

Sockets



A CYOA Jumpchain Conversion

Original CYOA by Tin
v1.0

Jumpchain by Itmauve

You're about to wake up from a dream. In it, you dreamed of your Garden of Gems, where Stones grow. You're a Gem Wizard, Jumper. By "Socketing" your Stones in people, you can empower and enhance them, and by Socketing them in items, you can give them supernatural power and properties.

Waking Up



Setting

Gem Wizards are not associated with any particular setting, and thus we have this section. You may, if you want, supplement this to another Jumpdoc, making sure to select the appropriate genre. Keep CP separate between the two documents.

Alternatively, you may choose a specific setting to go to without another document. Just make sure you have the right genre.

We can also take the time to search for a world you don't know about that fits the genre you selected. Gem Wizards will be rare, but still present, in any of these settings.

Either way, you'll be here for a decade.

Sliced Life (500 CP)

Going the boring option, then? This is a mundane setting similar to the early 21st century of baseline Earth. You'll find yourself in a first-world nation, with things like war and major strife far from you unless you deliberately go and seek them out.

Land of Adventure (free)

Ranging from sword and sorcery kingdoms to romps throughout the stars, here fights are common but large-scale wars and battles are rare. Danger awaits, but the most destruction the typical fighter can pull off is a fireball or grenade.

Great and Terrible (+100 CP)

Your story will be one of war, what with you dropping into a warzone. Probably not right into pitched battle, but at least inside the theater. Great and terrible battles lie ahead, and you will be participating in them.

Escalation Train (+200 CP)

While you'll probably start somewhere calm, the power levels in this world can get up to "crazy high." Think Shonen or Xixania stories.

Abandon All Hope (+300 CP)

Possessing both persistent danger and a future doomed by a variety of powerful and interlocking factors, this world is grim and dark. Tread with caution, lest this world drag you down with it.

Soul Type

Take only one

This might also be described as your Origin. Soul type determines your preferences and aptitude for different ways of using your new Gem Wizard powers. Any of them can either be taken as a “native” with a history in that world and memories of that history, or a “drop-in” with no history or memories.

Gold

As a Gold Soul, you have an aptitude for Threads. A Gold Soul focuses their magic on the vast Arrays that allow for incredible power through the combination of many Stones

Bronze

Like the alloy, Bronze Souls take a mix of Gold and Crimson philosophies, focusing on the flexibility of their approach to great power.

Crimson

Crimson Souls focus on their Stones, using comparatively simple Arrays with Stones that are shockingly powerful yet frighteningly broad in their application.

Demographics

There is no demographic criteria for becoming a Gem Wizard. You may freely choose gender. Select an age between 10 and 60, or, if you want to model the date of the first Garden visit of Gem Wizards in a manner closer to reality, roll 20d6 and use the lowest 10 dice.

Perks



Perks in a Soul's subsection are discounted by 50%, with the 100 CP Perks discounting to free.

Gem Wizard (free, mandatory)

As a Gem Wizard, you have a number of Stone types that you have “learned.” Each day, you gain one Stone of each type that you know. All of your Stones of a given type are identical to one another. However, your types of Stones are *yours*, and even if you know other Gem Wizards with the same types of Stones you have, their Stones and your Stones will be different.

Your Stones are stored in the “Garden of Gems,” a dreamscape where you are lucid. You can use your Garden to research Stones, and you can enter it as soon as you go to sleep. Even while awake, any of your Stones not manifested or Socketed can be instantly retrieved from the Garden.

Stones don’t actually exist as physical objects. While you can cause them to manifest a physical form to manipulate them or hand them out, the destruction of those gems just causes the Stones to go back to the Garden. Stones can be destroyed by magical effects, most commonly Resonance.

Six Sockets (free, mandatory)

All objects and people have metaphorical Sockets, between one and six. You can take your Stones and apply them to the Sockets, causing them to apply effects to whatever object (or, you know, person) they are Socketed in.

Something made with poor materials, design, and/or in poor condition would have one “natural” Socket. An object with excellent materials, design, and/or in fine repair would have six Sockets.

Any object, once Socketed with your Stones and used, will gain more “bonus” Sockets for you to use. Up to a maximum of seven additional Sockets may be gained, each one taking longer than the last. The Garden of Gems itself does not have Sockets - since it’s sorta you, so it’s affected by your own Socketed Stones and Arrays.

You, by the way, have six natural Sockets, meaning you’re in excellent health. Like, “professional athlete with a team of fitness experts” type of health.

Socketing a Stone allows for the use of Arrays and improves power, efficiency, and control of the Stone's effects. Using a Stone raw will be harder, slower, more chaotic, and give less out. Anyone holding a Socketed item can use the functions provided by the Stones and Arrays, though those do not provide instructions or intuitions on what they do.

Having a Stone Socketed does cause appearance changes. Socketing a single Stone in a plain ring would cause the ring to have a fake, small copy of the Stone mounted, for example. Things get more flashy and exotic with more Stones and Arrays. Fortunately it is possible to "tuck in" a Socket, preventing any Stone within from affecting appearance.

Thread, No Needles (free, mandatory)

A Thread is a connection from one Socket to another, and can be used to send power or effects from the source Socket to the destination. The basic Thread has a single start point, a single end point, and will apply its effects to all effects of the Stone in the Socket. (It can't filter.) It can act as a dimmer or restrictor, or, when connecting between Sockets with the same Stones, amplify power. When connecting a Thread to a Socket, you can determine how much it "leaks," meaning how much direct effect the Stone within will have on the object.

An Array is any combination of Threads, Sockets, and Socketed Stones. It's just the term for the network that forms.

Resonance is a dangerous result of complexity in the creation of Arrays. The bigger and more complex Arrays become, the more Resonance is generated. Resonance "enters" an Array mostly at connections between Sockets with different Stones, as well as when two Stones are running at a vastly different power. Each type of Stone has some ability to absorb and dissipate resonance as it moves, with Forgestones having the most. More Resonance is generated the more of an Array is active.

Too much Resonance build-up can result in power loss, malfunctions, Thread and Stone breakage, and even the destruction of the object.

Bonds, Stones, and Threads (free, mandatory)

A Bond is a fancy way of saying that your types of Stones and Threads will all improve as you experiment with them, and meditate on them. Doing so with deliberation and thoroughness gives you more leeway over the results.

Increasing your Bonds to Stones will give them increased power as a primary benefit. They will also generate decreased resonance, have decreased costs for using them, and with deliberate thought, can develop new abilities within their domain.

Increasing your Bonds to Threads will give them increased efficiency and decreased resonance. It can also improve performance in general, or with deliberate thought develop a specialized variant.

You can also develop new Stones and Threads. The results will be about as powerful as the bond-free initial gifts you're about to get, especially when costs are factored in. The more esoteric and confusing the domain of a Stone is, the harder it is. Making one will take a month if you spend all your Garden time on it (roughly 240 hours).

Stone Insurance (free)

Anything that isn't a person that you have Socketed a Stone into is backed up by basic Jumpchain insurance, provided you could get it into your Warehouse. If lost, stolen, or destroyed, it will be returned to you within ten years, or the next time you Jump. You can choose to deliberately leave something behind, which means it will be retrieved at the end of a Jump.

Post-Chain, the "Jump" provisions apply to long-range multiversal travel.

Six-Socket Crafter (100 CP)

Can be purchased multiple times, with a different field each time.

You have a great understanding of one field of creation or construction, allowing you to consistently produce six-Socket items in that category unless you get hit with enough penalties. It would take things like poor materials and poor tools, or a lack of time and a hostile environment, for you to not make something with six Sockets.

Rapid Crystallization (100 CP)

Can be purchased multiple times

You get more of each type of your Stones daily. The first purchase provides two additional Stones (per type) a day, and each additional purchase increases the bonus by one. (So it follows the triangular numbers.)

Heptagon (300 CP)

For you, you find seven sockets within the finest mundane objects, instead of the six that everyone else sees. Some lesser items will also have an extra “natural” Socket for your use, as it takes less “quality” to have a Socket. In addition, rather than stopping at seven bonus sockets, as the object adapts to the power of stones it will perpetually gain more sockets. Each one takes longer than the previous, but you and your equipment will never reach a peak.

Gold



Do Not Forget (100 CP)

When going from designing an Array to implementing it, a good memory keeps many problems from happening. If you forget what kind of Threading you were going to do - or worse, misremember - it can waste time and frustrate you.

Fortunately, your memory has the perfect “CIA” of security. It’s confidential, so no one can read it without your freely given consent. It has integrity, meaning that if you remember something, that something was something that happened to you. And finally, it has accessibility, meaning that your memories are perfectly indexed and cross-referenced.

In addition, you have unlimited long-term memory, and can archive memories to indefinitely “forget” them.

Combat Team (200 CP)

Teamwork is a type of connection, and you are good at it. When it comes to teamwork, it takes far less effort for you and your team members to get along, get going, and keep in synch with each other. In addition, you see far greater results. If neither you nor anyone else in a team knew each other before a few minutes ago, people would assume that you had been working together for weeks based on your cooperation. If the team members knew each other for weeks, people might assume months.

Resonance Control (400 CP)

You're an intuitive genius when it comes to handling side effects like Resonance. Figuring out tricks like pass-through Forgestones or null Sockets is something that might take you a week if you're lazy.

In addition, you also have a talent for realizing when side effects might come out. Given an Array and some Bond information, it wouldn't take long for you to know where the most likely Stones to break are Socketed. If you review a human trial request for a new drug (and have some biomed background), you'd probably be able to figure out all of the possible side effects and how likely they are.

Thread Bonds (400 CP)

While manually Bonding with your Threads is something any Gem Wizard can do, your Thread Bonds improve passively just by those types of Threads being used. You do have a strictly exponential cost to increase the rate, though. Still, if you have a couple dozen 6-socket Arrays, then you should be getting effectively 30 free hours a month of meditation, split between those thread types.

Networking (600 CP)

For a Gold Soul, connections are everything. You find that you are incredibly talented when it comes to things relating to connections, like Arrays, graph theory, network protocols, and so on. In addition to picking them up much faster, your results tend to be better when designing something in those fields. Your Arrays are more elegant and robust than your experience would indicate.

In addition, your working memory becomes unlimited in scope. Most Gold Souls must design cognitive enhancements or use computer support to design their masterpiece Arrays, which can have hundreds of thousands of Stones and billions of Threads involved. You not only have the raw RAM to work with that kind of Array right off the bat, you have good instincts for when a small change you make to a system would lead to problems or redundancy.

(If you don't have perfect memory, then your working memory still will suffer from errors like a mundane human's.)

Bronze



Dabbler (100 CP)

Bronze Souls play all sides of the field, not presenting the incredible focus of other Gem Wizards. This does mean they tend to pick up a huge amount of skills. Your skills never fade from lack of use. Not only that, but you can easily slip into and out of the mindsets needed for any given task, once you've developed them. You can go from warm and understanding to cold and murderous faster than a hat can drop (unless you're messing around with gravity, of course.)

Flexible (200 CP)

Bronze Souls use all the tools at their disposal, making and discarding plans when needed. As a good example of this, you make your plans twice as fast as otherwise, and you understand when you need to drop old plans and pick up new ones.

Timeless Garden (400 CP)

Some lucky Gem Wizards don't quite get all the time in the world, but still get more of it than most. For you, each hour you spend asleep works out to be four times the time in dreams, for more time in the Garden.

Deck of Jacks (400 CP)

When it comes to having all the skills, the next problem comes with having them at the needed level to actually mean something. Fortunately, when learning or training with a Bond or skill that's below your best three skills and Bonds, you learn twice as fast as you would otherwise.

And when it comes to Bonds and skills that are below your "average," that "twice" is now "ten times."

Multi-disciplinary (600 CP)

The advantage of knowing a lot about different fields is that a random fact or technique in one field can be inspiration for an insight in another. Your mind can do that pretty much all the time. You can easily adapt techniques, insights, and tricks from one field of knowledge or type of magic to another.

For example, while using a Dispersion Thread to destroy a curse placed in an object using a different magic system is *possible* for any Gem Wizard, for most it would take weeks or months to figure out how to perform it. And they would have to spend that time for each new magic system they wanted to pull this trick with. For you, it would be five minutes, probably.

Crimson



Crimson-Cut Knot (100 CP)

Crimson Souls tend to like simple solutions. Complex romcom shenanigans are not their method of solving problems - they'll just go up and talk about the problem. It's not like they shy away from plans that are more complex, they just recognize that moving parts can break.

You are not only aware of the simple plans that would get you to your objectives, you can also evaluate whether they're better than any complicated plans you also came with, objectively.

Burning Zen (200 CP)

Crimson Souls believe an important part of self-actualization is knowing when to put something aside, because it's not working. For you, this means that you can quickly overcome any hangups, traumas, or unwanted mental quirks that you put your mind to, and always have at least some awareness of the same.

You are also aware of any attempt to directly manipulate your mind (or brain (or CPU or whatever your mind is physically on)) and find it much easier to set those intrusions and manipulations aside.

Overheat Mitigation (400 CP)

Even Gem Wizards can't get away without a price for some of their powers. You are far, far more resistant to those costs. Phoenix Heart's attribute ignition gives far less weakness afterward, Eternal Citrine's overheat damage is far slower to happen, Arcanite's addictive properties are so mild you would have to deliberately pursue them to develop problems, and so on. This doesn't just apply to your powers as a Gem Wizard, but anything that you might have acquired during your journey.

You also have an intrinsic understanding of the cost of using any of your powers.

Stone Bonds (400 CP)

While manually Bonding with your Stones is something any Gem Wizard can do, your Stone Bonds improve passively just by those types of Stones being used. You do have a strictly exponential cost to increase the rate, though. Still, if you have a couple dozen 6-socket Arrays, then you should be getting effectively 30 free hours a month of meditation, split between the types of Stones in use.

Verb Concepts (600 CP)

It's possible that Bruce Lee was a Crimson Soul who never found his way to his Garden. After all, he advocated for intense practice towards a single action. You benefit greatly from the same philosophy.

The more you focus your training or research on a single concept, and the narrower the concept, the faster it goes and the better the results. If those 10,000 kicks dominated your training for a time, you would find the training gave that kick the fluency, power, and speed as if you had done thirty or forty times the reps, and it only took a week instead of a month.

Initial Stones and Threads

When a Gem Wizard first explores their Garden of Gems, they will often come away with quite a collection of Stones and Threads; their first foray will give them months worth of work otherwise. This represents what you can start with, and offers inspiration for moving forward. Note that these descriptions assume that you have not spent any time on a Bond with the purchase.

Get **+600 Stone & Thread Points** to spend on Stones and Threads. Get an additional **+300 STP** if a Bronze Soul. Crimson Souls get a 50% discount on all Stones, while Gold Souls get a 50% discount on all Threads.

Stones

Forgestone (first free, 50 STP)

May purchase multiple times, selecting a different sub-option each time.

The first Stone any Gem Wizard finds is the "Forgestone," one of a variety of Stones. Most only unlock a single one of these, as the benefits are smaller compared to unlocking some other Stone with the same capability as part of its domain. Forgestones are rather hard to improve the Bond of, especially to get new abilities, but in return their reliable function and low Resonance make them important to any Gem Wizard.

The "Base Functions" of a Forgestone are to improve and repair.

A single Socketed Forgestone has a repair rate of about one completely totaled truck per day. Even complex mundane stuff will just depend on the amount of damaged material. Socketed Stones and Arrays have no impact on repair time. Magic items made using other systems of magic do take longer to repair, with moderately complex and powerful items taking thrice the time. Adding more increases the repair rate. If Socketed in something alive, they will heal completely and cleanly, without scars or lingering damage. They can even heal things like radiation damage.

Forgestones improve both as the object is used and gradually over time. The improvement through use is much faster - about a hundred times faster if there are six or more Sockets, with the passive improvement four times faster if there are fewer Sockets. Something always in use, like a living being, will improve much faster than something left alone. Multiple Forgestones add their improvements together.

While Forgestones can improve someone or something past mundane limits (the 6-Socket “natural cap”) they do so slower than before, and this supranormal improvement is not represented with additional Sockets directly. The post-natural-cap improvement persists even if all Stones are removed.

This improvement can and will add more natural Sockets as the object improves to the best mundane state. Leaving a 1-Socket object in a drawer for a year or so, with a single Socketed Forgestone, would result in a 6-Socket item, besides the normal gain of bonus Sockets.

The improvement will not only improve objective things, like durability or performance, but also subjective things like fit and appearance. Even novice Gem Wizards become highly attractive rather quickly.

Cruciblestone

This Stone feels warm to the touch, and smells like smoke. Each individual Cruciblestone can be attuned once ever to an object, giving a greater rate of improvement and repair when it is working on that object.

Grindstone

This Stone feels like the prickling of sparks, and the grinding of metal on metal or stone. The Grindstone can be tapped to instantly repair something.

Hammerstone

Hammerstones can be used to reshape objects. This can't correct for poor materials, but poor working of that material can be fixed.



Eternal Citrine (50 STP)

Bright, full of energy, and singing with the desire to be free and act. Eternal Citrine wants to burn, singe, and char. It is hot to the touch, but does not burn. It can provide energy, heat, or “fuel.” It can be used to push things past their limits, at the cost of damaging heat.

Phoenix Heart (50 STP)

Warm to the touch, leaving slight tingles where it contacts skin. The sound of faint wingbeats can be heard from it. Phoenix Heart provides renewal, restoration, hope, and rejuvenation. It can be used to ignite attributes, multiplying them temporarily in exchange for temporary weakness.

Drakestone (50 STP)

Angular, hard, and sharp. It rumbles in your hand. Despite this it glides over your skin. Drakestone bestows hardness, toughness, resistance, and might. When called upon, it can provide moments of absolute resistance, preventing any worldly harm.

Arcanite (50 STP)

Filled with strange inner markings and dancing glow, Arcanite seems to whisper to come closer. Known to be addictive, especially when the user is not the one Bonded to the Stone. Arcanite grants raw magical power, and whispers otherworldly wisdom and supernatural guidance.

Blood Ruby (50 STP)

This Stone shines with faint bloody light. It seems to growl in hunger whenever it touches flesh. Blood Ruby bestows parasitic, draining, and lifeforce abilities. With a blow it can be used to reap lives.

Evanescent (50 STP)

This Stone feels wet to the touch, cool, and slightly unreal. It feels slippery, even beyond what a wet surface would give. Evanescent bestows speed, clarity, and immateriality. It can produce a dense vapor or fog.

Demon Tear (50 STP)

Holding this Stone causes an eerie feeling, of whispers behind your back and being watched in an empty room. Cold and dead, with the wails of fiends within, crying for freedom. It bestows transformations, corruption, and illusions. It may entrap, hold, and manipulate the essence of mind and soul.

Hoardstone (50 STP)

Bright, obnoxious, and attention-grabbing, the Hoardstone proclaims its greatness, ambition, and greed. It gives charisma, luck, and supernatural defense. It can store attributes within each Stone, to be extracted later with interest.

Verdant Seed (50 STP)

With a mossy surface and a calm, green hue dappled with light, this Stone almost feels like it's a living plant. It bestows stamina, healing, and sustenance. It can be used to produce short-lived magical flora.

Lake Rune (50 STP)

The stone is hard, cool, and oddly heavy. The sound of rushing water can be heard when holding it. Lake Rune bestows perception, water generation and manipulation, and light emission. Its power can produce waves of pressure.

Dreamer's Guard (50 STP)

Streamers of light gently trace patterns inside it, giving off feelings of safety and calmness. It alights the imagination. Dreamers guard can induce sleep, boost creativity, and protect the mind. Each instance has its own mental plane.

Dark Amber (50 STP)

Dark, cold, uncomfortable, and miserable. This stone fills one with a faint sense of paranoia, fear, and misery, yet inspires determination.

Dark Amber can absorb light and hope, and be used to help bring out inner potential. It can also be used to raise and command imperfect revenants.

Zircon (50 STP)

The oldest gems found on the planet, these grant a connection to the primal Earth. It shudders slowly, like the most massive of giants. Rough and pale blue, it feels heavier than it should be. Grants balance, stability, and longevity. It can be tapped to provide impossible balance, inertia, and weight.

Quicksilver (50 STP)

A solid piece of liquid. Smooth, slippery, and clingy. It is always slightly cool to the touch. It changes the shape of its facets whenever you're not looking. Grants speed, agility, and the ability to cling to walls. It can be tapped to provide bursts of speed or enhanced reflexes.

Maqua (50 STP)

Dull black fragments float on a tiny ball of cool water. It feels both hot and cold at the same time, and both steam and air boil and condense on it. It is flexible, and changes shape. Increases the toughness of materials. While tapped, the user can reshape objects, or rebalance the toughness and hardness of it.

Hungry Obsidian (50 STP)

Unnaturally dark, seeming almost like an error in the world. This Stone grants silence, piercing, and erosion. It provides darkness through the absorption of light.

Cleansing Diamond (50 STP)

Transparent and unobscured, this stone feels like it has no secrets. Gives cleansing and drives out poisons, illnesses, and curses. It has a strong connection to the truth.

Black Mirror Quartz (50 STP)

Seemingly transparent at first glance, it is actually reflective within. It bestows deception, reversal, and curiosity. It can be used to create reflective barriers.

Sky Marble (50 STP)

This tiny crystal sphere holds a majestic magnitude inside itself, an entire clear blue sky. This marble conveys freedom, space, and levitation.

Neutronium Waffle (50 STP)

Resembling a small sheet of rock with a hexagonal array of holes in it, this iridescent white Stone feels weightless. In fact, you feel heavier while holding it. Light warps around it and through the holes. The Waffle can be used to create strong gravity wells with a limited range, and halt or accelerate nuclear decay. A person with a Socketed Waffle can feel gravity pulling differently from acceleration, and objects are immune to harm (and people immune to confusion) from tidal effects.

Threads



Dispersion (free)

The Dispersion Thread is not truly a Thread - it instead disconnects Threads from Sockets, and can be used to remove Stones from Sockets.

Conduit (100 STP)

To handle more power, a Conduit Thread is used. This allows more power to be drawn from a Stone, and more power to be drawn before things get unstable.

Fray (100 STP)

The Fray Thread pulls away the dross, filtering away effects that are not wanted, and increasing the efficiency of the Array by allowing only power associated with the desired effect (or effects) to reach the destination Socket.

Parallel (100 STP)

Parallel Threads recognize neither a starting Socket nor an ending - instead, for the Parallel Thread both Sockets are both source and drain. The properties of “source” and “drain” can be set differently on each endpoint.

Crosslink (100 STP)

A Crosslink Thread is one that can have multiple starting and ending points, connecting to more than two Sockets. Each connection can have different rules applied to it. It loses efficiency with each additional connection.

Leap (100 STP)

A Leap Thread can leave the bounds of an object, connecting a Socket in one object to a Socket in another object. This allows you to construct Arrays with potentially unlimited Sockets, but also keep in mind that means potentially unlimited Resonance. Leap Threads have a slight inefficiency when compared with normal Threads.

Switch (100 STP)

Switch Threads split like Crosslink Threads, but instead of having conducting the effect of the starting Sockets to all end Sockets, the Switch Thread allows for a Socket to either receive or send a signal from one of two other Sockets. Switch Threads are barely less efficient

than normal Threads, and the disconnected link has no effect on the Array until switched back to.

A Switch Thread that loops back into the same Socket may hold another Stone, allowing it to be swapped. If you have Crosslink, you can have more than two links that can be toggled between, and more than one extra Stone in a loop.

Theseus Knot (100 STP)

The Theseus Knot connects from a Socket to a part of an object, not Socket to Socket. This allows whatever is occupying that part of an object to receive the benefits of the Array, without needing to actually connect it. The part can be something like a specific connector or a storage space. If used as part of an Array inside a fluid, a Theseus Knot can allow for part of the fluid to be separated while retaining most of the properties the Array gave it.

Interface (100 STP)

Interface Threads provide a barrier between a user and an Array, keeping functions and options hidden from a user. It can be used to streamline usage and training or restrict who can use functions. Even as the Gem Wizard who made the Arrays, it's still useful to prevent choice paralysis or fumbling with settings.

Open (100 STP)

Requires three other 100 STP Thread purchases

To master the Open Thread requires realizing that there is no Open Thread. Instead, there is simply Threading, and Threading techniques can be combined. This allows for Threads with any combination of effects from any other Threading techniques you have purchased or discovered. Your "Bond" with this simply represents your ability to minimize the side effects of hybridization.

Companions

Only the Jumper may make purchases here.

There Is Another (100 CP)

May purchase twice

Two Gem Wizards working together can accomplish a lot. Even more so if they trust each other.

This Wizard might not be as talented as you, but they're still probably up there. Import or create a Companion for this role. They get an Origin, 600 initial CP, and the STP stipend and discounts.

Dull, But Strong (free)

Just because someone isn't a Gem Wizard doesn't mean they are completely helpless. You may import as many Companions as you have as natives. They are not Gem Wizards and don't get anything besides the history, memories, and identity.

Drawbacks



A Proper Conclusion (+0)

Cannot take with Sliced Life

Taking this allows you to leave once the “Story” or “Plot” has ended, assuming nothing else obligates you to stay. Even if it hasn’t ended after ten years, you can still leave (unless, you know, obligations.)

New Dreamer (+400 CP, + 200 STP)

You’re fresh from your first Dream of your Garden of Gems, and that’s it for your power. Your previous powers, perks, and items are all sealed away via my own Gem Wizardry. You aren’t getting them back until the Jump is over. You can keep your mundane skills and the mental hygiene effects from your Perks.

In addition, Bronze Souls get an additional **+100 STP**.

Tenure Track (+100 CP)

Can be taken multiple times

Wizardry is composed of studying the magical and mundane. It’s not something that goes quickly. You will spend an additional five years here each time you take this. However, you can only get paid for the first six times.

Woke Early (+200 CP)

Before you could start learning your Threads and Stones, it seems you were woken up from your Dream. You get zero STP, and can’t make purchases. You’ll have to unlock your Stones and Threads individually, spending time in your dreams.

Gem Wizard Guilds (+300 CP)

Gem Wizards aren’t rare in this world. They are instead common, known about, and well-entrenched into positions of power. Many are far more experienced than you, and all of them have their own agenda and knowledge. Many of the more powerful have plenty of non-Gem assets like mundane wealth, information networks, and mundane help.

You will find yourself drawn into the tricky and occasionally lethal politics Gem Wizards practice, making both allies and enemies as you attempt to plot your own course.

Gem Assassin (+400 CP)

A very old, very powerful Gem Wizard has discovered you through the use of their own powers. They have begun to track you down, and will try to kill you once they think you are within range of enough of their power. Even if you defy or thwart them, they will not rest until one of you is dead. I have informed them that they will inherit the Chain from you if they manage to kill you. That's a lie, but they will continue to believe it and operate under that assumption until "Two Gem Wizards enter! One Gem Wizard leaves!"

This Is Your Isekai Cheat (+400 CP)

Cannot take with Sliced Life

You've gotten kicked across the multiverse, you have no idea where you are, and there are some very imminent threats to you. Whether that means monsters, war, or something else, you better think fast. This also makes you a drop-in, as well.

If you want to go to a specific universe while taking this, it takes all of your metaknowledge and hides it in the Conclusion section, where you can't access it.

Flaw - Mining Guild (+200 CP)

You do not generate Stones automatically. Instead, you have to harvest the Garden. This includes meditation, exploration, and working up a dream-sweat mining. This manual effort and labor is the only way for you to get new Stones. It will take over half your dream-time at first, and might get slightly faster if you start getting better.

Once Drawbacks fall off, this becomes a flaw. Your Gem Wizard powers still don't include the provision to automatically generate Stones, but you can use OCP to get around it.

Conclusion



As the time required has passed, your Jump here is at an end. Everyone chooses one of the following:

Move On - Choose another Jump.

Go Home - Return to a previous world.

Stay Here - Settle down and make this your home.

Notes

Most of the Stone descriptions are pulled right from the original CYOA, with little to no variation from Tin's text. (Basically all the ones that appear, except the Forgestones.)

All images by ZsoltKosa, the same as in the original CYOA.

All the stones start out at about the same power level - think 1st or 2nd level D&D spells, (but with less overall usage limits.)

You may have noted that there isn't a CP -> STP conversion. This is on purpose, since you can just pick up Stones and Threads in play with some effort.

Bonus Sockets are specific to a given Gem Wizard. It is an effect of their Stones on the object, so even if one Gem Wizard decides to abandon an object with 7 bonus Sockets, another Gem Wizard would only have access to the natural Sockets.

This also means any uncapper/cap-booster will work on your bonus Socket limit.

Tricks for getting more Stones include transforming Stones into other types, so you have more of the type you want, overcharging your Stone production somehow, and split-duplicating Stones.

Arcanite's addiction to the Wizard Bonded to it is pretty minimal - basic caution and self-awareness should be enough to keep most people sane. It's also not a drawback, so a lot of

mental hygiene perks can help or straight-up block the effects. A person who uses Arcanite they aren't bonded to will get the full force of the effect.