



**New World Guardian Jump
v0.3**

Original CYOA by Ordion Anon Jumpdoc by LJGV/Sin-God

Welcome to the *New World* jumper. That is perhaps not a fair thing to call it, as it is actually a world that some kinds of creatures have called home for a long time, but to the majority of humans now living here it is, for all intents and purposes, a new world. In this world there are many kinds of beings that interact with one another, though the largest groups are humans, a kind of creature we'll call *others* for the sake of giving them some sort of moniker, and more mundane creatures: typical wild animals like ducks, bears, and spiders.

While the world is vast and filled with many places to explore and creatures of all kinds to meet and interact with, your adventure begins somewhere on *Turtle Island* where a small number of humans have created five new settlements and currently reside in relative peace with the rare few *Others* who exist here and in comparative harmony with nature compared to the newcomers. The new settlements were formed over the last year and then ravaged by supernatural threats and menaced by monsters of all sorts during the cold, dark winter months and the day that the jump begins is one of the first after the first winter the people of Rolandton, Jacobstown, New Bet-Lechem, and Nieuwe

Oranjestad have endured. The survivors, hardened by their experiences, are more open to all sorts of aid and partnerships. Who, dear jumper, are you? Are you one of the survivors of the winter? Or are you a potentially friendly *Other*, something that some human history books and records sometimes dub a *Guardian*?

Take **1000 New Points** to fund your adventures. They'll help immensely in the days to come.

Author's Note: *This is a conversion of a CYOA by OrdionAnon (who also made the Cursed City Resident CYOA, another CYOA that I have converted into a jump.). Have a [link](#) to the CYOA.*

Starting Location

There are five starting locations in this jump. You select which one you'd like to start in, which will also serve as a sub-origin, giving you discounts on a pair of perks and an item.

1. Rolandton

The first potential starting location is Rolandton, a militaristic settlement inhabited by soldiers, disciplined warriors, hunters, and filled with weapons. This is a disciplined place with a lot going for it in traditional conflicts but plenty of monsters are resistant or immune to mundane weaponry so these fine men and women need help against the spookier threats of the new world.

2. Jacobstown

A fisherman's settlement on the coast, this place is fortified by strong walls and this saved many lives last winter. This is a decently balanced settlement occupied by people who aren't soldiers but successfully protected themselves against many threats. Still this place is haunted by strange creatures who cannot be stopped by walls and steel, and it is against those baddies that the people of Jacobstown need help.

3. New Bet-Lechem

This is a pious settlement founded by those who were religiously persecuted in their old home. They came to this land in pursuit of religious liberty and settled in the place they named New Bet-Lechem, and thanks to their hardworking farmers they successfully thrived in the months before Winter. As Winter approached some of their more faithful became thaumaturges, heroic figures capable of working miracles. This settlement actually thrives against incorporeal terrors and the monsters that lurk in the dark, but struggles against the threats that can brave the light and are corporeal in nature.

4. The Croanoake

A group of humans who have resided on Turtle Island for some time, but are actually comprised of two distinct civilizations: the Croatan, a copperskinned tribe who lost a war sometime ago and fled here, and the Roanoke, a community of paleskinned farmers once from the Westlands. These communities have blended together surprisingly well, their need of each other allowing them to overcome tensions that might normally break such a community apart. They have begun to carefully and slowly work together, and their medicine men can protect against some threats that other communities might struggle with but the sheer range of external threats means they will need your help in the days to come.

5. Nieuwe Oranjestad

This community consists of a group of Westlanders who hail from a different kingdom than the people of Rolandton, Jacobstown, New Bet-Lechem and the Roanoke do. These

humans forged pacts with strange beings in their native lands known as Fae, and interbred with them, producing children with human and fae traits, and who could use magic. Some fae have even come over, and now reside in Nieuwe Oranjestad. The curious magic of the Fae and their hybrid offspring was effective against some local threats but they'll need more help than just that to survive another winter.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

There are two tiers of origins in this jump. The first kind of origin is your location origin, determined by your starting location. The second kind of origin reflects your more essential nature, whether you're a human being or a *Guardian*: a rare kind of supernatural creature who has thrown your lot in with humanity and collaborates with them.

All origins are drop-in compatible. The Guardian's origin becomes an alt-form in future jumps.

Human

Humans. Humans originate from a region known as *The Veld* and have invented all manner of technologies. Slowly but surely humans immigrated out of *The Veld* and moved to other places. Some settled in *The New World* (the continent in which Turtle Island is located), but many went to other parts of the world. It is only recently that humans have entered *The New World* in sizable numbers, though even before the recent wave of migration there were enough humans to begin to slowly weaken supernatural creatures. Turtle Island is one place where it was only very recently that creatures like The Guardian have begun to struggle a bit. Humans in this world have even invented magical technology that allows them to slightly mimic the abilities of actual magical creatures such as fae and assorted other monsters.

Guardian

Guardian does not refer to a specific type of supernatural creature but rather to the rare brand of monster/supernatural creature that chooses to ally with humans. This is invariably a trade of some sort, with the monster gaining as much as the humans do. Throughout the world guardian monsters exist and collaborate with humans, though in many places they aren't quite as pivotal as any guardian monsters would be in Turtle Island: a place where the supernatural still abounds. Your guardian form and the exact nature of your abilities are determined by choices you make in the Guardian Form Customization section. That said, as a guardian you are naturally magical and have potent natural features that make you a deadly foe.

Perks

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

General [Undiscounted]

Neighorly [200 NP]

You are a member of one community but you don't have to be so limited if you don't want to be. This perk has two effects: firstly it allows you to, for this jump only, select a second origin but only of the location variety. So you can choose to be affiliated with both Rolandton and New Bet-Lechem, for example, and gain the freebies and discounts of both communities. Secondly this also sharply improves your ability to get communities to work together, an essential practice against the things that hide in the dark and strike over the winter. This incredible boost may well be what you need. This perk can also be purchased repeatedly, keying you to new communities every time and also improving your inter-community organizing skills every time.

Fantasy Fertility [200 NP]

You have the robust fertility of the people of this world. You are not only more attractive to members of other species, you are also capable of successfully mating with them and having healthy, viable, fertile offspring. These children will have the traits of both you and your partner that you desire them to have. This perk also boosts the impact of your most attractive traits to those seeking a partner and with even a bit of interest in you, so long as you're also interested in them.

Location Origin Perks

Discipline [100 NP/Free for Rolandton]

You have the temperament of a skilled soldier with steely discipline and an eye and ear for sound strategy. This alone won't be enough to defeat the darker things hidden in secret corners of Turtle Island, but there is power in discipline and tactics that can allow even one man or monster to play a bigger role beating back the dark than someone might normally anticipate. This effect also spreads to others around you, allowing you to more effectively lead a hunting, raiding, or scouting party.

Steel Vs. The Supernatural [200 NP/Discounted for Rolandton]

Normally steel shouldn't be very effective against ethereal things, but you have researched metallurgy, conducted scholarly, scientific research, and somehow your steel works just a little bit better against the supernatural. It's not clear why it works, it shouldn't by any reasonable accounting, but yet it does. This doesn't grant your weapons the ability to completely ignore supernatural defenses, but it does give you the ability to surprise and wound even spirits with mundane weapons, and gives you an idea of how to use regular old steel against even the strangest supernatural foes.

Enough For All [100 NP/Free for Jacobstown]

The people of Jacobstown have discovered something important: there is enough on Turtle Island for everyone to get by, if people just work together and help each other as much as they help themselves. You are a hard worker, and you have a striking natural affinity for finding what you and those you care for need, particularly but not just when

it comes to food. You are also an immensely skilled fisher and woodworker, and you know how to use even inhuman anatomies to achieve results in these areas.

Fortifier [200 NP/Discounted for Jacobstown]

The walls of Jacobstown are good at keeping out mundane threats, be it from wild animals or simpler supernatural beings. And now you know of local folk methods for making them even better, somewhat able to contend with stranger things and capable of repulsing and repelling some of the nightmarish beings that normally bypass such barriers. These methods aren't perfect but they are worlds better than most and they make this already surprisingly safe place safer, as well as can help protect other places against the many odd monsters that roam Turtle Island.

Jumper Of Faith [100 NP/Free for New Bet-Lechem]

You know of Christianity, or at least this setting's take on it, quite well. You are intimately familiar with its creeds and teachings and can easily become respected by those who value knowledge of The Good Book. People of faith, particularly Christianity or faiths that are clearly other universe's versions of Christianity, naturally see you as more charismatic, spiritual, and can easily come to see you as an angel or some sort of sacred beast if you are inhuman. You are particularly good at offering spiritual counsel and finding utility in faith.

Miracle Worker [200 NP/Discounted for New Bet-Lechem]

It seems that you have gained the power of *Miracle Work*, also known as Thaumaturgy. This is a curious skillset and a power that is often tied to faith. Its relation to magic is not clearly understood as magic exists in this setting and is something many supernatural creatures are capable of performing (and something many fae, a type of supernatural creature people from Nieuwe Oranjestad are familiar with). This power set grants access to miracles, and while these miracles are not easy to perform as you gain more familiarity with them you'll find that what you can do is usefully varied. This is a faith based power, and the more faithful you are, or seem, coupled with belief others have in you makes what you can do stronger and more varied (though this perk also protects you against losing access to this power based on changes to your faith or transitions across jumps cutting you off from friends and followers).

Blended Community [100 NP/Free for The Croanoke]

The people of The Croanoke are clever folks, men and women who overcame tension and disagreement and sought the wisdom in each other, while sharing their own wisdom freely. There is something admirable in the open mindedness needed to successfully do what they did, though the pressures of life and death situations served as a strong way to bring people together. You have found that you are incredibly talented at learning from people with viewpoints quite different from yours and sharing your own insights with equal ease, and you can get people to set aside even serious disagreements in the face of threats both imminent and far-off, making you a talented communicator and mediator, skills essential to the continued survival and growth of the Croanoke.

Medicine Jumper [200 NP/Discounted for The Croanoke]

You have an impressive knowledge of herbal remedies, folk medicine, and even spiritual remedies for all sorts of maladies. This knowledge updates in future jumps and the

knowledge you gain will also be helpful in some way to combating and curtailing supernatural threats, particularly more esoteric ones that are not dangerous due to menacing bodies but because of eerie powers.

Interspecies [100 NP/Free for Nieuwe Oranjestad]

There is something strikingly cosmopolitan about Nieuwe Oranjestad's history with non-human supernatural creatures, and it has rubbed off on you. You are adept at communicating with non-hostile supernatural forces and are also quite lucky when it comes to finding them, something which on Turtle Island is not impossible but takes some level of luck and skill as most supernatural forces here will be hostile. Your skills don't just end at talking to non-hostile supernatural forces, you are quite good at befriending them and even getting them to help you and your community! This skillset is immensely handy in this new place, and you will find that you can quickly rise in prominence in your community if you properly harness the knowledge that you possess. Also supernatural creatures are notably less hostile to you, and many even find you somewhat attractive, allowing you to gain favor and influence in a whole new way.

Fae-Like [200 NP/Discounted for Nieuwe Oranjestad]

Are you a fae or fae-blooded person? Hmm... You are certainly naturally magical, which is a very rare skillset among humans. Your magic is a natural thing and you innately know many cantrips and spells related to nature, such as spells that allow you to control vines or spells that allow you to understand animals and plants. Your knowledge is a natural, instinctual thing, a sense in your blood moreso than an academic, rigorous thing, and as you go from jump to jump you'll naturally learn more magic as you get stronger and interact with different worlds.

Human

[100 NP | Free for Humans]

[100 NP | Free for Humans]

[200 NP | Discounted for Humans]

[200 NP | Discounted for Humans]

[400 NP | Discounted for Humans]

[400 NP | Discounted for Humans]

[600 NP | Discounted for Humans]

Guardian

Pragmatism [100 NP | Free for Guardians]

In the New World humans and *Others* alike have to be pragmatic. This perk both makes you more pragmatic and also makes those you seek to peaceably interact with more pragmatic, allowing them to be more open-minded and easier to communicate non-violently with. In the New World harsh conditions make for strange bedfellows, but with this you'll be much better at making alliances in general.

Raison D'être [100 NP | Free for Guardians]

Guardians ally with humans for a number of reasons. The four central reasons are to procure more food, to have access to more social interactions and potentially make more friends, to secure a mate, or out of sympathy and compassion. You can select one of these reasons once a year and find that all of your efforts focused to that end are more effective and the results you attain from actions to those ends are better than they would be. If you choose to center getting food as your central reason for an alliance you find that you get more food and do so more easily, if you focus on friendship your charisma is more universal and more boosted, if you wish to have a family it is easier for you to romance someone and you become more fertile (and pregnancies you cause or endure are easier, safer, and pain-free), and if you are sympathetic then your efforts at protecting humans are altogether more likely to pay off. As you make more alliances in future jumps you can gain new reasons for alliances and you can make them your central reasons, which improves actions related to them. This also bolsters those you're in alliances with, though to a lesser degree (and this is most focused on whatever you've chosen as your central reason for the alliance). The longer you go without changing a reason the bigger the buff becomes, which encourages and rewards longevity in decision making.

Guardian Majesty [200 NP | Discounted for Guardians]

Guardians are striking examples of their kind, and their existences garner respect even from other *Others*. You are no exception to this and are an impressive example of your kind, impressing others with ease and amplifying the effects of the impressions you leave.

Ancestral Advantage [200 NP | Discounted for Guardians]

Supernatural Slayer [400 NP | Discounted for Guardians]

Preparations [400 NP | Discounted for Guardians]

Winter is coming. It is an intractable, inescapable reality of life in the New World that winter is ever-looming. You understand the importance of proper preparations. Your efforts to prepare, both for winter and for other events and inevitable moments, are incredibly more likely to pay off.

Living Off The Land [600 NP | Discounted for Guardians]

Your particular type of *Other*, like many different types of *Others* has an ability to draw sustenance directly from the land itself. This incredibly handy and powerful ability is

not without limits, and it is especially curtailed by human activity and their modifications to nature, but this perk massively empowers this base ability and universalizes it across your alt-forms. While the precise mechanics of this power are not well understood it essentially seems to be that the more bountiful and untouched by civilization land is the more sustenance you can directly and passively gain from it. This means that certain areas give more than others, with frozen wastelands giving none while many other places have plenty to give even ones that at a glance may seem to lack life like a sandy desert home to more cacti than animals. The fiat-backed form of this gives you sustenance keyed to your equipped form at all times though how much it gives is based on how verdant and untouched by civilization the area you're in happens to be. This means that so long as there's some life in the region you're in you'll receive a trickle of sustenance but if there is a civilization on par with humanity when it comes to the purposeful destruction of nature for the sake of their own convenience in the area this amount will drastically drop. Crucially this perk also gives you insight into how to heal the land and figure out how to bolster how much direct sustenance it gives you, as well as knowledge that some activities like farming harm the land's ability to provide you with energy far less than other activities do.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

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

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

Location Items

[200 NP/Free for Rolandton]

[200 NP/Free for Jacobstown]

[200 NP/Free for New Bet-Lechem]

[200 NP/Free for The Croanoke]

[200 NP/Free for Nieuwe Oranjestad]

Human

[100 NP | Free for Humans]

[200 NP | Discounted for Humans]

[400 NP | Discounted for Humans]

Guardian

[100 NP | Free for Guardians]

[200 NP | Discounted for Guardians]

[400 NP | Discounted for Guardians]

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend NP to import companions into this jump, giving them 600 NP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 NP per person you do this for, or you can spend 200 NP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 NP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 NP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 NP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

[100 NP]

[100 NP]

[200 NP]

[200 NP]

[400 NP]

[400 NP]

[600 NP]

[600 NP]

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

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

Notes

-WIP Note. So long as you can see this note, this is a living document. Expect to see differences between any version of this document that has this note and any version that does not.

-This jump was created on June 4th, 2025, but only reached 0.3 status (WIP status) early September 12th, 2025. The preview was the completed location origin perks.

-The source material for this jump is a lot of fun. I hope peeps go check it out. Ordion Anon makes some good stuff, very high quality CYOAs.

-Please note that I am prone to making somewhat spontaneous feeling changes to a jump document I am working on. The number of items, for example, is very likely to fluctuate during development. I mention this because I use a template for many of my jumps and whichever template I use often ends up influencing the initial number of items on display in a jump's early WIP stage.