

Altering History CYOA

V2.2.2, by acheld. Thanks to *many* anons on /tg/, and contributors on Spacebattles, for feedback, builds and input.



Welcome to Altering History, a CYOA where you are shunted back in time to do with human history, well... basically whatever you like. With a few “upgrades” to help you along the way, of course.

IMPORTANT: If you plan to participate in roleplay or “Multiplayer”, be sure to consult the Multiplayer section at the very end. Several options are restricted or limited for such games; these options are listed: **Solo Play Only**, throughout.

*You wake up, eyes opened unto a starry sky. As you stand and gain your bearings, knowledge begins to pour into your head. Knowledge about where you are and, more importantly, *when* you are. You aren't in present day anymore...*

Choose Where & When You Arrive

You may freely choose **any time** between 10,000 BC and present day, and **any place** on Earth. Some interesting possibilities are included below, but you are NOT limited to these.

Pre-Agriculture (10,000BC, Anywhere): The ice sheets are in retreat, and humanity has covered the earth, increasing in population, but agriculture has not yet been developed. Will you be the one to introduce the idea, or will you revel in the primitive cultures that you can experience? Things are a bit more advanced in the near east, where wild wheat is used to produce flour, or in the far east of China, where pottery has been in use for some time.

The Neolithic Revolution (8,000 BC, Near East): True civilization has yet to emerge, but in the fertile crescent wheat and barley have been domesticated from wild varieties, and sheep, not yet much different than their wild ancestors, are now kept and herded.

Mesolithic Europe (8,000 BC, Europe): Still ignorant to agriculture, the hunter-gatherers flourish in the retreat of the glaciers. More precise stone-tools, made from small pieces, are coming into use.

A Rising Sea (8,000 BC, South-East Asia): The sea levels are beginning to rise everywhere due to the retreating glaciers, but here in particular the sea creates numerous islands which will give rise to a plethora of cultures.

Verdant Sahara (7,000 BC, Sahara): For a few thousand years the Sahara saw seasonal rains and lush vegetation. Pottery and rock art is flourishing here. This began to decline around 5300BC, when the desert began to return.

Jiahu China (7,000 BC, China): The Jiahu settlement begins in China, later known for its relative complexity, and housing up to 800 people, with evidence of wine, musical instruments, and proto-writing.

The Isles Independent (6,500 BC, UK): The rising sea levels have finally completed cutting off the isles of Great Britain from the mainland, though the seas are still increasing.

Vinča Copper (5,500 BC, Serbia): The Vinča culture in modern day Serbia created the earliest known example of copper tools.

Agriculture of the Americas (5,000 BC, Mexico): Culture has been developing here for a while, and this period marks the beginning of crop cultivation in the region; the first in the Americas. Similarly in Japan, as another option.

Civilization? (4,000 BC, Mesopotamia): Major civilizations are developing in the fertile crescent.

The Beginning of History. Literally. (3,200 BC, Sumer): The first civilization of Mesopotamia, Sumer, develops writing.

Choose Your Position & Appearance

As your mind continues to clear, you try to think about who you are here. That's right! You are a...

Freely choose between being dropped in, or being “inserted” into a position in a society of your choice; anything short of upper nobility. If inserted, you gain memories of a life lived here, but also retain all memories of your former life.

You get to design a body from scratch. Go wild, change your sex, do whatever you like. The only limitations are that the body must be fully within the constraints of humanity, and cannot be truly exceptional in appearance. You can be beautiful, but not a world class supermodel. For musculature and strength, see the Strength & Speed physical power.

You can certainly keep your previous appearance, optionally bringing your body to a state of natural fitness, with any physical defects or ailments removed, or change your characteristics just enough to fit in with the society you chose.

Choose Your Fate

You sense that you have a great destiny ahead of you. And that Fate has conspired to grant you abilities to that end.

Certain abilities and powers are yours regardless of what decisions you make. First, you will gain full knowledge and mastery of the language and customs of the immediate region and time you choose to begin in, along with the skills that any adult member of the society would be expected to have at a competent level.

Second, you receive some free protections and enhancements, as described the physical upgrades section. You can will yourself to die at any time, and you can set a failsafe to automatically die if you wind up in a permanently helpless state, such as a coma.

Finally, you will be immune to diseases of any kind (nor will you carry for diseases of any kind) until your dying day. "Disease free" includes everything from cancer to cavities.

Now, choose one of the following **FATES**. If you pick one of the first three, then you retain any rebirth and aging control aspects after the present day if and only if you have completed at least one Quest by then.

Immortal Wanderer. 90 Fate Points.

If you die, one year later you will reform, fully grown, healed and powered, in a random location near a human settlement. No time will have passed from your perspective. While you are "gone", your magic persists as long as it would have normally, but you cannot make any conscious decisions (such as to revoke companion slots). This does not automatically grant you the language of where you are reformed.

You can, at will, stop your aging, age normally, or age in reverse (one year per year).



Master of the Cycle. 90 Fate Points.

If you die you are reincarnated. Born to another mother somewhere else in the world, you will gradually regain your memories by the age of 10, which combine cleanly with your new ones. Aging can be turned off and on.

You have all of your protective powers immediately, and regain the remainder with your memories. Until your powers are fully returned, you are immune to Divination, and have the benefits of an SEP field (below). Each time this occurs you may exchange 10 points worth of *personal* upgrades that you have purchased for other choices (not company, items, or pocket dimension). Mastery of magic persists between lives.

Figure of Legend. 120 Fate Points.

Legends never truly die; as long as your legend lives on in at least one society, after dying you will reform in the next generation of the people with your memories and powers intact. However, there is a cost to such, and you will lose abilities of your choice that you paid 10 fate points or more for each time this happens. If you "overpay", it will count toward your next death's due. Age as you wish.

If you have no points left, you still reincarnate as long as your legend lives on, but only with your free powers.



Deity Descended. 160 Fate Points.

God Mode. You are permanently unaging.

You do not receive any of the free points or powers rewards from Quests. You **can** receive the Unique rewards.. You can be killed, but reform according to any of the above methods of choice.

Solo Play Only

Optionally, if you did **not** select the **Deity Descended** fate, choose one of the following **FATE MODIFIERS**. If there are two costs, the first is if you chose an 90 Point Fate above, and the second is if you chose a 120 Point Fate.

For abilities that your fate modifier halves the cost of, add them together before halving; you can then round down.

Quester: -10 Fate points to start. Choose one quest (later in the CYOA) to be your special goal. Upon completing this quest, you receive +20 fate points immediately, in addition to any other rewards. You can still complete other quests for the normal rewards.

Wizard: -30/35 Points. Gain Mage Eye for free. Choose up to seven schools of magic. Purchasing those schools of magic, including the ability to imbue them, is half price for you.

Metahuman: -20/25 Points. Born in the Water, Flight, all Physical Upgrades are half price, except Beauty & Sanitary Convenience.

Tourist: -20/25 Points. Polyglot is free to purchase. Items and Pocket Dimension purchases are half price.

General: -10 Points. Commander, baseline Godslayer and Personal Omni-Wear are free for you. The first 20 points you spend in the *A Shared Gift* or *Imbueable - Great Heroes* sections in half price (so pay 10 for the 20).

Now comes the time to decide what you will do with your fate. Costs for all abilities to follow include all previous levels in their purchase. In other words, you **only** pay the points listed next to the level you are purchasing. Where it makes sense, you also get the abilities of any lower levels.



Choose Your Mental Upgrades

Genius If you buy none, your intelligence remains as it is now. Intelligence here is not measured merely as IQ, but also the ability to apply intelligence. Increasing your intelligence changes you as a person; take care.

Level 1, 2 points: Your intelligence is that of one in a thousand people. While this is nothing by itself to make the history books, you're still going to usually be the smartest in the room. If you're also wise, then when you do find those smarter than you, you won't hesitate to adopt them as advisors.

Level 2, 6 points: Your intelligence is that of one in a million; placing you among the 100,000 smartest ever to live. You will meet those that are on your level during your journey, but they will be rare, and far between.

Level 3, 10 points: Your intelligence is that of one in a **billion**, placing you in the *top 100 ever to live*. You are thus on par with the greatest thinkers, philosophers and scientists of human history in intellect. Be warned, however: with this level of intellect you will find it extraordinarily hard to find anyone even near to being your equal. Some feeling of distance from humanity is an inevitable byproduct. Are you prepared for that?

Memory of the Ages

Level 0, free: Your memory is increased to the best that mortal humanity has to offer. You're still going to lose a lot over the years.

Level 1, 2 points: You do not "lose" memories; anything that makes it to your long-term memory will stay there forever.

Level 2, 5 points: You have a perfect memory; everything you see or experience is stored accurately and completely.

Wellspring of Harmony (5 points) You have an endless font of internal well-being. Though you may be angered, saddened or distraught, hope springs eternal within your breast, and you will never give into despair or ennui.

Gift of Gab (5 points) You have an instinctual knowledge of the best way to put people at ease, or charm them. This also makes you a better liar. It's nothing supernatural, it just lets you master social cues and body language.

Polyglot (5 points) You pick up new languages at an incredibly rapid pace; you never forget a word once you have learned it, and have an unlimited capacity for learning new languages, even if you did not take any memory perks. As a starting bonus, you begin knowing every language spoken within 500 miles of your starting location.

Artistic Prodigy (5 points) You have the gift for art in all its forms, from music to literature to sculpture. You quickly pick up any artistic form or methodology you are introduced to, and can easily master it, and further innovate upon it. If you practice, you can reach levels on par with the greatest artists of human history in any or all areas you choose to.

Economist (5 points) You know how best to put specialized workers to use, how to trade with other people or cultures. You know the value of what you have, as well as that of what you seek. When it comes to resource allocation you are so preternaturally good that, to an outside observer, it would *seem* that $P=NP$. No one will be able to strike a better trade agreement than you could.

Commander (5 points) You have the battle instincts and strategic command of the greatest commanders of history; an invaluable gift if you intend to conquer by military might. Additionally, soldiers are more likely to follow your orders.

Map Maker (5 points) You have a perfect and complete mental map of every place you have ever seen, with flawless understanding of distances, connections, and your location relative to everything. You can easily reproduce this understanding on paper given materials, or even scratch it in the dirt. By concentrating for a moment, you can “see” the exact layout of geography and vegetation, though not people, within one kilometer (0.6 mile), including caverns.

Choose Your Supernatural Gifts

Homeland (5 points; Shared World Only) You can establish a sanctuary against those that would do you or your people harm. This can only be done in your starting region, or in a new location that is the place in the world where your heart most feels at home. Your sanctified area grows at a rate of one mile per day in all directions, to a maximum of 100 miles. You can distort the shape from a circle somewhat, as long as it is convex, maintains the same total area, and is no more than 300 miles in any dimension. For context, this would be enough to cover Sri Lanka or South Carolina. It will not overrun an existing homeland of another player. If you establish a second homeland, the first one shrinks at the same rate as the new one grows.

Those loyal to you within your homeland will be healthier, happier, and stronger, though all within human limits. All players and companions can sense when they are near (a few miles) the homeland of another player. Within a homeland, those hostile in intent or deed to the majority of the people in the homeland, or to the owner of the homeland, have their strength & speed, and reflexes & reaction powers reduced by one level, to a minimum of 0. Their magic is significantly weakened, as are magical attempts to affect the area from the outside. The owner of the homeland can also choose to add or remove any individual from a permanent “blacklist”, or “whitelist” as far as the effects of the homeland are concerned.

If you are reborn due to your Fate choice, it will be within your Homeland if you have one, if possible.

SEP Field (5 points) Your immortality and supernatural abilities are regarded as unremarkable when you wish them to be so. This does NOT mean that launching a fire blast will not be regarded as a hostile act, just that it will not be regarded any differently than launching a physical attack. For a reduced cost of 3 points, you can get the same ability with **one** of the following limitations: it only functions when you are not in a position of any notable power, or it always functions whether or not you wish it to. SEP fields do not affect the perception of other players in shared worlds.

Born in the Water (2 points) You are an impossibly graceful and swift swimmer, able to move through water as quickly as you run. You never lose your bearings underwater, and can hold your breath ten times as long. Your senses are unhindered by the underwater environment, allowing you to, for example, smell particles in water as clearly as you can particles in air.

Flight

Level 1, 2 points: You have the extraordinary ability to propel yourself through the air as fast as you can run. This is accomplished by wings of some kind chosen by you, which may be dismissed or summoned instantly at any time. You have to keep moving to stay aloft, and require several running steps to take off, but are otherwise graceful.

Level 2, 5 points: As Level 1, except that you do not need to bother with wings at all, nor keep moving. You are able to literally stand in the air indefinitely if you wished to, and do not even *need* atmosphere to fly. While you must still accelerate/decelerate, you can change direction as quickly and easily as when running on the ground, only in 3D. You *can* “fly” through water using this ability, but will meet resistance, making this slower than using **Born in the Water**.

Mage Eye (2 points) You can see all active magic; though this does not give you instant understanding of magic that you are not familiar with. This will, for example, allow you to instantly notice if an item is magical, or a creature is enchanted; if it's an enchantment you have studied/familiarized yourself with previously, then you *will* know what the magic is. Further, by looking a creature in the eyes for a moment, you will be able to determine what magical gifts that creature has, provided they are gifts you are familiar with. Only practically useful in shared worlds, or in combination with World of Myth and Wonder DLC.

Of Indeterminate Age (1 point) You can alter your apparent age to be anything that you wish it to be. You will appear as you actually would at that age, so you will always be the same “old man”, for example. This is redundant with **Shapeshifting**.



Choose Your Physical Upgrades

Strength & Speed

Level 0, free: Sculpt the musculature of the body you would like, up to the pinnacle of human form. You begin with this form. Your strength and speed will be slightly higher than your form would seem to indicate. Your muscles will not deteriorate from disuse, though you may later reduce them if you so choose. Increasing them will require exercise.

Level 1, 4 points: As above, except that the force exerted by your muscles is five times that of what it should be. Note that, in affecting the force with which you push off the ground, this affects your speed as well (roughly doubling it).

Level 2, 8 points: As above, except twenty five times muscle force, roughly increasing your speed fivefold.

Level 3, 12 points, **solo play only**: As above, with 100 times the force / 10 times the speed.

Impervious & Implacable

Level 0, free: External forces, aside from gravity, are effectively at 25% kinetic energy (this is equivalent to half speed) for purposes of determining how they affect you. The effect may be locally lowered if desired; for example if you wish to draw blood. Punches and kicks are much less effective, and blades do not penetrate as deeply.

Further, temperatures are effectively 45F/25C hotter or colder for how they affect you. This does not actually change the temperature. You feel like it's whatever temperature is most desirable within that range, but will still "sense" the true temperature.

Level 1, 6 points: As above, but 4% kinetic energy (equivalent to 20% speed). Additionally, atmospheric pressure (such as from deep-sea diving) and the internal effects of gravitational forces are adjusted favorably by an order of magnitude in determining effects on you (e.g. blacking out). You will survive falls of any distance, most sword swings only nick.

Effective temperatures are adjusted *up* by 450F/250C, or *down* as low as one-fifth the temperature in Kelvins. (For context, this would make the maximum "comfortable" temperature about 2300 F / 1260 C). This is enough to let you survive any typical fire just fine (if you also have **Non-Reactor**).

Level 2, 12 points: As above, but 1% kinetic energy (equivalent to 10% speed). Pressure and internal effects of gravitational forces adjusted by two orders of magnitude. You suffer no negative pressure effects from a vacuum. Swim in the deepest reaches of the ocean; arrows are barely noticed. You can be comfortable at temperatures up to 10000F / 5500C, and survive anything up to twice that for short periods. Absolute zero does not faze you at all.

Level 3, 18 points: As above, but 0.25% of its kinetic force (5% speed) and three orders of magnitude. Bullets just sting, and you are immune to damage from thermal energy.

Level 4, 24 points, **solo play only**: As above, but 0.04% kinetic force (2% speed), and four orders of magnitude. Nuclear bomb shock waves will give you some scratches.

Level 5, 30 points, **solo play only**: You cannot be hurt by kinetic or thermal energy, or pressure.

Reflexes & Reaction

Level 0, free: Your reflexes and reaction times are near the peak of regular human potential.

Level 1, 4 points: Your reflexes and reaction times are completely uncanny. You dodge completely on muscle memory, limited only by the speed of electrical signals along your nerve endings, and the physical limitations of your body. In addition you have the balance of a flawless acrobat, and are double-jointed if you wish to be.

Level 2, 8 points: Your grace and agility are superhuman, beyond what your body should be physically capable of. This manifests as subconscious reflexes, rather than any ability to think at an accelerated rate. In melee combat, you are completely unhittable by anything without enhanced reflexes. As long as you're aware of your surroundings, you'll be able to dodge anything fired from more than 50 feet away, even if you aren't directly looking at the gunman, and from even closer for slower projectiles. If you *can* see the gunman firing, you can dodge at any range...

Regeneration

Level 0, free: You heal exactly as a normal human, including limitations on what can heal, but ten times the speed.

Level 1, 3 points: You heal at one hundred times the speed, and regrow lost parts slowly over time. You do not scar.

Level 2, 6 points: As above, but one thousand times the speed. That would be about 10 minutes for a non-critical arrow wound. You cannot bleed out. If you survive to the end of a combat, you're going to be fine.

Level 3, 9 points: Ten-thousand times the speed. For context, that would heal a leg fracture in about 5 minutes.

Non-Reactor (2 points) The only chemical reactions that can affect you are those that are part of your natural and healthy bodily functions. Acid will not affect you, nor will fire burn you, nor will you sunburn. This does not prevent the heat transferal aspect of fire, however. You may choose to tan if you wish. You are not affected by radiation.

Endurance

Level 0, free: You have twice the stamina that your body seems like it should, can hold your breath for 10 minutes easily, and 6 hours sleep is always plenty.

Level 1, 4 points: You have the stamina of ten (wo)men! You recover your breath in mere moments, could run three marathons in a row before needing to rest, and can get by on a couple hours of sleep a night indefinitely. Further, you hold your breath for an hour, and do just fine with one-tenth the amount of oxygen.

Level 2, 8 points: You essentially never get tired; you can keep going at maximum output indefinitely, and never need sleep if you do not wish to. You do not need to breathe.

Diet

Level 0, free: You require only one half the amount of food and water to survive, and can go without twice as long.

Level 1, 3 points: You require one-tenth the amount of food and water to survive, but may eat or drink what food you wish without it affecting your physique negatively, provided you get a minimum amount of nutrients.

Level 2, 5 points: You do not need to eat or drink. You will always receive the benefits of a perfect diet (as defined by the body type that you desire) regardless of your intake. You must still exercise to gain muscle mass.

Sanitary Convenience

Level 1, 2 points, 1 w/ Diet 2: You no longer need to perform certain acts. To put it plainly, you don't "shit like everyone else".

Level 2, 4 points, 3 w/ Diet 2: You are always perfectly clean and fresh feeling in all respects, unless you do not wish to be.

Super Senses

Level 0, free: Your senses have all genetic defects or damage removed from them, if any.

Level 1, 2 points: All of your senses are the equivalent of the best humanity has ever produced of each type of sense.

Level 2, 4 points: Your senses take the best aspects of all senses existing in the animal kingdom in the real world. *This would grant the electroreception of a shark or eel, but not the ability to generate current.*

Pain Control (2 points) You have control over your sensation of pain, and may dull it, or switch it off and on, at will.

Iron Gut (1 point, free w/ Diet 2 or Non-Reactor) You are fully immune to the effects of poisons, toxins, drugs or venoms, unless you deliberately choose to be susceptible to them. You suffer no ill effects from eating spoiled foods or things that really shouldn't be edible, provided it is organic in nature. You may adjust the degree to which alcohol and recreational drugs affect you at will, but they will never cause any permanent direct harm (won't stop you from getting drunk and walking in front of a train, though).

Beauty (2 points) While your chosen form can be attractive without paying any cost, this makes you a true Adonis or Aphrodite; you'll have to seek out Helen of Troy to have someone in your league. This is the pinnacle of beauty for the society that you start off in, and may only imperfectly translate to other cultures. However, if you have at least Minor Shapeshifting, the effect can optionally carry over to any other face and form that you take on for yourself. It should be noted that **Major** Shapeshifting makes this somewhat obsolete, due to the fine control and mastery of form.



Choose Your Magical Schools

There are a number of *schools* of magic, each divided into a *Minor* and *Major* variant. It costs **5 points** to gain access to the Minor variant of a school, and an additional **5 points** to also get the Major variant. Minor variants start at low power, and require practice and dedication to master. Without someone teaching you, this will take a century of regular use to achieve most of the uses, and a millennium of regular use to see the maximum power and potential; these times can be shortened significantly if you are exclusively practicing one school. If you buy access to the Major variant, you will *start* having full command of the powers of the Minor variant, and will take a similar amount of time as described to master the Major powers.

If you buy the Major version of a power for yourself, you may pay an additional 10 points to be able to **imbue** the Minor version of the power. This will grant you the ability to, with about an hour of focus and energy, grant the ability to use the Minor version of that magic to a living creature before you (not a golem, elemental, or construct). So, it would be 20 points in total to buy the Major version of a power and the ability to imbue the minor version.

If you or another master actively assists someone else in learning a Minor magic, then they can achieve most of the uses in a decade, and have full power and mastery in 30 years. "Actively assist" means at least a few hours of guidance per day, on average, but you can assist several dozen students at the same time (think magic college, if you like). If you want to imbue people with magic more easily, see the A Magic People rule under the Optional Rules section at the end.



Divination, Minor Only vague and disturbing dreams at first, in time you will be able to read the winds to know of a surprise attack the next week, or see an earthquake in your tea leaves.

Divination, Major In time, you can forgo any active need to read the future; moments of prescience regularly come to you when you need them, allowing you to dodge out of the way of an arrow you did not know was coming, or to find the locations of things that you seek. This will be flawless in predicting natural disasters, but only pretty decent when it comes to the actions of men of free will.

Beastmaster, Minor Animals of the wild will not attack you, though this effect is broken if you threaten them or their young. In time, you will be able to empathize with creatures, and even “speak” with the most intelligent among them. They will come to view you as someone to be obeyed, and will carry out tasks that are not overly dangerous. They may even be convinced of dangerous tasks given incentive. This power is most effective with intelligent animals.

Beastmaster, Major You can advance to the point of being able to quickly and easily communicate with any creature around you. They will be fanatically loyal to you, willing to do anything short of sacrificing their own young.

Creatures that you commune with have their intelligence increased dramatically (if you wish it), with even insects being able to follow complex commands. This intelligence increase fades after a day or so, however, unless you spend much time and focus on an individual animal to make the increase permanent. If you have the ability to imbue any magical abilities, you can do so for animals, though it is recommended you do so with caution, and some powers (like telepathy) will be of limited use for them. They can only use the magic so long as their are made intelligent. Finally, you can assign animals that you have given a permanent intelligence boost to your companion slots freely.

Telepathy, Minor You can hold mental conversations with the willing within a mile, and read surface thoughts with a touch. With much time and practice you will be able to hold mental conversations at any distance, and read deeper thoughts of those in the room with you. Those with a similar gift can block you out if they wish.

Telepathy, Major With extensive practice, you will be able to broadcast to as many people as you want at once, and hold dozens of telepathic conversations at the same time (in addition to focusing on whatever is in front of you). Those with Minor Telepathy will no longer be able to block you out, and you will be aware of all minds within a mile of you, able to read surface thoughts (up to a few dozen at a time), and deeper thoughts of anyone within 100 feet. Further, your mind reading now overcomes language barriers, **unless** you took the **Tower of Babel** drawback.

Stormsage, Minor You have the ability to influence the weather in certain ways. To start, this is little more than an elaborate rain dance (that actually works most of the time), but in time you will be able to cover your army with fog, call storm clouds to you, and call occasional lightning against the ranks of your foes (without precision).

Stormsage, Major In time, you will be able to bring any kind of weather. Flood the crops of your enemy with a deluge, bring a hurricane to devastate their army, direct lightning to strike when and where you wish. With sufficient dedication and focus, you will be able to enact permanent changes to weather patterns by repeated use over years.

Blessed One, Minor You have magic capable of driving out disease, infection, and evil spirits. To begin with, you can give blessings that aid others in fighting these things off themselves. In time you will be able to cure infection with merely a touch. This can also help wounds of your patients cure more quickly (as Regeneration Level 1; may be used on yourself but requires focus and concentration difficult when wounded).

Blessed One, Major In time, you will be able to drive disease from a whole community, turn back evil beings, and your healing is mightier and can affect dozens at a time (Regeneration Level 2).

Master of Motion, Minor This gives you a slight edge with speed, but more importantly keeps you from being trapped down. With time, you will be impossible to grapple, and be able to mystically slip out of and bonds that you are put in, and escape any cage. At the highest levels, you will be able to teleport short distances.

Master of Motion, Major In time, you will be able to quickly and easily teleport to any location that you have been before. Further, with focus over several minutes you will be able to hold open a portal between where you are and any location you have been in order to let anyone or thing you wish pass through.

Firedancer, Minor You have begun to cultivate a mystical mastery over the forces of fire. To start, you can summon a spark to your hand at will, or slightly affect the size of existing fires. Over time, you will be able to throw blasts of fire from your hand, or turn a bonfire into a conflagration that will easily spread to consume a small town. Note that this magic does not make you immune to the fire. Appropriate defensive perks are recommended.

Firedancer, Major In time you will be able to throw colossal blasts of fire from nothing, rending huge gaps in armies amidst the screams of men. Assuming you have the defenses to handle it, you can wreath your very body in a coat of flames, hot enough to melt the swords aimed at you.

As a special note, you should feel free to design and add schools of magic for the other classical elements (water, earth, air), provided they are similar in power and reach to Firedancer.

Shapeshifting, Minor The first act of the shapeshifter is to change the color of their hair, or eyes. In time you will be able to change your features entirely over the course of several minutes, though never with enough precision to perfectly mimic a specific individual (though close enough to pass as them at a glance), and always within human norms. You will have more than enough control to be able to fit into whatever culture or ethnic group that you want.

Shapeshifting, Major With much further practice and mastery, you will be able to quickly and easily mimicking the features of anyone you have had time to study, changing your appearance in moments. When you reach the pinnacle, you will be able to expand or contract your mass by an order of magnitude, and take on inhuman forms if you wish. You are limited to organic creatures, though not necessarily ones that actually exist; in any case, your forms grant no supernatural abilities. Further, you will be able to change the features of others permanently, though limited to the effects of Minor Shapeshifting when used on others. This ability cannot be used to extend your lifespan.

Spirit Singer, Minor Consult the spirits of the land and the ancestors of the people. The spirits can provide guidance or protection. In time you will learn how to truly commune with them, and will be able to get blessings of innumerable sort, if not particularly powerful.

Spirit Singer, Major Your bond with the spirits becomes much greater, and they conspire to protect you, when they can. This manifests as turns of good luck; nothing overt, but things like an arrow missing you by just an inch, or stumbling upon the only oasis for miles around. In addition, by seeking their help the spirits can be convinced to extend their blessings to those that you designate, such as aiding in healthy childbirths, and preventing plagues. They will expect propitiations from the people.

Enchanting, Minor You have the ability to infuse magic into objects, most notably weapons and armor. To begin with, you can give a sword a sharper swing, or armor the ability to take more hits. This process is time consuming, so don't plan to be equipping an army overnight. As you gain mastery, these enhancements will gain potency and last longer, as long as a full mortal lifetime. Furthermore, you will acquire the ability to infuse other (aka non-Enchanting) magics that you know from this section into your enchantments, such as to make a flaming sword if you are a firedancer, or to create a cloak that allows one to shapeshift. Infusing other magics is limited to the "Minor" powers, however, and items are generally limited to a fixed function of that magic (such as calling rain).

Enchanting, Major In time you will be able to permanently enchant items, as well as infuse any Major magics that you know into the items, such as creating a staff that can open portals. Such Major items are very difficult to create, but if there's one resource you have plenty of, it's time. Items are still limited to a fixed function, such as a bow that shoots lightning (if you have Major Stormsage), or a rod that summons humanoid Earth Elementals (if you have Major Binding). Nothing stops the use of multiple items, however.

Binding, Minor You have the ability to bind supernatural spirits to your service, or to infuse constructs with life. At first, you will only be able to summon and bind minor imps for short periods. As time goes on, you will learn the art of binding familiars and small elementals for days at a time, as well as creating golems of mud and clay.

Binding, Major In time you will be able to bind greater spirits, at least for a while, and man-sized elementals indefinitely (though the more you bind at once, the greater the strain on you). You can empower golems of stone and even iron (provided the materials): the height of two or three men, these can be incredibly formidable war machines.

Illusion, Minor Illusion magic creates sensations, visual, auditory, and others, for the purposes of misleading sentient creatures. To start, your illusions are generally small or crude, requiring active concentration and focus. In time you will be able to do things like make your band of ten men seem 100 at a distance, or make those around you think you've grown into a hideous beast.

Illusion, Major With further study, you can create the image of a small army from nothing (though it will likely look fake from closeby), or create the illusion of an extremely detailed person, walking, talking, and completely indistinguishable from the real thing for anything short of touch. Further, you will be able to create an "invisibility" field around yourself. Regardless of your level of mastery, illusions that move with you (such as the invisibility), or contain complex elements (such as the army) require that you maintain reasonable focus, and preclude other spellcasting. Simpler illusions can be "set", and can last a long time.

Defiling, Minor Defiling is a somewhat broad collection of what are termed by most "dark arts"; all involve the manipulation of fear, pain, disease, and other unpleasant aspects. At low levels, you can amplify the illness in another to assure death in time, or amplify the fear that others feel. In time you will be able to murmur an incantation over blades, ensuring that the wounds they make in the next day will be especially painful and cause infection.

Defiling, Major In time, you will be able to amplify a spreading sickness or pestilence into a plague that will cause ten times the death or desiccation it otherwise would. More remarkably, you will be able to take the lingering fear and pain that hovers around those who died discontent and use it to reanimate their corpses to fight again for you. The more dark emotion they felt at the time of their death, the more powerful a servant they will make, up to several times the strength of a man at its maximum. You can potentially command hundreds at once, though it will take time to build up that force. You can raise far more than that if you simply wish to set them loose to take their revenge on the living.

Abjuration, Minor Abjuration concerns protection and shielding. At low levels, you can maintain a personal shield that will protect you from pre-gunpowder weapons, and with great effort set wards around a location to significantly weaken enemy magicks.

Abjuration, Major In time, you will be able to shield entire battalions for periods of time, and set wards around whole cities. For example, a city warded against defiling would not be subject to plagues. This is not a perfect defense, however, and requires maintenance. Do not expect to be able to ward your entire kingdom.

Compulsion, Minor Compulsion are magicks to protect the minds of others. At low levels, you can "jedi mind trick" those without an iron will. In any case, compulsion magick never works against other players or a Nemesis, and their companions are much more resistant to it.

Compulsion, Major In time, you can cause slavish devotion with repeated application, or alter the behavior of huge crowds. The more people you affect at once the less dramatic the change you can effect, but inciting a mob to violence they were on the edge of anyway would be child's play.

Disjunction, Minor Disjunction is dedicated solely to the countering of other magics, and thus will be of little use in a single player game (unless you have Nemesis). Your skill with disjunction corresponds exactly to the magic you are able to counter. With Minor Disjunction, you are able to counter Minor magics in other schools, or weaken stronger magics. The relative skill level between you and your opponent determines how difficult it is. If you are equally skilled in Disjunction as they are in their magic, then it will essentially stalemate, with you spending just as much effort and energy to counter their magic as they spend to cast it. That being said, if you spend all your time countering their magic, you won't have time to use other magics yourself.

Disjunction, Major In time, you will be able to counter or sunder any magics. Just like the minor variant, though, the effort required depends on relative skill level. If you are equally masters, then you will sweat every bit of effort they put into their casting.



Choose Your Company

Companions (2 points for one, 6 points for five, 15 points for twenty five) Any person, real, alive, or not, is permitted. *However*, any special powers of any kind, or advanced knowledge beyond what humanity had access to when you used this document, is removed entirely. If you knew them before, they retain the same bonds to you that they had in the previous world, and will instinctively know that you are you, and you know that they are they. They each choose their own body, which must either be your species, or correspond to the species that they were previously.

You may leave purchased slots unused, in which case you can assign them to people you meet in the world. You may revoke companion status from anyone. Companions are not obligated to follow your orders; they will tend to follow your lead at first, at least until you all have your bearings straight in this new world, but whether they remain will depend on you.

All companions get the same free gifts that you do, including limited immortality of the same form that you have (expiring if yours does), the immunity to disease, and all free (level 0) powers. If you wish them to receive other powers, see "A Shared Gift".

If killed, they are reborn according to the same method you would be. For Master of the Cycle, they can change points if abilities were purchased for them via "A Shared Gift" (below), and for Figure of Legend, it requires that **their** legend lives on, and they do not lose points. In order for rebirth to work, your companion slot must remain "occupied" by them for the whole time they are dead. If you revoke their status while they are dead, they are not reborn, and the slot becomes available to be used by others.

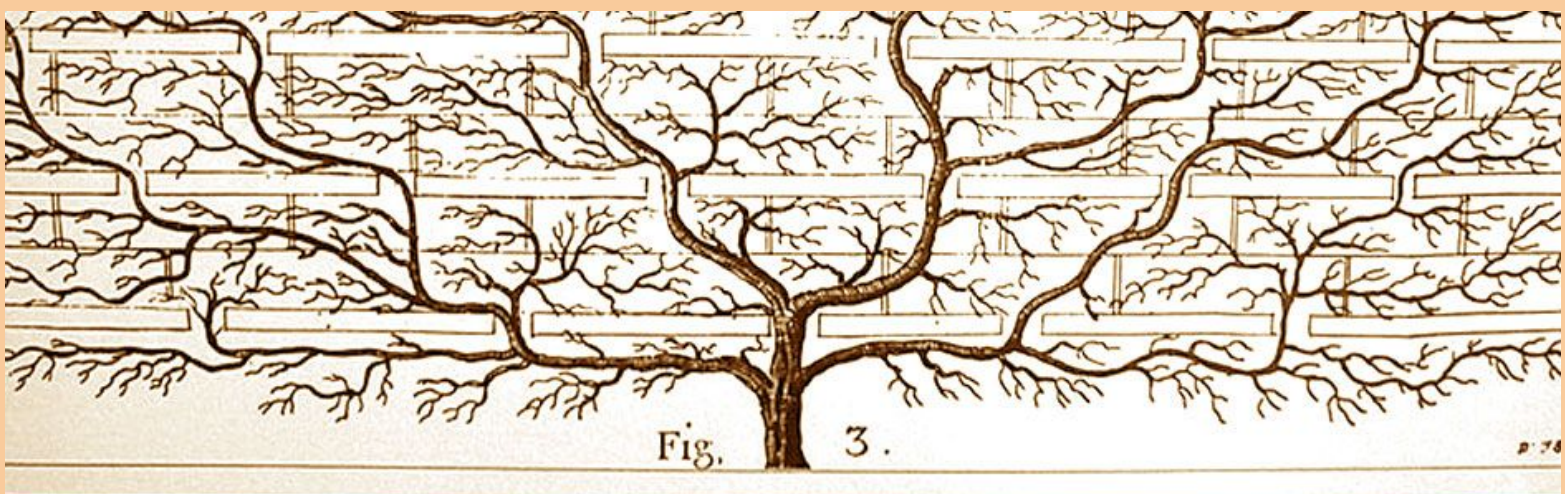
A Powered Companion (6 points for one, or 15 points for five, solo play only) Same as above, except that whomever you bring keeps knowledge, form and power... to a certain extent. Any fictional character of power greater than yours will have their power level and potential reduced to a level reasonably equivalent to yours (after your upgrades). Further, any character whose knowledge levels would make it completely trivial to complete the objectives of any of the technological quests also has their knowledge limited enough so that it is still at least somewhat challenging (though this does not prevent them from helping greatly). Once all quests you are attempting are completed, these limitations can be completely or partially removed at your option.

A Shared Gift (Varies) Any upgrade that you already purchased for yourself, besides Homeland, and purchases in Company, Items or Pocket Dimension sections, can be gifted to your companions at the following costs. Companions do not get their own Fates or discounts from your Fate. You may reassign powers bought here among different companions with a touch.

- To gift one companion, you must spend $\frac{1}{4}$ point for each point of upgrades you wish to give them.
- To gift up to five companions, you must spend $\frac{1}{2}$ point for each point of upgrades you wish to give them.
- If you wish to give powers to more than five companions, use **Great Heroes**, below.

You can, of course, pick and choose which upgrades to share, and only pay for the ones that you want to share.

A Unique Gift (Varies) If you wish to buy powers for your companions that you don't have, you can, but it is more complex. First, the same restrictions on "type" apply as in Shared Gift. Second, you must pay $\frac{1}{2}$ the base cost for any such power you grant to a companion, other than Imbue, which is full cost. Third, you cannot buy abilities worth more than 30 pre-discount points for any one companion that you do not already have. If there is a partial overlap, pay costs accordingly. For example, if you have Strength & Speed 1 and want to buy a companion Strength & Speed 2, you pay 1 point for Strength & Speed 1 ($\frac{1}{4}$ cost), and another 2 points to increase it to Strength & Speed 2 ($\frac{1}{2}$ cost).



Inheritable - All Descendants By paying for any of the options below, you will ensure that ALL of your (presumably numerous) descendants inherit that ability. Unless otherwise described, the ability is the same as in the powers section above. Note that if you are using the World of Myth and Wonder DLC, these are the same abilities available for purchase for ALL human and neutral races. By buying them here instead, you are limiting the effects to your descendants. The effects do not stack, so buying the same ability both here, and for all humans, is pointless.

2 point each: Super Senses 0

3 points each: Strength & Speed 0, Reflexes & Reaction 0, Regeneration 0, Diet 0

4 points: Impervious & Implacable 0

Disease Resistance, Limited (2 points): Greatly enhances the immune system, making them half as likely to suffer from any given disease, infection, or malady.

Extended Lifespan (4 points): Doubles natural lifespan. Extra life is concentrated in “prime” period of life between physical ages of 20 and 40. Carefully consider the sociological impacts before choosing this.

Genius, Limited (4 points, requires Genius Level 1): Your descendants will all be in the 90th percentile or above of intelligence, as compared to the human baseline in your former “real” Earth.

Inheritable - Great Descendants By paying for options below, you can ensure that a limited number of your descendants inherit truly amazing abilities. However, the source that these powers draw upon is limited. For each power, no more than ninety-nine of your descendants may have that power at the same time. For example, if you purchase Impervious 1 and Endurance 1, 99 of your descendants can have Impervious 1 at any one time, and 99 can have Endurance 1 at any one time. They do not need to be the same descendants, but they may be.

You can determine how your descendants receive the power. Randomly at birth? Activated only by you? Accomplish some great task? Regardless, if 99 living descendants already have that power, no more can gain the power. Powers can be stripped from your descendants, but only by you, via physical contact. If you buy any option below, you will always be able to tell whether someone within ten feet is your descendent. Note that you can't purchase a power to imbue that you have not already purchased for yourself.

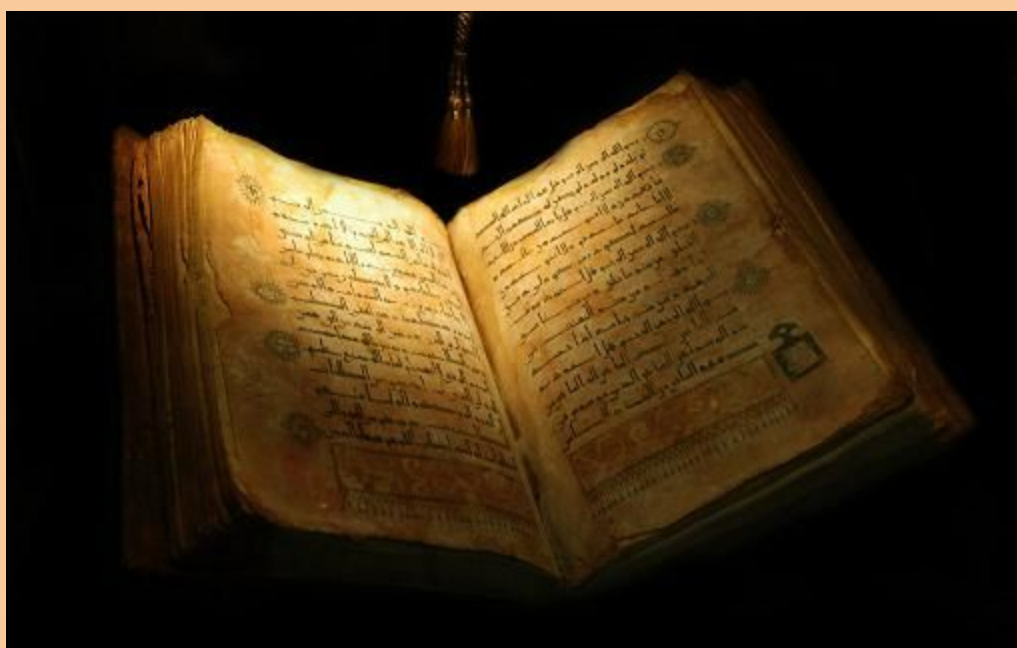
You may purchase any given power more than once. For two purchases, 999 descendants may have it at once. For three purchases, 9,999 descendants, to a maximum of 999,999 descendants with five purchases.

- **Disease Immunity (1 points)** Same as the disease immunity you yourself have.
- **Extended Lifespan (1-7 points)** Each point spent doubles natural lifespan, with extra life focused in the “prime” physical ages of 20-40. So, 4 points would multiply lifespan by 16, while 7 would multiply it by 128. This DOES stack with **Extended Lifespan** from **All Descendants** above.
- **(1 point)** Any “free” power that you yourself have; does not stack with powers from **All Descendants**
- **(Base Cost)** Any non-free Mental, Physical, Minor or Supernatural Power that you yourself have.

Imbueable - Great Heroes This functions identically to **Inheritable - Great Descendants**, with all the same costs and limitations on numbers of recipients, except for the following:

- The powers can be given to anyone (with conditions, again, determined by you)
- You cannot automatically tell whether someone is your descendent or not, but you can tell who has these powers.
- You cannot revoke the powers once given (though they are revoked through death, of course)

Choose Your Items



Every item included here is by default indestructible, and can always be summoned to you with a thought. The three books, in particular, can only be seen by you and designated companions, and have the ability to find any entry with verbal commands, even very general ones.

Wanderer's Journal (1+ point) A large, but unremarkable looking journal. Your journal accepts dictation and will automatically write whatever you speak to it, and has an unlimited number of pages.

For an additional point, you can gain any one of the following options. You may certainly buy multiple options:

- Your journal gains an option to “auto-record”, in which case it will automatically write out entries of the most important, noteworthy or beautiful events you experienced, as you would have described them.
- Your journal gains the ability to take pictures of things through your eyes, as long as you are holding it.
- By focusing on an entry, you can re-live in your mind's eye the events that are written about, optionally feeling the same emotions. Using it in this way makes you temporarily unaware of your surroundings, so take care.
- All your companions receive their own journal with whatever upgrades yours has.

Book of Culture (5 points) Contains the sum works of culture from human history in your previous world. It can project full scale illusions of any sculpture or painting, allow you to view any movie, to read any novel. Can be split into many parts so that different companions may use different aspects at once, but it always reforms at a word.

Book of Knowledge (5 points) This magical tome contains the sum of all human scientific, physical, medical and engineering knowledge to the present. It is the perfect accessory if the uplifting of humanity is your goal, and you've decided to forgo the internet access. It can be split like the culture book.

Sanitary Pack (2 points) An indestructible, summonable pack which contains an refilling supply of shaving razors, soap, shampoo, conditioner, toothpaste, condoms, feminine products of all kinds, and any other basic hygiene product you can think of. Can produce enough daily to provide for a hundred people liberally.

Personal Omni-Weapon (1 point) Sounds perhaps more impressive than it is. You receive a weapon that takes the form of the most up-to date weapon that is currently available in the world you find yourself in; it will update itself once a year or so, if there have been any innovations in the meantime; you can influence whether it is melee or ranged. The weapon is not indestructible, but will repair itself over a day if damaged, and cleans and maintains itself. It does not need power or ammunition.

For an additional **1 point** you can switch back and forth at will between any weapon that has yet been created in the world you find yourself in. For an additional **1 point** give one to all of your companions as well.

Godslayer (2 points) Functions exactly like Personal Omni-Weapon, except that it treats the Impervious trait and Regeneration trait of other players or companions as one step less, to a minimum of 1, for the purpose of wounds given by this weapon. You may upgrade it to switch back and forth for the extra point; getting extras for your companions is 2 extra points.

Personal Omni-Wear (1 point) Similar to the omni-weapon, takes the form of any armor or clothing that you wish it to, provided that kind of armor or clothing has been invented in the world you are currently in. Simply refresh to remove the need for doing laundry. For an additional **1 point**, all of your companions get one as well. If traded away to a non-companion, immediately dissolves (but can be re-summoned by you or that companion).

Bag of Holding (5 points) A bag with a very flexible opening; it has a 1000 cubic foot (28 cubic meter) total volume capacity; to visualize, that's a room 10 feet (or roughly 3 meters) per side. Once an item is placed more than halfway into the bag, that item is “absorbed” and safely secured. Time ceases to pass for that item. Nothing stops placing living things in the bag. Lastly, the bag has a “quick summon” feature, where the user can cause an item to be ejected (gently) from the bag by visualizing it. If one simply reaches in, one thing in the bag will be reached at random.

Choose Your Pocket Dimension (Optional)



For those who can't stand the thought of “roughing-it”. The pocket dimension costs a base of **10 points**, which gets you the ability to open it, at will, in any entranceway (a cave opening will do in a pinch), and seal it behind you. It can appear as either a portal, or an actual wall with a physical door in it. It will re-open in the same area at will; you can see out of it through a magic peep-hole to ensure no one is around if you wish. Only companions may enter.

Your pocket dimension is a plain 15x15x10 foot (4.5 x 4.5 x 3 meter) room with a hewn-stone floor. It contains a plain-but-serviceable bed (size optional), a similar desk, and a simple latrine that magically prevents odor and empties itself. Light emits from nowhere in particular, and you can adjust light and temperature to any reasonable level at will.

There is an expandable garbage chute, with numerous safety features, that will dispose of any material put in it. Included are magically refilling pitchers of clean water that always have just enough to satisfy the thirst of you and any companions; the water has a healthy mineral content.

Optionally you may install windows anywhere. These windows look onto an unremarkable landscape, and cannot be passed through, but provide sunlight and breezes should you want them.

Purchased and included elements from your pocket dimension are self-cleaning and self-repairing. They can be removed, added back and duplicated at will, but can't be disassembled or brought outside of the pocket dimension. Things you bring in can be brought out just fine.

Fabulous Furnishings (2 points) Add tile, carpet, wallpaper and lighting fixtures. Add furniture, from incredibly comfortable beds to elegant gold-trimmed dining sets. Allow companions to change all of it, or just limited areas. Any real-world style, era, or period, and you can change any of it whenever you like. Note that without this purchase, you can still bring in outside furnishings or carpets, but it will not gain the auto-clean and self-repair features.

Cooking Suite (3 points) Your pocket dimension comes with a magical refilling pantry that provides enough base ingredients to feed you and companions you have brought along, along with any cooking equipment desired, and refrigeration units. You can designate twenty basic food items that will be included in unlimited quantity. For an additional 2 points (5 total), *any* food you or a companion can think of can be produced at will; pre-cooked if desired.

Running Water (1 point) Install running water, hot and cold, in any form. This includes showers and flush toilets and laundry machines if desired. The water comes from nowhere, and the drains go to nowhere.

Toiletries (1 point; requires Running Water) Unlimited supply of shaving razors, soap, shampoo, conditioner, toothpaste, condoms, feminine products of all kinds, and any other basic hygiene product you can think of.

World Windows (2 points) You may now assign each individual window to look out upon any view that you have personally seen in this world. They can be re-assigned whenever you wish. You may allow companions to reassign windows as well. As before, the windows can be opened for air and sounds and smells, but nothing more than a few molecules in size can pass through the barrier, and unpleasant things (e.g. nerve gas) are automatically filtered out. From the outside, the windows are completely invisible, and no sound passes out from them.

Home Luxury Pack (10 points) Includes all purchases above this one, as well as **More Space 1** below. Does not come with the 2 point add-on for the **Cooking Suite** (which can be purchased separately). You can upgrade to **More Space 2** for 4 more points.

More Space 1 (4 points) Design a floorplan up to 20,000 cubic feet (2,000 square feet using ten foot ceilings) that includes any number of rooms, hallways, doors or stairways.

More Space 2 (8 points) As above, but 500,000 cubic feet to work with.

Flexible Entrance (3 points; solo play only) You can open the pocket dimension anywhere, even in thin air. When exiting, you can open the exit either in the same location, or in any place that you have previously opened it from.

Time Dilation (3 points; solo play only) Time passes up to ten times as fast or ten times as slow inside the pocket dimension as outside of it. You can vary the rate to any level within these bounds.

Chrono-Computer (10 points) A computer, state-of-the-art for present day. Design your own if you like. Operating system(s) of choice included, and is immune to all malware. Data will never be lost. If technology in this new world surpasses that of the old, the computer can auto-update appropriately, as well as access any new internet.

Comes with a time-frozen access to the internet as it is at the time you fill out this CYOA. You cannot gain access to monetized material that is provided by the add-ons below, such as for pay games, or movies in any form. Other than that restriction, you can access all sites, paywall or not, including any media provided for free by the creators/owners. Comes with perfect ad blocker. The following upgrades can be purchased.

- 2 points: Access to any game or commercial software available up to present day. Console games will be playable on the computer. MMOs and multiplayer games in general somehow have a steady source of players, but none that you will ever recognize. You find yourself fully unable to communicate anything not game-related.
- 1 points: Adjustable internet; you can access any internet previous to the present day as well. In addition, you have a perfect search engine; anything that was ever on the internet, you will be able to find.
- 1 point: By default a 21" monitor, now your screen can be increased up to the size of a good home theater.
- 2 points: Access to any music, television or movie made up to the present day.
- 5 points: Luxury Package; gain all of the above upgrades.
- -5 points: Restricted information. If you chose this option you can get the computer at a five point discount, but any information about technological innovations, historical advancements, or *anything* that could actually be of use in uplifting the world outside your pocket dimension is utterly inaccessible. If you purchased **Book of Knowledge**, then you can take this discount automatically without altering the information available online.

Choose Your Drawbacks (Optional)

Unless otherwise noted, drawbacks immediately disappear once you complete a Quest, but otherwise last until your death. You may gain up to 30 points to spend on anything. You can gain up to an *additional* 30 points after that, which may only be spent on purchases in **Company**, **Items**, or **Pocket Dimension** sections.

The Slow Pace of History (+15 points) No matter what you do, you seem to be unable to advance the course of human innovation in any way, in any field! This **includes** technological innovations that your companions and you try to use yourselves! Only the space within your Pocket Dimension (if you have one) is immune. Any attempts to make progress faster just fail through various comical, and sometimes disastrous, ways.

The Course of Human Events (+10 points; requires The Slow Pace of History) In addition to the above, you and your companions also find yourself utterly helpless to make any real changes to the rise and fall of nations, as occurred in the timeline you came from. You may win a small battle here or there, but somehow, reverses always come. A good choice for a wanderer, not so great for one trying to change things.

The Dustbin of History (+10 points; cannot be taken with The Course of Human Events) The power to change history is in your hands... but you'll never be known for it. Somehow fate conspires that you never get to write the history books, so to speak. You may be a victor, and even respected at the time of the victory by those who bear witness, but mentions of you in historical records just fade away. This extends to include your companions as well. For an **additional 5 points**, you won't ever receive credit for *anything* great that you accomplish, even by those who bear witness, outside of the circle of your companions.

Betrayal (+15 points; requires one or more companion slots with the equivalent of 10+ points of undiscounted powers)

One of your companions, chosen randomly from the most powerful, will come to either resent you, or bitterly disagree with your goals. At a crucial moment they will betray you and your cause. You may be able to win them back, or kill them, as is your wish, but the damage will be done, and you will experience an incredible setback that will be challenging to overcome. Once they have betrayed you, you will be unable to affect the gifts you have given them in any way until the betrayal is resolved, one way or the other.

Any advanced knowledge of this betrayal is removed when you enter the world. You will not expect to be betrayed, and have no reason to; *even if you have telepathy*, the betrayal *will* catch you off guard. If your companions all die before the betrayal can occur, or you somehow take action that makes a serious betrayal impossible, then you immediately gain another drawback worth at least 15 points in place of this one, your choice.

If you do not strive to keep your companion slots filled, then you will lose the points gained from this drawback.

Tower of Babel (+15 points; cannot be taken with Polyglot) No matter how clever you are, or what tools that you use, you find that your mind is unable to retain more than one language at a time; this affects your companions as well. You can learn a new language, but as you gain proficiency in it, you will forget the one you knew before. At best, you could be half-competent in two languages at once. This includes both written and spoken. The one saving grace is that you and your companions somehow are always able to talk to one another.

Cursed by the Spirits (+20 points; cannot be taken with Spirit Singer) Your presence here greatly offends the spirits of the land, and they strike out at you maliciously wherever you can, or at your allies if you are too hard to reach. This manifests as horrid luck; a blade breaking, an enemy arrow striking true, a horse going lame. It's not *constant*, but you will suffer a statistically significant string of bad fortune in general. While no one thing will be enough to do you in, you have a few millennia of straws waiting to break your back.

Region Locked (+10 points) From the point where you first begin, you and your companions are incapable of traveling, in any way, more than 1500 miles / 2400 km in any direction. If you are reborn, it will be within this region.

Stormbringer (+15 points; cannot be taken with Stormsage) No matter where you go, the weather will regularly be extreme. This takes a full day of you staying in the same general area before the horrific weather will begin to take effect. This varies from thunderstorms, to blizzards, to droughts depending on where you are. Generally the effect focuses in on your immediate surroundings, within a mile, but if you are in lands that you care for, or near people that you wish to see prosper, the effect extends for dozens of miles.

Best not linger unless you wish to completely ruin the land you are in for human habitation. Stay in one place too long, and you can expect to be confronted by tornadoes, even earthquakes centered at your location.

Skin of the Outsider (+15 points; cannot be taken with Shapeshifting) Other than your companions, all peoples will always see your face and skin, and hear your accent as whatever ethnic group or people that they most despise. This curse affects your companions' appearance as well.

Nemesis (+20 points) There is someone else who came here, and they were given just as much power as you have, barring the points that you receive from this drawback. If you have a quest, you can be sure they will do everything they can to stop you from completing it. If you do not, they will do everything they can to see you dead. What's worse, is that they always have a general sense of the direction that you are in, though you receive the same for them. They cannot be reasoned with, only destroyed.

The point distribution of your Nemesis will tend to be a mirror of your own, noting that they will have 20 fewer points than you. If you have companions, so will they, and they will spend about the same proportion of points on them. If you have spent points on magic, so will they, though they may specialize in different schools. They will tend not to purchase luxuries like the Chrono-Computer or Book of Culture, however. Your Nemesis will take drawbacks equivalent in points to the non-Nemesis drawbacks you took. They will specifically take **The Slow Pace of History**, **The Course of Human Events**, and **The Dustbin of History** if and only if you do so. Their remaining drawbacks will be equivalent in points to yours, but they do not have to be the same ones.

If you complete a quest, then you can optionally either have your Nemesis disappear completely, or lose their forced hostility toward you, at your option. This doesn't mean they will be automatically friendly, and indeed millennia of conflict is hard to overcome, but it does mean they could now be won over.

Beastfoe (+15 points; cannot be taken with Beastmaster) Animals despise you and your companions. Something about your unnatural essence sets them on edge. Don't plan to ride a single horse in your time here, because they will ceaselessly try to throw you off, and other riders within 100 feet may be thrown from their horses frequently when not otherwise focused (such as in combat). When you near an animal pen, they all start to bey wildly, flailing about. Wild animals will be markedly more aggressive, and you can expect to be attacked by them regularly, even when it is suicidal for them to do so. This effect does not apply to anything smaller than a mouse, so you're free from insects, at least.

Supporting Cast (+10 points) What, you thought you were the hero of this piece? Sorry, bub.

First, select powers for yourself and all of your companions normally, including the use of these points.

Then, after all purchases are made, pick one companion that has no powers that you do not also have, and switch all powers that you and they received. Further, they become the default "leader" that other companions cooperate with at first. Note that this means while it is possible that you will end up with all of the **same** powers as the "leader", you cannot have any powers that they do not when all is said and done.

On the bright side, they will treat you as their "second" unless you do something blatant to jeopardize that. The new leader is the one that has to satisfy the conditions of any quests, though as a special bonus, you **both** receive the rewards for any quests completed.

Nearly Mortal (+10 points; +20 for Figure of Legend or Deity Descended) The effective level of **Impervious, Strength & Speed**, and **Regeneration** powers you have, or gain, decreases by 2, to a minimum of Level 0. The effective level of your **Reflexes & Reaction** decreases by 1, to a minimum of 0. You lose access to **Non-Reactor**, and need to breathe normally even if you have **Endurance**.

This applies to companions as well, and you cannot extend powers beyond your effective level to descendants or heroes. Note that if a quest is completed drawbacks are removed, and then any of the above perks that you have will operate at full capacity. The drawback is essentially not receiving their full benefit until a quest is completed.

Temporally Lost (+15 points; must start at physical "age" of 20 or higher) Oops! Seems you got sent back to 20,000 BC! Doesn't sound too bad? Well... this is the peak of the last Ice Age, for one thing, meaning that huge parts of the world's land masses are covered in ice. Also, there's only a few hundred thousand humans alive. What's worse is that your form of immortality only has 20,000 years of juice in it! If you don't manage to complete a quest by 0 A.D., then it will run out, and you'll begin to age normally in whatever form you have, losing any ability to be reborn.

You may choose to begin even earlier than 20,000 BC if you wish, but that is likely to make it even harder to complete a quest in 20,000 years. Keep in mind homo sapiens only fully emerged as a species around 100,000 BC.

Slow Rise (+20 points; cannot be taken with 'Nearly Mortal') When you start, you have no powers at all beyond your base unagingness, immunity to disease, and Level 0 abilities; the same applies to companions. Your powers appear and grow in strength linearly, reaching their full power at present day, or after 10,000 years, whichever is shorter. You do begin with any items you purchased, and your pocket dimension, but your powers do not advance while in the pocket dimension (thus pushing back the clock for achieving full power). No one that you grant power to can have powers in excess of your own.

This drawback is a special exception, in that it does not go away upon completing a Quest before present day.

Rage (+5) Even since you've arrived you've found it much, much harder to control your emotions. It's not impossible, but it will require regular focus and self-mastery to avoid fatal outbursts from sheer fury at times. 'Wellspring of Harmony' will not help to control these emotional swings.

Weak (+5; cannot be taken with 'Nearly Mortal') Regardless of what boosts you have, your strength will not exceed that of a teenaged girl; enough to move around fine, but don't expect to use a sword competently. Impervious will still protect you from being damaged, but not restrained.

Dust in My Mouth (+5; cannot be taken with 'Diet') You need nourishment, but everything you consume is utterly tasteless, bringing no enjoyment or pleasure.

Unpleasant Visage (+5; cannot be taken with Major Shapeshifting) No matter what face you try to wear, you are pretty homely. Like, a 3 out of 10. No one is going to be gasping at seeing you, and it's not likely to damage you much in a political sense, but you're going to have a much harder time seducing anyone. Might have to rely on your... *personality*. If you later have this drawback lifted, you may reshape your face to negate this effect.

Clouded Vision (+5) Regardless of what abilities you have, or what corrective equipment you attempt to use, your vision is very blurry beyond 20 feet (6m), and you can't see anything at all beyond 50 feet (15m).

Sleepy (+5) Man, you are... *yawn*... tired. You'll need 12 hours of sleep a night to feel fully rested, and that's just for regular exertion; get into a serious battle, and better make it 16. 'Endurance' does not change this need for sleep, but you can still receive its other benefits.

Deaf (+5, cannot be taken with Telepathy) Exactly as it says; you are unable to hear anything whatsoever. If you take 'Polyglot' you may begin with full mastery of sign language, though a companion to teach it to is recommended.

Choose Your Quests (Optional)

Quests are optional. All center around achieving true immortality through different methods. The effects of any drawbacks you took are removed upon the completion of any quest (unless you want to keep them, or otherwise noted by the drawback). Be aware that some drawbacks, notably the first three, will make certain quests literally impossible. Think clearly about the effects.

You may only receive the "Reward" from up to two Quests (and can designate which two), but can receive the "Unique Reward" from as many as you complete. For quests that give specific abilities, **if you already have the abilities that are being offered, you instead receive an equivalent amount in points.**

If the listed goals of a quest start with the words "By the time...", then you complete the quest as soon you have met the goals listed; if you complete that quest after the time specified, then you can get the Unique Reward, but not the normal Reward. If the words start with "At the time..." then you cannot complete the quest before or after that time.

The Historian Your actions have ensured that a true and unbroken record of human history exists.

Prerequisites: Wanderer's Journal OR Memory of the Ages Level 2

Goal: At the time the present day is again reached, an accurate portrayal of 80% of all major cultures, nations, wars, movements, inventions, literature, religion, art and philosophy from 5,000BC onward must exist. Much of this is likely to have to be done personally, or with the aid of companions. Whether you receive credit or not is on you.

Reward: The memetic and cultural force propels you to indefinitely agelessness. You may also extend this agelessness to anyone who meaningfully assisted you in your quest, companions or otherwise. You also receive **Artistic Prodigy** and **Polyglot** for free.

Unique Reward: You receive a variant of **The Book of Culture**, one that is linked to the culture of the world you are in now, and updates with any new additions indefinitely, no matter how far or wide humanity may spread. This includes any elements you may have missed in completing the quest.

Notes: The regular **Book of Culture** can help with this task, BUT if you interfere in the course of things in ANY way, the butterfly effect will ensure that events will diverge to produce entirely different art and literature. Even if you do leave things static, the Book of Culture does not include the details of wars, nations, etc. It will not be enough by itself.

The Myth Maker You have earned your place in the myths and legends of countless peoples of history.

Goal: By the time the present day is again reached, all of the following conditions must be satisfied:

- You must have been or inspired a figure of legend in at least twenty distinct pantheons, religions or mythologies, each of which was known to at least 100,000 people. These beliefs do not have to have survived to the present day. Different figures to different cultures, or all the same figure, is fine. Good, evil or neither is up to you.
- Each of the figures must be known for at least one of your special powers that you selected above.
- At one point in time, 90% of the living population, numbering at least 100,000,000, has to be able to recognize a reference to at least one of your mythological incarnations. They do not need to believe that you were/are real.

Reward: You become made from myth, and your agelessness is now indefinite. Further, any companions that became part of ANY of your myths (even in the most minor way), or later become part of one, are likewise eternally ageless. Gain ten points that can be spent on any power or ability that any of your mythological incarnations were known for, or to extend those powers to companions.

Unique Reward: You can always take on the form of any myth that you have created, appearing to others as how they envision that mythical figure. It is easy to convince others that you are, in fact, that myth come to life, and while in that form you may gain some small powers that people believe that figure to have even if you do not have them yourself.

God Emperor/Empress of Mankind You are something more than human... and you intend that it be known. Whether you are a benevolent or ruthless god is in your hands.

Prerequisites: Telepathy, Minor.

Goal: By the time the present day is again reached, all of the following conditions must be satisfied:

- There must be 1,000,000,000 or more human beings alive on Earth.
- At least 90% of the population must believe you are divine/godly in some way.
- The majority must actively worship you; they may worship other beings also.

Reward: You transcend the bounds of mortality, and your agelessness is now indefinite. You receive Major Telepathy and the ability to imbue Minor Telepathy. Further, you can now (optionally) completely stop the aging process indefinitely in anyone you imbue with Minor Telepathy.

Unique Reward: Your telepathic power is boosted extraordinarily. Hold hundreds of telepathic conversations at once as far away as the moon, read surface thoughts within 10 miles (16km), read deeper thoughts and memories of anyone within 1000 feet (300m).

A Dark God Humanity has either learned to fear you, or perished.

Prerequisites: Nemesis. Cannot have Stormbringer or Beastfoe drawback.

Goals: By the time the present day is reached, at least one of the following must be true:

- Intelligent life no longer exists on the planet, other than you and your companions.
- Intelligent life numbers at least 100,000,000, and 95% of it fears you utterly, with no will to even consider resisting your rule or commands.

Reward: You become a dark god in truth, propelled to complete agelessness. Any of your companions who are also feared by humanity (or all of them if you exterminated humanity) similarly become ageless. Receive 10 points to spend on anything **but** Blessed One and Wellspring of Harmony.

Unique Reward: You gain the ability to easily trigger earthquakes and volcanic eruptions. There must exist a faultline or dormant volcano at the least, but the events can otherwise be as catastrophic as you like.

Note: Take careful note of the prerequisite. Your Nemesis, here, plays the champion of humanity, and will do everything in his or her power to oppose you.

Singularity Maybe people know you are behind it, maybe they don't, but with your aid the course of human technology has advanced to heights unthinkable.

Goal: By the time the present day is again reached, humanity must have achieved "the singularity", as defined as the creation of an artificial intelligence smart enough to make itself smarter.

Reward: Fate is guaranteed to conspire to grant you immortality via technological innovation, and the ability to extend this immortality to others. Your powers will travel with consciousness (only with ONE consciousness if you replicate yourself); similarly for companions with powers. Unless you wish otherwise, fate will ensure that there is never a "robot uprising", and the AIs will tend to have humanity's best interests in mind. Finally, take 10 points that may be spent on Mental upgrades you do not already have OR that may be spent to give mental upgrades to companions.

Unique Reward: You gain the ability to interface with any technological device within 100 feet without needing I/O options. This allows you to automatically bypass computer security, and interact at a rate much faster than would be otherwise possible. Communicate with artificial intelligences as quickly as you can think.

Sorcerer Supreme You are the pinnacle of magical ability on Earth, and are revered, or feared as a great mystic.

Prerequisites: Two or more magical schools "Major" level; ability to imbue at least one school at any level.

Goal: By the time the present day is again reached, all of the following conditions must be satisfied:

- You have completely mastered at least two "Major" magical schools.
- You have taught at least the minor aspect of at least one school to one thousand students, helping them master their power; this does not require that they fully master it, only that you give them a "leg up". They need not all be still alive, and this could have been done very spread out over time.
- At one point in history, you are known to the majority of the living world, which numbers at least 100,000,000, as a powerful sorcerer/druid/mystic/holyman, etc. They do not necessarily have to have a firm conviction in your power, just know that you are known as such.

Reward: You become a conduit of true mystic power, and your agelessness is now indefinite. Receive 10 points that must be spent in the magical schools section. Further, you can grant indefinite agelessness to anyone that you imbue with a magical school.

Unique Reward: You gain the ability to loan out your magical power to others by touching them. You can either:

- Grant one person access to a school of magic you know without losing access to it.
- Grant up to three people access to that school for one day, but you lose access to it for the duration.

In either case, you can end the loan at any time, from any distance, and you cannot "loan" that same school of magic again until you have ended the previous loan. The borrowers gain all of your expertise and knowledge of the magic for the duration, but this extra knowledge disappears at the end of the loan.

Technophobe You have held back technological innovation and increased the superstitious nature of mankind.

Prerequisites: Cannot have Chrono-Computer or Book of Knowledge.

Goal: At the time the present day is again reached, humanity must number 100,000,000 or more, but cannot be using gunpowder (or any weapons more advanced than gunpowder) in mass, cannot have mastered the steam engine, or harnessed electricity. The majority of mankind must still believe in active supernatural intervention in their daily lives.

Reward: You harness the superstition of mankind to propel yourself toward eternity, and become indefinitely ageless; this effect is extended to your companions. Receive ten points to spend anywhere besides mental upgrades.

Unique Reward: You gain knowledge of an elaborate ritual that can *permanently* make a specific invention or innovation impossible in the world that you are in. The idea will become utterly unthinkable. Can be repeated, and reversed.

The Federation You have ensured humanity's peaceful expansion to the stars.

Prerequisites: Genius Level 2

Goals: By the time the present day is reached, all of the following must be satisfied:

- Humanity must be at peace, as a whole, meaning there is no real threat of war within the species any longer.
- There must be a total human population of at least 1,000,000,000 people (anywhere).
- Another planet or body, besides Earth's moon, must host a self-sustaining human colony, and colony ships of some kind must be underway to other stars.
- You must be recognized (under an alias, if desired) as having made major scientific contributions.

Reward: A serum is developed that prolongs life indefinitely. Unfortunately, it has horrific side effects if taken for a prolonged period. Fortunately for you, the immunity to disease that you and your companions have provides immunity to these side effects. Further, gain ten points to spend in either the Mental or Physical upgrades sections.

Unique Reward: You immediately gain advanced knowledge of bioforming tech; enough so that it will be possible to transform Mars into a second Earth within a century. You are not obligated to share this knowledge.

An Empire Eternal You helped found an empire, or supported an existing one, that lasted for a legendary span.

Goal: By the time the present day is again reached, there must have been a single empire that:

- Existed for 2,500 years; does not necessarily need to be continuous, BUT:
- Is recognized by historical authorities as being **one** empire, even if there were succession crises or occasional changes in leadership.
- Had true control over 10% or more of the world's land area for at least 1,000 years, not necessarily continuous.
- You are associated in some positive way with the success of the empire. You need not rule it necessarily.

Reward: The legendary nature of the empire propels you beyond mortality, and you become indefinitely ageless, along with your designated companions. You receive **Commander** and **Economist** for free.

Unique Reward: You, or one person at a time designated by you is almost universally regarded as having a "right to rule" over their kingdom. This doesn't mean every edict will be loved, nor will it cause those outside of the kingdom to change their attitude toward it, but there will not be any pretenders for the throne, and no regions of the kingdom will consider seceding. If a successor is designated by you, there will *not* be a succession crisis.

Free & Sustainable You have created a healthy earth where goods flow freely, and very few go without.

Prerequisites: Economist

Goals: By the time the present day is reached, all of the following must be true:

- There must be a population of 1,000,000,000 people
- 95% of the population must live in an area free of excessive restrictions on trade and information exchange.
- 95% of the population must have reasonably good nutrition, and access to at least basic health care.
- Pollution must be in a steady-state in terms of its effects on the environment (things can't be getting worse).

Reward: The spirit of humanity and earth come together to give you, and all your companions, eternally prolonged life. Additionally, you receive **Wellspring of Harmony** and 5 free points to spend on a non-destructive magical school.

Unique Reward: With a few minutes ritual you can cleanse the Earth (or another world) of any and all pollutants within a mile. This will not affect contained pollutants (e.g. oil in a tank), and any attempt to weaponize this ability will fail.

Multiplayer

Multiplayer RP can be fun, but come with some restrictions. You receive +10 Fate Points for participating in a multiplayer world. Deity Descended, as well as powers and abilities labeled "solo play only" throughout this document, cannot be used.

You must choose one of the following:

- Start a world, leaving it open for others. Include any decisions on whether any Optional Rules (below) apply. You gain the +10 Fate points, whether or not someone joins.
- Join the world of someone who has already posted a build and left it open to others. If you do so, you cannot use the World of Myth and Wonder DLC, and must abide by the choices they made for *their* World of Myth and Wonder if they used it; you start at the same time they do, and cannot take **Temporally Lost** unless they did (in which case you can also take it for the points, and begin at the same time they did).

You cannot gain the completion bonus from Quests that you did not actively and meaningfully contribute to. For example, you don't get the reward from **Technophobe** if you didn't significantly contribute to holding back technology.

You can only use the Nemesis drawback if another player agrees to be your Nemesis, in which case they get the drawback with the points as well.

Optional Rules

A Magic People - This rule makes it easier to imbue magic to people, as in Version 2.1 and earlier. The ability to imbue minor magic costs 5 points to imbue, and the ability to imbue major magic is 10 (you must have the magic you are imbuing). There is no explicit time needed to imbue magic, and teaching is faster, taking five years of teaching to get someone up to your level, and 10 years to achieve all uses that you know. This is not a recommended option, and it is *strongly* recommended that this rule not be used for RP games, as imbuing entire nations with Major Magic is both OP in such situations, and creates a lot of chaos that is hard to RP properly. Those who want a heavy magic setting will want to use the World of Myth and Wonder DLC.

The remaining optional rules are *only* relevant to a multiplayer "game". The recommendation is that you use either Hardcore or Mediumcore rules (because without them, death is a quickly revolving door), but do whatever is fun for you and other players.

Hardcore - If this rule is in effect, eternal rebirth is no longer a thing. Those who selected Figure of Legend will not be reborn, and those who selected either Immortal Wanderer or Master of the Cycle will only rebirth two times. The point of this rule is to prevent death being meaningless, to those who want more tension.

Mediumcore - Somewhere in between the normal rules and Hardcore, this rule only matters for Multiplayer. While active, anyone killed by another RPer adds an additional decade onto their rebirth time.

Safety Wings - For those who want a less stressful RP, this optional rule makes homelands absolutely inviolate to other players. You still have to buy Homeland, and this does not work against a Nemesis in a non-multiplayer game.