will have upon meeting you.

(200 CP)**Future Sight**: One of the more interesting properties of Hidden Space is that, due to its dimensional properties, it is slightly unmoored from physical time and space. That is why, at deep enough levels, it is possible for one to “jump” timelines into a nearby one. Though, “nearby” can be a bit of a misnomer. While the future is always in flux, it may be possible that with a correct boost in predictive ability, one can observe the general path it will take. By taking in all the information you can get your hands on and submerging into the Yau, you can now observe the general future of your world. While this does not provide specifics, this does allow you to sense whether the likely future of the world is going to be positive or negative for most of its sapient residents including you.

(400 CP)**United Apart**: Though the Yau, even the furthest distances in physical space can be quickly transversed. Through the connections between minds, there is nothing that can now stop you from helping those you have met and decided to help. When you are observing something or someone you have a positive relationship with, you may also do things as if you’re physically present in the area through the bond you have and guided by your observation of the area. There is a slight increase in effort needed to manifest such actions from a distance, but it is a flat rate, regardless of physical distance between the location of your efforts and your body.

## Origin Perks

These Perks are discounted according to your Origin that you chose.

**Conventional**

(100 CP)**Blend In**: Sometimes, you may just wish to become part of the crowd. Another faceless part of the masses. Whether it is to escape or to forestall trouble from occurring due to your presence, when you wish to appear mundane and inconspicuous, you find it extremely easy to do so, fooling those who may seek to find you and allowing you a certain level of comradery with the rest of the crowd. This however has a limit that you must be at least plausibly normal-looking to the crowd that you wish to blend into. It would be very hard to convince anyone that the fire-breathing dragon is in fact, a regular businessman on their way to lunch.

(200 CP)**Lucky**: Sometimes, luck is all that separates the living and the dead. This has never been as apparent as the present, when natural disasters and tension has erupted such that only those fortunate enough to live in a safe place can enjoy such conventional livelihoods. You too are lucky. This sort of luck is more the sort that prevents any sort of unlucky things from happening to you like an earthquake happening in the town you're living in rather than the sort that allows you to consistently win.

**Documented**

(100 CP)**Social Butterfly**: Considering the current state of the world, being able to make friends and form connections easily may become ever more important as tensions rise. Luckily, you do have the capability to make friends and manipulate people, with an added bonus of knowing when and how to defuse enmity between people before it escalates into outright dislike or anger. With this, you would surely be an excellent party host, or even an ambassador to other countries given the correct training.

(200 CP)**Polyglot**: Another reason why you may be staying at one of the bigger cities where RFIDs are required is that you're a traveller waiting for their next flight to another country. Although the prices of these flights have certainly increased, people still wish to transverse around the globe to see the splendour of the various locales before it may be too late. As a result of all these travels, you are now a natural polyglot and can pick up new languages with ease.

**Frontier**

(100 CP)**Self-Sufficiency**: While it is now easier than ever to strike out with a small community to found a new community away from modern society, it certainly isn't as easy as counting sheep. Fortunately, you do possess the multitude of skills and aptitudes required to live off of the land by oneself and support others to form a proper community that has access to everything a modern person could wish for except for maybe some time to laze around.

(200 CP)**Adaptable**: In the frontier settlements, it is often the case that you would be tasked to do something that is not quite part of your skillset due to a lack of professionals. Such is the perils and occasional downfall of a settlement. However, you are not only able to finish these tasks, but learn from them far quicker than expected. Consider this mixture of sheer talent to learn new skills and abilities far faster until you can reach the skills of a professional or the average of your other skills, whichever is higher, and the beginner's luck to avoid serious

consequences from trying your hand out at new things. The frontier community is lucky to have you around.

## Items:

**General**
(0/100 CP)**A Measure of Stability**: Through one way or another, you have the means to sustain yourself in society. This means shelter of some kind, a cheap method of transport and some form of income which can be exchanged for goods and services. At no cost, you gain all of the above and whenever you enter a new world, this Item will change to be readily accessible to you without any negative implications or consequences such as damage to the economy or the attention of the government. For 100 CP, you may upgrade the above provisions to be more luxurious, plentiful or of generally higher quality, suited for someone in the upper class of society.

(200 CP)**A Mysterious Artefact**: You have gained possession of an Artefact. An Artefact is an object that someone has bound a Style into, such that it can be used by those who do not know that Style. A few even have the capabilities to generate and store their own energies so that even mundane people can use them without draining their capabilities over time such as the one in your possession now. For the purpose of this Artefact, pick a central purpose of this object, and then choose up to two Styles to be bound into it in service of that purpose. You may forego one Style in order to have it become capable of linking to a human, interfacing with their bodies in both Spaces to achieve either a really cool prosthetic or something that can work through telepathic instructions rather than manually interfacing with the object.

Conventional:
(100 CP)**A Hidden Apartment**: Even in cities without RFIDs and that are otherwise peaceful, there are some that would work to help raise awareness for those less fortunate than them. Hence, even in such cities, there are tensions. If you are one of those people who wish to avoid even a hint of suspicion of what you are doing, then perhaps this apartment would serve you well. Although it is a little cramped, it possesses a unique ability; it can subsume itself a little ways into the Yau. Not enough to fully enter it of course, but enough that nobody can ascertain what exactly you're doing in your apartment even if they are to place trackers inside it. As an added benefit, this apartment of yours tends to be only a few minutes of walking away in any location where it could reasonably be found, or exited into any same reasonable location.

(200 CP)**A Pristine Glasshouse**: Though the natural environment is steadily degrading, within this greenhouse that you now own, one can briefly forget about the changing climate outside. Although from the outside, it looks like a small greenhouse fit for a hobbyist gardener, inside is a different story. Inside, the temperature immediately drops to a soothing degree that nowadays, is hard to remember ever once existed in the world. The sound of cool water murmuring along carefully constructed brooks fill the air as flowers and insects fill the impossibly large space within the greenhouse, which, in truth, is a copy of a project by a powerful Stylist to restore the world's climate. Though that project may never come to fruition, in this copy at least, one can

take a moment to rest and contemplate the beauty of nature. Do not fear, everything here is managed by some…thing that keeps the environment as it were without any need for external power or water. Perhaps a jaunt into the shallow Yau may grant you some insight.

**Documented**:
(100 CP**)A Means of Avoidance**: As mentioned, Radio Frequency IDs are now mandatory to access areas which require them which numbers most major metropolitans and some of the larger cities as well. In case the idea of having your location being so easily known at all times by any relevant authorities does not appeal to you, you may purchase this special RFID that has been hacked such that while any sensors would detect a RFID has been used, permitting access, while insidiously also deleting your location information after a certain length of time when it won't be noticed.

(200 CP)**A Few Safehouses**: Sometimes, one just needs a place to hide from everything that seeks to find them. You now possess a few safehouses in every world you find yourself in, their specifics being instantly known to you the moment you enter. While you are in a safehouse, You won't be able to be found for a whole week regardless of the effort and resources used to find you. So long as you leave the day after, nobody will be able to track down your safehouses either. This protection also requires a week to "recharge", so while you can certainly continue doing whatever it is you were doing that drew such attention in the safehouse, it might be wise to secure a transit route to another safehouse, or go quiet for the week and activate the safehouses' other ability of drawing off attention from your activities as long as you don't do more. As for why the Documented would want this…well, they are usually in the most need of somewhere absolutely certain there are no prying eyes.

**Frontier**:

(100 CP)**A Means of Survival**: Out there in the wilderness, survival can be a fraught endeavour if one has chosen to forego the safety net of a nation's help. But recently, there has been a spade of seemingly miraculous devices beyond the usual technology that has helped such society not only survive, but almost thrive in their environments. This is one such device, which a cursory examination by an engineer would reveal workings that must have been made by a superhuman intellect and someone versed in the Yau would know to also be an Artefact of some kind. It appears as an electric kettle from which an endless amount of clean water flows from, but the water is not only safe for drinking, but also possesses all the sustenance a human being needs. Crops watered with this also grow better. It is hence, to summarise, almost the perfect thing to help any frontier community.

(200 CP)**A Patron's Backing**: Although there are settlements that do genuinely survive out in the wilderness just fine, the ones that make it onto worldwide news, the ones that have thrived in their choice of inhabitation all tend to be backed by either wealthy founders directly or indirectly, or stranger patrons. You also now have a shadowy sponsor of some kind, whose goals in aiding you are perhaps strange and nebulous, but are not contrary to any of your own. Their aid is wide-ranging from financial resources to more esoteric needs, but also

unpredictable in both timing and fashion. Whoever they are, their gifts tend to eventually be what you need and act to keep you alive assuming that you act in a rational manner first and foremost. Finally, they seem to mysteriously be able to send their aid even when you leave this place and visit other worlds. Perhaps one day, after you have received your Spark, you may finally be able to find and speak with them.

## Drawbacks:

You may take as many drawbacks as you please, mind your limits. Or don't.

**Looming Disaster**(+100 CP): During your stay here, you will experience at least one natural disaster that could reasonably occur in the place you're staying at. Though it is unlikely that you would be seriously harmed considering how much effort and money has been spent on fortifying existing cities against natural disasters of all kinds, it would still be a disruptive incident that will raise tensions in the city while disaster relief arrives.

**Supply Disruption**(+100 CP): Due to the instabilities of the world, global supply chains have often been disrupted. Unfortunately for you, it seems that wherever you're staying also has suffered some sort of supply chain issue such that while necessities are still always in stock, other kinds of goods tend to be of rather short supply such that you would be lucky to get what you wanted unless you are either very fast on the uptake or have some…connections.

**Dissociation**(+100/200/300 CP): This is quite unfortunate isn't it. You seem to be under the influence of a chronic Yau condition or a few, which is causing dissociation between your mind and the physical world in various ways. Don't worry, all of these shall fade soon in a few weeks' time…though I cannot confirm there won't be lasting consequences. For each level of this Drawback, you may dissociate **Self**, **Near**, or **Far**. These dissociated metabolisms cannot be regularly healed like normal and you are much weaker while they are dissociated. Once they are healed, they will be fine, though they retain their stubbornness to heal; if you are once again dissociated from these attributes, they will take a few days to recover instead of just a good night's rest. Dissociating from the **Self** makes piloting your physical body awkward and uncomfortable. Dissociating from the **Near** renders the environment dangerously dreamlike to your perception. Dissociation from **Far** makes other people scary and unexplainable beings to your understanding of the world.

**Yau Breach**(+200 CP): It seems that your entrance into this world has led to a yau breach occurring. Now while this is fairly normal, it seems this particular breach is stable enough that it will draw the attention of many shadowy organisations and factions down upon it and you if they find out that you created it by accident. Not without due cause mind you, as such a breach is liable to disgorge other, more alien entities into this timeline, which may have implications on some projects that the various factions are concerned with.

**Fugitive**(+200/400 CP): There is now a warrant for your immediate arrest across the entire world for the duration of your time here. Whether that be due to being framed or something else being linked to your entry is up to you, but regardless, the police are now on the hunt for you. If

you wish to try clearing your name, it is possible but it may be quite difficult due to the severity of the assumed crime(s) you have committed. If you get captured, you will likely be thrown into jail for the rest of your stay here. A second purchase ensures that whatever the crime is, has gotten the attention of the Auditors, the keepers of the Schedule that determines what, when and how the supernatural powers of the Yau should be released to the wider world. Their attention means a few of their Stylists hidden among the police or in their own groups are after you as well now. At this level though…diplomacy with the Stylists or the Auditors may still be possible and they're possibly more amenable to the idea that you did not commit such crimes.

**Liberated**(+200/400 CP): It seems that your starting city has been met with a terrible fate. For each level of this drawback, either the city has been devastated by a climate crisis so terrible that the wider country has deemed it easier to write off the city as lost than attempt to repair it or the city is now in the midst of an active battlezone in a civil war. If you took both levels, then the climate disaster has caused the fighting to stop…mostly. But bandits and other hostile survivors are still very much present.

**World of Twilight**(+400 CP): While this world is quite dangerous, it is still not as bad as that nearby Timeline…wait, is that your destination instead? That world is quite darker, with greater tensions between cities and countries that are on the edge of war, and the natural disasters are far stronger and more frequent over there. While it is still possible that nothing too bad occurs in the next 10 years…the Schedule has certainly been accelerated.

**COLD JULY**(+600 CP): In a short phrase, the apocalypse has arrived. Now, there are a few ways this existential threat could come about and, considering that is meant to be interesting and not instantly kill you, let's go over a few possibilities of COLD JULY cases that would not necessarily lead to such a quick end. First of all, there could exist enormously powerful Yau entities in the deep Yau that are merely sleeping. Too big to be noticed by human Stylists, if they slowly began to awaken, it is not likely that human Yau Bodies can survive the attention of such a being, causing the end of all humanity. If this is the case, you must send these entities back to torpor or otherwise divert their attention.

Alternatively, there have been reports known to the Auditors that Yau-based Beacons of alien origin have been sending pings into the deep Yau which is accessible by all Timelines, no matter how divergent they are from ours. Such a Beacon could have only been made by civilisations more advanced than ours in terms of the Yau and might alert them of this timeline's existence. This is worrying in of itself, but the main reason this is an apocalyptic threat now rather than a few hundred years later is that an active Beacon expands a zone where consciousness…and eventually life as we understand it, cannot exist. A Beacon has been activated somewhere in the polar regions. You must stop it before human existence.

Finally, there is the theoretical threat that a group of post-corporeal Stylists may have utilised a controlled vacuum metastability collapse event as part of their extremely esoteric techniques. Unsustainable usage of this is an existential threat because well. A true vacuum collapse would basically destroy all of reality as we know it. Unfortunately it seems that unsustainable usage of

it has led to a particularly slow-growing example of it occurring somewhere in the oceans. While it grows only at a rate of meters/minute instead of the speed of light, and the black holes and sheer energy of the process is safely contained behind that boundary,  it still is an existential threat to reality as we know it. You must somehow reverse the process before it is too late and it consumes the world.

## Final Choices:

Go Home: Perhaps after the troubles you've seen in this world, you've become worried about your original home. If so, you may return there if you wish with all that you've received from your time in this Chain. For those who have suffered their untimely demise and are unable to return in some shape or form, you'll receive a final resurrection from your Benefactor and only be able to choose this option

Stay: Are you sure you wish to stay in this place? It can be quite dangerous. If you're sure, then at the very least, please accept this gift to travel anywhere or anywhen in this local multiverse.

Continue: Just as there is a hidden world behind this one in more senses than one, there are other places far away from this multiverse. Jumper, I bid you adieu. Choose another Jump Document to continue your Chain.

Notes:

"Liberated" is a general term for climate crisis survivors who are unable to migrate to other locations.

The Yau Body Entanglement perk operates as follows:

It will not accidentally cause cascade events to occur. This portion is to prevent the tiny but technically present chance that when cascade events are created, a contracting Yau weather phenomenon/cascade event is created which, at high enough intensities can cause a false vacuum collapse scenario and destroy your local reality. Now you can only do this on purpose if you can develop a suitable technique for it.

In future jumps, consider the Infraspace to be a dimension with its usual spatial and temporal qualities that can somehow still influence and be influenced by thoughts and minds.

An approximation for how fast the Perpetual Motion perk recovers energies is around 10x if you need hard numbers.