BIG EYES, SMALL MOUTH

Jumpchain

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Ages ago, an unknown entity or organization referred to as 'The Weaver' bound together many worlds into the Cosmic Web. Formed of interdimensional waylines, each connected world holds gateways that a being may enter to ride the wayline to a matching gateway on another world. Some races believe the Weaver to have been a god and revere it, while others believe he, she, it or they to be of less divine stature. But the existence of the Weaver, or its power, cannot be disputed. Besides the gateways, a few relics crafted by the Weaver that manipulate the Cosmic Web still exist and function after more than 10,000 years.

The world of Earth bears the most wayline connections - eight - a number held auspicious by those who deify the Weaver. Earth was once considered considered neutral ground by all worlds, but with the disappearance of Earth's gatekeeper and protector Ozymandius, a mage of near-divine power, the six remaining representatives of the Prime worlds have been often deadlocked in debate. They have since turned to sending agents to build power bases, recruit like-minded souls, and influence society and public consciousness. None yet dare move openly, and the people of Earth are ignorant as to the delicate shadow-war occurring just out of sight.

There are a few on Earth who are aware that they work for otherworldly forces. Aradia recruits magical girls to counter cultists who believe the hellspawn of Bazaroth to be true demons. Businessmen are sent by Imago to work their way up the corporate ladder and take control of key infrastructure, while psychics from Enid search for new recruits among Earth's population. But even those that are 'in the know' are rarely told the whole story.

And beyond Earth, beyond the slowly brewing conflict and each world's troubles, there is at least one unknown threat hailing from the Beyonder Worlds. An invasion that extracted a brutal toll from the Prime World's defenders was defeated in the end, but the attacker's identity, world of origin, and motives were never discovered. Many look to their strange corpses that still linger unburied on Bazaroth, disturbing in visage and refusing to decompose, and wonder if they might reappear one day...

It's a big multiverse Jumper. There are many worlds to explore, and there's sure to be something that interests you out there.

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Given the wide assortment of heroic figures and the occasional gender-swapping, you may choose your age and gender for free.

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Location

(Roll 1d8, or pay 100cp to choose)

One of these options is your homeworld. You may begin on your homeworld for free.

Earth lies at the center of the Cosmic Web, connected to the six 'Prime Worlds.' Each Prime World has connections to all but one of the other Prime Worlds, and an exclusive connection towards two of twelve Inner Worlds. The Inner worlds are connected in turn to the Outer Worlds, mysterious and little-explored, bearing environments and inhabitants that are quite alien in nature. All else are the Beyonders, mysterious and uncharted worlds and pocket dimensions that have no gate connections, requiring physical travel or unique methods to reach.

1 - Earth

While the vast majority of its citizens are unaware of the cosmic web, those in the know refer to this world by its true name: Omphalos. Appearing mundane on the surface, it lies at the center of the cosmic web and is thus host to many otherworldly visitors that keep both their forms and intentions carefully disguised. Some are refugees, other are adventurers, merchants, or agents trying to push the society of Omphalos closer in alignment with the agenda of a particular Prime World.

Aside from each of the the Prime Worlds, a seventh wayline leads from Earth to a hidden pocket dimension. Here the representatives of each of the Prime Worlds meet to do business and debate inter-world policy. An eighth wayline flails free and useless, severed at the point of destination. None alive can say for certain where it originally led, or how or why the connection was severed.

2 - Aradia

A paradise inhabited by the angelic Asrai and the fairies they took in after the world of Arcadia was destroyed. The world is unspoiled and breathtaking in its natural beauty, with pastoral villages scattered among small continents and vast unbroken tracts of greenery. Home to many 'mythical' creatures such as unicorns and griffins, the only innately evil beings here are those twisted by the Wormwood Blight, an area corrupted by the cosmic cancer that followed the fairies here during their evacuation. The forces of Aradia fight to contain the Blight even as they send teachers and warriors to counter the influence of evildoers in other worlds.

Aradia has no wayline to Bazaroth. All gateways leading to the Inner World of Arcadia were permanently sealed.

3 - Bazaroth

A world tidally locked a close orbit around a dim red dwarf star, Bazaroth is wracked by volcanism and violence. The majority of demonspawn live on the night-side, carving homes out of volcanic vents and frozen oceans. The day-side is a chaotic mess of jungle and swamp, where geology and radiation leaves life in the grips of constant mutation and flux. Even without their natural lust for power and domination, ancient stories teach the demonspawn that the Weaver tasked them to hunt and stir terror among the worlds of the Cosmic Web so that they would not fall into complacency and weakness.

Bazaroth has no wayline to Aradia.

4 - Cathedral

The single living world among a chaotic globular cluster called the Orb Radiant, the gateways leading to this galaxy are centered around the latest flashpoint of potential conflict between the homogeneous society of the Fusion and the loosely-allied worlds of The Galactic Trade Authority. The Orb Radiant is a nesting ground of the Plasma Birds that enter this dimension to spawn, and the creatures are biological hyperspace engines that are viewed as sacred by some alien species. Privateers, scientists, poachers and zealots clash in this area, skirmishes even as they fear the outbreak of interstellar war.

Cathedral has no wayline to Imago

5 - Enid
This world was once much like modern-day Earth, save for the development of psychic powers among a small percentage of the population. The psychics of Neo-Logos predicted disaster, and were the only ones prepared for the super-storms that ravaged the planet and forced the survivors underground. Paranoia and scare resources led to war, and the armies of the psy-fearing Global Alliance are currently in a stalemate against the League of Arcologies. Legions of tanks are matched by squads of psychoframes, massive humanoid robots that amplify their pilot's psychic powers. The war only hampers both side's efforts to repair the ecosystem, and makes it easier for infiltrators from other worlds to exploit the chaos for their own ends.

Enid has no wayline to Ikaris

6 - Ikaris
This world is dominated by an immense super-continent, bisected almost perfectly by an immense mountain range. To the west are the Shards of Azar, successor states of the once-great Empire of Azar now divided into nine squabbling principalities. Each is ruled by a powerful
Legate as a feudal magiocracy, served in turn by archmagi, their apprentices, and landed sorcerer-lords who control smaller areas in their master's name. To the east across the vast continental desert known as the Anvil of God is the Land of Seven Stars, also called the Heavenly Coast. Tezra the Just was assassinated when his dreams of unity were met with suspicion and jealousy, and it fell to his son to bind the seven cities together by conquest in order to present a unified front against the many dark forces here. Despite the best efforts of Tenrai the Conqueror, rebellion and monsters still threaten the fragile peace and burgeoning prosperity the land now enjoys.

Ikaris has no wayline to Enid

7 - Imago
An Earth that may yet be, Imago is technologically advanced and old national boundaries have fallen away. Now the Global Economic
Oversight (GEO) co-ordinates relations between mega-cities and world-spanning conglomerates. The World Police acts on the GEO's behalf to deal with international crimes and investigate corporate wrongdoing. Daily life offers a plethora of 'bread and circuses' from the play-battles of genetically-engineered 'neomorphs,' persistent virtual reality games with millions of players, and sports that need powered exo-skeletons to survive playing. These same technological wonders often spawn horrors that stalk alleyways and less developed areas, away from the glitz and the neon lights.

Imago has no wayline to Cathedral

8 - Free pick
The Weaver has smiled on you. You may begin on Earth or a Prime World of your choosing.

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Backgrounds

Beyonder (Drop-in)
The Cosmic Web connects many worlds, but you come from beyond even the Weaver's sight. In this multiverse people of mysterious origins are not so uncommon, but the power they bear is well-known to often be the herald of great and sudden changes.

Adventurer
Even in the more peaceful worlds, there are people who work to advance themselves, to pursue knowledge, or simply seek new sources of amusement. You are one such individual, and every world has challenges and mysteries enough to satisfy all but the most ambitious. For these rare few, the gateways to other world beckon.

Agent
You travel the Cosmic Web not for your own sake, but for the sake of your world. You are tasked to observe, trade and communicate with your world's allies, and disrupt the plans of your world's enemies whenever possible.

Native
From the maggot-broods of Bazaroth to the fantastic beasts of Aradia, every world has its own unique forms of life. You are a creature that seems to embody the spirit of your world, and the most potent among them can bring little pieces of home with them wherever they go.

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Species

0cp - Demi-Human
You are a human or a species comparable to one, such as an elf, dwarf, or orc. Non-humans may be slightly tougher or longer-lived than humans, but there is always some kind of trade-off. Orcs were designed to be strong not smart, and elves might be naturals with magic but they are also quite frail. This option also covers animals of unique intelligence, who are larger and stronger than other examples of their kind but still have much growing to do.

100cp - Fairy
Refugees from a destroyed world, most of the fey are tiny and average 20-30cm tall. Winged and mischievous, they are physically fragile but spiritually robust and innately capable of casting simple illusions. This ability can be improved with time and training.

100cp - Hybrid
Love is a powerful force. So is magic. Also the Cosmic Web is awash in perverts. Some combination of these or other factors have resulted in your birth, being part humanoid and part...something else. From half-dragons to (possibly) the nekojin, you bear vestigial signs of your parentage that mark you as unique. The mixing of species makes you surprisingly tough, and Hybrids inherit a low-level power derived from that of their parentage, like a dragon's fire breath or an animal's highly acute senses.

200cp - Grey
A fragile but highly intelligent and advanced space-faring race that travels the Cosmic Web to gather knowledge and perform research. They prefer to remain neutral in both local and multiversal politics, but act benevolently when circumstances permit. All Greys are innately psychic, able to generate telekinetic forces to attack or shield themselves.

300cp - Exemplar
Your existence is a powerful one, possessed of greater innate abilities than the rest of your kind. From dragons to high elves to those with divine blessings or infernal mutations. The strength of your body, mind and soul strain the limits of mortal capacity, and one of these aspects are enhanced even further.

600cp - Living Machine
A dead and distant Beyonder world is home to a race of gigantic living machines. Their creators are long vanished, their origins a mystery. All living machines are trained and built for battle, capable of self-repair with built-in weapons and incredibly durable armor. They have no biological needs or weaknesses, and are a rare sight among the Cosmic Web. They bear a great hatred for a mysterious species that once attacked the Prime Worlds in the distant past, but otherwise speak and share little with others. To ease your travels, you have been outfitted with a technological module that allows you to go from human-sized to several stories tall and back again at will.

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Perks
(Undiscounted)

100cp - Key
Here, each of the many gates between worlds have a matching key, someone whose soul is attuned to this particular connection and has power over it. They can open or seal their gate at will, and their power moves to another after death. Due to your unique nature, you are instead attuned to any persistent portals through space/time/dimensions you've created through any means. You may keep open or seal shut these portals as you will, and no other power or method can trump your decision in this regard.

200cp - Homo Psyche
Psychic powers are not magical in origin, but are not yet explainable through science. You are one of the few humans who have taken the next step in your species' evolution, or perhaps you are an experiment or unique mutation among non-humans. Using psychic powers requires less energy and has fewer risks than magic, at the cost of being weaker and much narrower in focus. Every psychic has a specialty, like self-biological control, telekinesis, or precognition, but with time and great difficulty may eventually branch out and develop new powers.

400cp - Dynamic power
Alchemists may brew potions and ninjas have their tricks, but you are one of the few with a true spark of power. You are a capital-w Wizard, and seek mastery of a particular concept. In the beginning, you can manipulate your specialty in a tangible sense and have a talent for creating items aligned with its nature. With practice, you may branch out slightly, allowing for a water-wizard to manipulate ice and steam. True masters can evoke their chosen power in a more conceptual sense.

Chose an aspect of reality. This may anything from Weather to Gravity, as specific or abstract as Water or Silence, or one of the primal forces of Time, Life, or Death. The broader and more powerful the chosen aspect, the greater the cost to use and the difficulty to study. A student of Swords might be conjuring blades out of pure magic after only a few years, but one who studies Life and Death will need to dedicate lifetimes of work before they could give life to the unliving or bring death to that which was never truly alive.

600cp - Skeleton key
Some extremely rare individuals act as Keys towards locks of all types. From the digital to the magical, any seal, barrier or container that can be 'unlocked' will do so at the touch of a Skeleton Key. A Skeleton Key may also choose to permanently destroy any sort of rift, portal or passageway through space-time, and they have an innate sense for their presence and can scrutinize these things to learn

more about them. When using their powers, a glowing infinity symbol appears on the user's forehead.

Among the Cosmic Web, Skeleton Keys are highly sought after to be controlled, exploited or destroyed and must take the 'Hunted' and 'Skeleton in the closet' Drawbacks for no points. Post-jump, the glow that accompanies their use of power can be suppressed.

Perks
(By background)

Drop-in

100cp - Safe landing
By picking the drop-in background you'll be dropped in to this setting. From really high up. It's funny because otherwise you'd die without this perk. Hitting the ground after a fall simply doesn't hurt you. Getting suplexed does, as does being knocked into or through an obstacle, but this sort of secondary impact will hurt slightly less now. If you would fall on something dangerous, like lava or a pit of spikes, you'll miraculously land on a cool rock or end up contorted in an odd position and un-impaled. Getting out of that situation is a different problem...

200cp - Otherworldly charm
There's something about you that others find inexplicably likeable. Is it the vapid, aimless look? Perhaps your harmless, pathetic demeanor? Your stupid and ineffectual attempts at chivalry and heartfelt outbursts about protecting others? Well...you do look pretty good. And you somehow manage to occasionally know just what to say at just the right moment to turn someone's world upside-down. You seem to be able to work with and get along with almost anyone...hell, even demonspawn won't kill you on a whim if you're polite and can offer a bit of interesting tribute. How do you do it?

400cp - Universal translator
Isn't it convenient how everyone in the multiverse speaks modern Japanese? For the sake of moving the plot along, you'll inexplicably arrive here able to read and speak any language you encounter. If you met an intelligent creature that cannot or chooses not to speak, you could probably communicate basic concepts through body language alone. Even if they are based in a purely linguistic format, this perk will only provide small benefit in dealing with codes, ciphers and puzzles, and effects that conceal a messages' true meaning will still confound this power.

600cp - Divine Relationship
Fortune favors the fool, and you are greatly favored. Minor inconveniences are a thing of the past, and you'll enjoy many happy coincidences in day-to-day life. Your enemies seem quite clumsy at times and you may well trip over a great treasure one day. You are so lucky in fact that once per jump you will avoid, almost purely by accident, something that would have ended your life or a situation that would have brought you great misery. Perhaps a warlock's spell will backfire because he mishandled the reagents before the battle, or a shortcut will present itself on the way to save someone dear to you who is in immanent peril. Beware that luck is not something that can be forced, and trusting this blessing to let you breeze through danger without any effort on your part will only lead you to an ignoble end.

Adventurer

100cp - Quest board
Self-employed layabouts that they are, adventurers need work to pay the bills. At least you're very

good at finding someone that needs work done, and the job will usually align with your skillset. Usually. It won't always be easy, enjoyable, or pay well, but paying work is paying work.

200cp - The pointy end
Combat is a fact of life, and dangerous beasts exist even in the more peaceful worlds. You're pretty buff, and you know how to move in armor and handle a shield. You're familiar with a wide assortment of the more common weapons and can swing them with enough skill to handle the average bandit with ease.

400cp - Thick skull
Out of sheer tenacity, hot-bloodedness, DETERMINATION, or just being too stupid to realize you're in over your head, you are considered one of the bravest people around. Your sheer willpower will allow you to power through fear and make it very difficult for someone to take control of your body or mind. Possessing entities are in for a very bumpy ride. And as the name of this perk implies, you have a very, very, VERY hard skull. It might as well be lined with crash pads and steel plating. Your brain is in a very safe place.

600cp - MAMORU!
You will ABSOLUTELY NEVER FORGIVE anyone that lays a hand on what is important to you. Whenever someone or something you care deeply about is threatened (except yourself, no matter how narcissistic you may be) all of your powers, attributes and skills will receive a boost proportionate to the depths of your feelings. What you defend could be a loved one, a nation, or even an entire world. This isn't limited to combat. You will work just as hard when curing a sickness or trying to solve a crisis. So long as the danger and your devotion is genuine, of course. No strapping your waifu to your shield and using her as a stat-stick.

Native

100cp - Child of the land
From learning to live in isolation or a beast's natural instincts, you know how to survive in the wilderness. Hunting, foraging, and building or finding shelter is old hand for you. You've a decent sense of direction and a nose for weather as well. These skills will quickly adjust to the new environment if you travel to a different biome or even a new world.

200cp - Elerad
The Elarad of Aradia are animals of unusual intelligence that can speak normally despite the structure of their biology. Now you share that same trait regardless of whatever form you wear. Even if your new body doesn't have a way to produce or perceive sounds, you can still audibly 'speak' and hear with the same fidelity of your original body.

400cp - Home field advantage
You are the lord of your domain, which is wherever you reign unchallenged, on CP-purchased territory, or at least the place where you lay your head. Whenever someone intrudes on your territory you become instantly aware of it, awaking from sleep if need be. This trumps any attempt at concealment or disguise, but you'll have only a vague directional sense of where any intruders are. Within this area, you are also slightly stronger, and intruders are slightly weaker.

600cp - Genius Loci
The longer you stay in an area and the greater control you have over it, the more the local environment

changes to match your nature. The home of an eldritch being casts disturbing shadows and wrecks havoc on dimensions and angles, while an angelic creature can birth an oasis of light and peace in even the most corrupt and chaotic world. You will also find that effects in line with the area's new nature to be more effective and easier to use.

Agent

100cp - Well-spoken
Words are your weapons. You can use them to lie, inflame hearts and sway opinions, and your poker face is incredible. You never have to worry about tripping up or confusing the many different stories you've told to different people.

200cp - Do you want to make a contract?
You're an interdimensional traveler here to bestow magical power on worthy individuals to fight a great evil. Sound ridiculous? Not to the people you talk to. No matter how outlandish, absurd, or obscene, as long as you're being honest people will take you at your word. They may still ask for proof, but they won't freak out when you deliver and will always carefully and objectively consider your offer.

400cp - Cloak and dagger
There's really no nice way to say it, no matter how supposedly benevolent your agenda might be. You're a spy. To be fair, you're a very good spy. You're both incredibly sneaky and perceptive almost to the point of being psychic. You can pick a pocket and palm objects with aplomb, and your plans are solid, even when you're got maybe two minutes to come up with something new because everything just went to hell. Your talent for infiltration might be compared to a ninja, but it would probably be easier for you to get in through the front door.

600cp - Diplomatic immunity
Sometimes you're sent on official unofficial business to another group you're not officially supposed to talk to. You're expected and thus it would be very impolite to kill you, no matter how much your hosts might want to. But even when you're not unofficially doing anything official, people tend to assume you're still on the clock. So as long as you don't give them an excuse, they won't do anything more than keep a close eye on you. Traps, mindless beasts, and the more bloody-minded won't care about this protection, but 'civilized' groups will avoid overt harassment and allow you passage through their territory so long as you behave yourself. Unless you're caught doing dirty deeds, the worst anyone will do is escort you out of their territory.

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<u>Perks</u>
(By Homeworld)

Omphalos (Earth)

200cp - New in town
People don't question your quirks or strangeness, and you give off a kind of vibe that make it hard for people to feel suspicious about your actions. Why, you could walk up to someone at random and ask for a little exposition on current events and to point at your location on a map and they'd never even question your lack of common knowledge.

400cp - Easy expert
When you set out to learn a new skill, you master the basics almost instantly. You'll never have any kind of difficulty getting the 'trick' of doing something, even if it's something supernatural. If there's any sort of risk involved in activating a new power, the process will be almost completely trouble-free for you. After you've got the basics down, your skills will continue to develop at a noticeably faster rate than most.

Aradia

200cp - Stormborn
The natives of Aradia, the humanoid Asrai, all possess small feathered wings that can expand out to full size when needed. Whatever your origin you can now manifest wings as well (or enhance wings you already possess.) You're a very talented flyer, and these particular wings rely more on magic than air resistance to function. While you can't fly faster than the average bird of prey, you'll be able to hover, fly backwards, lift off from the ground, and pull off other maneuvers that would be impossible for other avians.

400cp - Exorcism
You are an enemy of all that is evil, acting as healer and a warrior. You know a variety of rituals that allow you to break curses, purge sickness and corruption, and expel possessing entities. When evil must be combated directly, your body and weapons are shrouded in holy power, blunting the attacks of evil creatures and making your own attacks hit them harder.

Bazaroth

200cp - Cull the herd
In the infernal hierarchy, your superior in rank may be your inferior in strength. It is your duty to slay such presumptuous fools. The more you watch someone, the better you can scrutinize them and identify their flaws. Observe the weaknesses of their fighting style. See what actions they shy away from. Discern in which things they place their strength and are helpless without. Exploit what you find ruthlessly, for life in Bazaroth is not for the weak.

400cp - Indiscriminate hunger
Sustenance is not easy to find on Bazaroth, but what you can claim, you can stomach. The poisonous and rotten is no problem for your gut, and there are very few things you would call 'inedible.' The same is true for mystical energies. You are able to safely 'digest' even the most antithetical forms of energy if you have a way to steal them. Both physical and magical acts of consumption are much more efficient, wringing every last scrap of nutrition out of your meals, and your body and soul can store greater amounts of nutrients.

Cathedral

200cp - Exotic appeal
Aliens can be equal parts terrifying and enticing. You've got the enticing part down, and you know how to leverage your appearance and demeanor to get the desired reaction from others. A tilt of your head could mean the difference from being hated or loved. You could downplay your strangeness, helping others to see you as a person and not an alien, or frame it in such a way that even those with radically different forms and standards of beauty might express interest in learning more about you. Perhaps in a more...private setting?

400cp - Letter of marque
Keeping Plasma Birds and pilgrims safe sometimes requires taking potshots at poachers, pirates, and suspiciously well-funded and equipped 'pirates.' It's a dirty and sometimes technically illegal job, but one that no one can arrest you for. No one will begrudge you for hunting down and arresting criminals and lawbreakers, and you will always be compensated appropriately for your work. Either through a bounty, or a share of whatever ill-gotten were confiscated. This permission depends entirely on your behavior, though. Extreme property damage and being a general nuisance will see your rewards cut or become a fine, and you must always employ appropriate force. While no one will care if a serial killer fell down several flights of stairs into a wood chipper in the course of 'resisting capture,' you can expect to be charged with murder if you gun down someone you caught shoplifting.

Enid

200cp - Embracing the future
Power changes people. It makes you look at the world differently. What is distance, what are barriers, to a teleporter? You couldn't teleport once, but that was the old you. You'll stop thinking of your powers as a mundane tool separate from your own body that you must pick up and manipulate. Their use will become natural and reflexive. Abandon outdated instincts, and make your new abilities a true part of you.

400cp - Psycho-dynamic field
The biggest advantage psychics have over wizards is that they can more easily blur the line between 'self' and 'other.' Turn yourself into a mass of living fire? Grow huge? Become incorporeal? Your clothes will come along, shifting to match your new form. Be super-strong? Your steel gauntlets won't rip like tinfoil when you exert yourself. As your skill grows, it can encompass larger and more complex objects, allowing powers that normally only affect only yourself to treat worn and carried gear as part of your own body. The extra effort can be a bit of a power hog, though this cost is greatly reduced when working with familiar objects or with materials that are especially conductive to the energies being channeled.

Ikaris

200cp - Reinforcement
A common technique in the east, you know how to pour magical energy into your body to directly enhance its functions. Even a relative novice with this talent could shatter stone or block blades with their bare hands. The real difficulty in using this power is the discipline and constant focus required to reliably maintain it, and it is a constant drain on your reserves while active.

400cp - Conquering king
You are a natural-born general. You have the skills to lead mean in war with an inspiring presence and guide them to victory with well-crafted strategies. In peacetime those same skills will make you a skilled statesman, overseeing the logistics and governing of an efficient civilization. Scale is no issue, you could lead a village, city-state or empire as easily as you lead squads, battalions or armies.

Imago

200cp - Wiz kid
You're a child of a high-tech world, and working with technology comes naturally to you. Binary may

well be your second language considering how good you are are programming, and you were the kind of kid who would dumpster dive for parts and use them to build a computer that could match top-of-the-line commercial models. You're a talented mechanic as well, and if you can fix it with a wrench then you could probably improve it at the same time.

400cp - Virtual worlds
Somehow the most popular VR game on the planet, Ikarion, has become a gateway to Ikaris. Players sometimes find themselves transported bodily to a new world, with the skills and form of their avatar. No one knows how this happens, but you've managed to copy the process to a degree. You've learned the trick of meditating and forming a mental simulation that allows you to practice your skills inside your own mind. You are incapable of simulating anything that you don't know, so you cannot develop new powers and techniques through this method. But you can practice and perfect what skills and powers you do possess in a customizable and perfectly safe environment. While time progresses at the normal rate you do not get tired or expend magical energy while practicing this way, and if you somehow screw up badly enough to harm or kill yourself, you'll simply wake up with no harm done.

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Items

Free - School uniform
What you were naturally wearing when tossed into another world. Those from worlds other than Earth receive similarly appropriate attire. In all cases, the outfit naturally cleans and repairs itself at the end of each day.

Free - Giant mallet
Sometimes, people just annoy you. Maybe it was even their fault. Maybe it was your fault, and you're just being overly sensitive. But as long as it's not a truly serious situation or against a deadly enemy, you can pull this object out of hammerspace and give them a good whack. They can't block it, and will be sent flying far into the distance. They'll return soon, running or parachuting into view. Perhaps you'll see a taxi speed away. But you'll get at least a few moments of peace and quiet, or the chance to tell someone something important without being interrupted. No one will think being mallet-ed, even through a wall that will immediately repair itself, to be anything out of the ordinary.

100cp - Bokken
A fearsome wooden katana, commonly wielded by delinquents. To carry one of these you must be so frightful that most people won't be willing to risk a disturbance by trying to confiscate it. As long as you don't do anything actually violent with it, of course. You may import an existing weapon to gain this quality. It is surprisingly durable, able to parry a steel blade but otherwise completely normal.

100cp - Shinai
Another terrible samurai weapon, best used for percussive instruction. Even the strongest wielder can only knock someone unconscious with a blow from this weapon, and there is no risk of serious injuries. Even should the wielder be an ancient master channeling enough ki through the shinai to split a mountain, the worst wound that can be inflicted is some lasting and stinging bruises.

100cp - Laptop
This high-end laptop never needs recharging, and never suffers bugs and bluescreens. It has built-in wifi and can detect and connect to most wireless signals with no issue. It also has no problem working

with different operating systems, so long as you're hooking it up to another electronic computer. An alien supercomputer is fine, a disembodied brain that talks in tachyons is not.

200cp - Ofuda on demand
With a flick of your wrist you can produce as many small strips of paper as you need. The paper will be marked as you desire, so long as the writing is not inherently magical or harmful to viewers. These ofuda will work perfectly for any rituals that specifically call for such things. They will also substitute for minor consumable components for other magical systems, as long as you're using them to replace bits of guano or string and not piles of gold or something integral to a ritual like the blood of someone you want cursed.

200cp - Indestructible cute fuzzy animal
This is a perfectly ordinary, possibly exotic animal that sees you as its owner. It is adorable, very fluffy (or the scaly equivalent) well-trained, highly intelligent (by animal standards) and is capable of filching small objects or chewing through ropes on demand. It is also completely indestructible. Oh, it can get hurt, get thrown off a cliff, disintegrated, whatever, but it will always come back after 24 hours. I suppose you could throw it into the path of a death-spell or use it to set off traps if you really wanted to...You monster.

200cp - Spiral nerd glasses
These large and ugly glasses and white and opaque from the outside with a large spiral pattern on the lenses. You can see out of them just fine, and they completely hide your eyes. Effects that are purely visual, like a medusa's gaze or a madness-inducing symbol, will have no effect on you when looked at through these glasses.

200cp - Pure white panties
There are thieves out there. Some are simple pickpockets, and others have terrible magical powers that can permanently tear away pieces of your being. Once per day, any attempt to steal something from you, by sleight of hand or magic, will fail. Instead the thief will receive a different pair of panties in place of whatever they tried to steal, an event so bizarre that they will be left stunned and wide open for a few moments once they've realized what happened.

300cp - Solar laser
This compact and powerful laser pistol is capable of punching a neat hole through the average humanoid or wild animal, and can penetrate low-tech body armor with ease. It's not military-grade, so aim carefully when up against a creature with bulk or advanced armor, or the hits can be shrugged off. The internal energy cell holds twenty-four shots, and will recharge one shot per hour of exposure to sunlight.

300cp - Exo-armor
This framework of strength-boosting servomotors can be worn over heavy clothes, and is responsive enough to be used in combat and extreme sports and precise enough to used for industry. The integrated powercell is clearly alien bullshit superscience, so the suit never runs out of power and slowly repairs itself if damaged. The armor is extremely modular, and can be quickly reconfigured to mount weapons, tools, armor plating or anything else you can adapt to fit. You may import a piece of armor you already own to gain these qualities.

400cp - Truck-kun
Meet Truck-kun! He's a hardworking vehicle who has guided many famous heroes towards their

destiny! Please ignore the dents and bloodstains on his grill. He's actually a very nice vehicle. Comfy, roomy, and never needing refueling, he's now at your disposal. His magical nature means that he's never considered odd or out-of-place, even in worlds without advanced technology. People also seem to have trouble remembering details about him, even when he just recruited another hero. You may import a vehicle you already own to gain these qualities and give the spirit of Truck-kun a new home!

400cp - Scroll of secret techniques (Discounted for matching Homeworld)
There are many lesser arts and advanced technologies among the worlds of the Cosmic Web. Through some method you've acquired a bit of lore a particular world is famous for. This information can be shared with others, but be careful who you use it around. Depending on their relation to its origin, they may react poorly. You may purchase this multiple times.

Portal research (Earth)

Fragments of ancient research into the Cosmic Web has taught you how to create gateways of your own. These require the construction of physical anchoring points at both ends. In the beginning these gateways must be small and relatively close together, but as you study the theory you can soon create larger, longer-reaching and more complex portal networks. There is nothing in here that deals with interplanetary or dimensional travel, but perhaps with more research...

Egg incubation (Aradia)

Asrai do not become pregnant as humans do. Instead their passion summons storms and the formation of a glittering egg from which their child eventually hatches. No one is entirely sure if this is a function of their species or their world, but you can induce this phenomena artificially. Besides a bit of magic to fuel the ritual, all that is required is genuine love between two sapient beings, creating an egg together regardless of gender, species, or other physical traits. If the child has a particularly unusual pedigree, they will be born human before manifesting any of their parent's more exotic qualities at adolescence.

Nourishment through suffering (Bazaroth)

Many hellspawn are psychic vampires, able to draw power from suffering and negative emotions. Including pain, of course. This bloody tome teaches how to tear at the spirit even as you tear at someone's body, refilling your reserves of magical energy by injuring someone else. You can also create lodestones that passively absorbs nearby misery and transmits the energy to you or another receptacle. Gathering energy like this is nowhere near as efficient, but it a subtle and steady trickle of additional power. You can draw on multiple lodestones at the same time, limited only by how many locations of sufficient negativity you can find...or create.

Hyperspace engine blueprints (Cathedral)

The hyperspatial plasma birds enter realspace periodically to spawn, and they posses a purely biological FTL capability. They are often captured for study or to be used as catalysts in artificial hyperspace engines, and you've acquired a copy of the most detailed study on them to date. The information in this datacore would let you construct FTL tech two steps above anything currently in use. You could take that technology even further if you captured a plasma bird or somehow artificially recreated its unique structure. It would take some serious effort to do either, but the results would be well worth it.

Psionic frequency (Enid)

The researchers of Neo-Logos have finally managed to isolate the wavelengths most commonly associated with psychic activity. With this knowledge you can create scanners to detect the use of

psychic powers, and even gauge a person's psionic potential. By generating these wavelengths artificially with a slight adjustment, you can create fields that amplify or suppress the use of psychic powers. There's no information on how to build a psychoframe here...but giant robots are easy to build, and you already have all the really important data.

Arcane compendium (Ikaris)

The archmagi may act smug, but citizens are glad for the presence of the common alchemist and healer. This thick tome holds a wealth of information on alchemy, herbalism, and the creation of minor charms and tokens. Potions to heal or harm, crystals to light your way or start a campfire, rituals to keep a blade sharp and the processes to refine raw magical reagents...the annotations in the margins alone make this book a treasure. While there's nothing in here that's earth-shaking, the tome's instructions are so easy to follow and so very carefully explained that a complete novice could master the information within entirely through self-study.

Neomorph creation (Imago)

An idea shamelessly stolen from Earth, the Hydra Conglomerate created a line of artificially-grown mini-monsters through genetic
engineering and gene reconstruction. You've shamelessly ripped off their copyrighted science, and are now capable of creating your very own spliced-together companions. Imago genemod technology is still relatively young, so your creations must be relatively simple. Still, it's very easy for you to alter a creature's size and coloration, mix and match things like changing fur to scales, or have the ability to spit fire, generate shocks or similar. You could push this technology beyond this point, but that comes with the risk of physical and mental problems, like suddenly growing huge and wanting to destroy everything in sight.

600cp - Big robots...

The quintessential expression of anime power - a giant robot! Standing five stories tall, you may choose exactly what form the robot takes. It could be a Psychoframe from Enid, a mech-suit from Cathedral, a golem from Ikaris, or perhaps a conglomeration of glowing crystals and golden framework or a patchwork of pitted iron and zombie flesh. Each robot comes with three weapons: A close-combat weapon, a powerful single-shot weapon, and a weapon that sends out a weaker blast over a wide area. Again, the exact details of these weapons are your choice, from elemental blasts, psionic force, to purely technological variants. The robot can be piloted, or it can follow simple instructions through verbal commands. Comes with a fancy bracelet with a world-appropriate design to summon the robot to your location. If destroyed, the robot cannot be summoned again for thirty days.

600cp - ...Cool starships

You have a small but comfy vessel that can carry a half-dozen people plus supplies and cargo. As the above option, you may choose its nature, technological or magical, and its appearance, anything from a flying galleon to a traditional flying saucer. The ship has a single large weapon that requires a long recharge time, and a quartet of small turrets that can spit out a steady stream of fire. Whatever its shape, the craft is environmentally sealed and can function both in space and underwater. The ship is far tougher and more nimble than its size suggests, and has a reliable (if somewhat slow and outdated) FTL drive. Built with traversing the Cosmic Web in mind, the ship's engines can expand and slightly displace the location of any space-time gateways you come across. Even if a gateway's entrance and exit are located in a pair of small buildings, the ship can make the journey and reappear in open space with no worries of crashing. You may import a vehicle you already own to gain these benefits.

Warehouse attachments

100cp - Meditation waterfall
Attached to the warehouse or another property you own, this ice-cold waterfall surrounded by the sounds of nature is an excellent place to meditate. The stony pool of water at the base of the waterfall is pure and unsullied by anything but patches of moss. Abilities that help cleanse and focus the body, mind and soul receive a boost within this area.

200cp - Onsen
A delightful bath house is attached to your warehouse. The doors open into a hot spring surrounded by a snow-covered forest, though you cannot leave the immediate area. The air is crisp and chill, and the towels and other basic amenities will automatically clean and re-stock themselves. The onsen will expand to accommodate additional visitors, and can be placed within a jump or attached to another property you own.

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Companions

100cp - Ordinary high school student
After calming down this (boy or girl, your choice) who just fell out of the sky, they will do the smart thing and follow you around instead of wandering around a strange world alone. They have the 100cp and 200cp perks of the 'Drop-in' background, and the 200cp and 400cp Earth Homeworld perks.

200cp - Guardian beast
This creature has the 'Exemplar' perk and is dedication to your service and protection. You may decide what kind of animal or mythological beast its form is based on, and it is large enough to bear your weight with ease. It also has the power to assume a much smaller and cuter form for easy transport and to hide it from your parents.

300cp - Companion import
You may import up to eight companions, create up to eight new original companions, or have a mix of the two options. They gain a homeworld and background, and 800cp to spend.

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Drawbacks

You may take a maximum of +600cp worth of drawbacks.

+0 - School shenanigans
Your starting age is now set at 6, and cannot be changed. The genre of the jump is now shifted to be more lighthearted, relaxed, and somewhat goofy. You're going back to school, and you'll be stuck there for the next ten years. The boarding school's mega-campus is huge and you'll live in your own room, growing up and going through puberty all over again. You are required to attend classes and do schoolwork, but there's plenty to do, see and explore after hours. Oh, and keep in mind that while you still have all your powers, everyone else has powers and some can match or counter whatever you

have. Especially the disciplinary committee, who can and will spank your sorry jumper ass and send you to detention if they catch you causing trouble. Every world offers a different school experience. Expect a very surreal and disturbing (if hilarious) curriculum if you're stuck in Bazaroth's Hellfire Academy.

- At the end of ten years, the genre will shift back to normal and you have a choice. You may move on immediately, or remain and explore this jump for another ten years.

- You must choose to remain in this jump for another 10 years if you take any drawbacks that give +200cp or more. They and anything they were used to purchase are not in effect until your second decade in this jump.

+100cp - No manipulators
Your species is not one with grasping limbs. You might push or pull large objects or carry small things in your mouth, but you are incapable of fine manipulation of objects. Telekinesis and similar still works if you have it, but shapeshifting won't help, you cheater.

If you have no powers from this or another jump that would allow you to work around this limitation, this drawback is worth an additional +100cp.

+100cp - Accidental groping
You're somewhat clumsy. Not in combat or during anything important, but during downtime you'll stumble around and end up accidentally groping a lot of people and landing in compromising positions. Social perks are disabled when trying to explain away these events. You could try to keep your fists clenched, but you'll only end up punching a lot of tits.

+100cp - Harem antics
You're quite the attractive fellow, aren't you? You'll get quite a bit of attention even from both teams. Smiles and blushes as far as the eye can see. Of course, none of these people will ever have sex with you and everyone else will quickly become jealous of your popularity.

For an additional +100cp, this drawback applies to your companions as well. While existing lovers will not suddenly end intimate relations, you will also find any sort of social skill boosters or harem management perks you possess to be disabled for the duration of your time here.

+100cp - Too the moon
There will be...misunderstandings. Or maybe you're just a lecher. Or maybe the gods think it's funny. But once in a while, you're going to get hit with a giant hammer, the kind from which hammerspace gets its name. You will go flying. Far. You won't be hurt by either the initial hit or by the landing, but you will have to walk back. Or fly. You could even take a taxi. But no teleporting or super-speed. That would just ruin the joke.

+100cp - Skeleton in the closet (Mandatory for Skeleton Key)
You've got a secret. It doesn't have to be a bad thing, but if it comes out people will start looking at you differently. It might be hatred, pity, or even morbid curiosity. This shift in perception will remain for the duration of your jump, an elephant in the room that refuses to leave. It may repel some or attract others. It might make you enemies, or it just might makes things really awkward.

+200cp - Hunted (Mandatory for Skeleton Key)
You have an enemy. Death, enslavement or something equally unpleasant awaits if you are caught. They are aware of your existence and have a rough idea of what in-jump powers you have, but their resources and abilities are not unlimited. If you manage to destroy the person or group hunting you, you will earn a short reprieve before another group picks up where the last left off.

+200cp - Bane
There is something that wounds you grievously. It bypasses any perks or powers that would make you more durable, and you recover from wounds inflicted by your Bane no faster than an ordinary mortal. Should you ever make a persistent enemy during your time here, they will eventually discover your weakness. At this level, the Bane is common but avoidable, such as sunlight, weapons made of silver, or a similar classic monster weaknesses.

For an additional +100cp your Bane is very easy to acquire, create or arrange. Any weapon marked with a holy symbol. The sound of laughter. Any wounds taken during a formal duel or less-formal challenge by an enemy champion.

+200cp - Outsider
Your otherworldly presence unnerves people. The longer you stay in contact with someone, the more they grow to hate you. What begins with suspicion and cold glances will turn to murderous hatred if you stay in an area the size of a large city for more than a month. People's attitude towards you will only 'reset' after spending at least a year far away from them. Companions are not affected by this drawback.

+300cp - Planetwrath
The people of Aradia know their world to be alive, and believe that all worlds have such a spirit. This is true, and they all hate you. The more time you spend on a world, the more it will act against you. At first animals will be hostile, weather will ill-favor you, small coincidences and mishaps will be common, but trying to spend more than a year on a single world will see magical chaos and world-scouring geological upheaval dogging your every step. You must spend at least a year away from a world for it to calm down, and any spacecraft or world-hopping powers you may have are sealed. You must use the waylines to travel between worlds, and gate locations are rarely well-known or left unguarded.

+400cp - The vengeance of Truck-kun
Clearly you do not belong here, so Truck-kun, patron deity of hero delivery, has been tasked with sending you on your way. At random times, in inexplicable locations, Truck-kun will appear and try to run you over. He is invincible, uncontrollable, and his touch nullifies any armor, shielding or toughness perks you may have. One good hit will see you dead and sent back home. You cannot predict when Truck-kun will appear, but he remains a truck and needs a good stretch of road/water/sky to build up speed so always look both ways. If you attempt to hide out in locations a truck cannot normally travel in, Truck-kun's sheer HOT-BLOODED DETERMINATION will empower him to crash through forest walls, plow through thick forests, ramp off clouds, or even awaken to his true Starship-kun form.

+400cp - Way-bound
A chunk of your essence was caught in the waylines when you entered this multiverse, making it possible for others to summon you. Shortly after entering this jump, your true name will find its way into the tomes of various wizards and occultists who will be inclined to call on you for various reasons. You will be called forth at least once each year, and you will be tasked with anything from imparting knowledge to protecting or slaying a target. You will never be called upon to perform blatantly suicidal tasks. You cannot resist the initial summons and must perform what is demanded of you, though your wits may allow you to twist the wording of the contract or manipulate the summoner. As long as you don't display out-of-jump powers, summoners will remain ignorant of them.

+600cp - Power loss
Your arrival shook time and space, sending disharmony across the waylines. Like the web for which they are named, your warehouse and the out-of-jump powers of you and your companions have been caught and sealed away. Perhaps the Weaver itself deemed you a danger to the integrity of the Cosmic Web?

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You approach the end of your journey...

Your time here is at and end. How will you proceed?

Stay
There's a small multiverse to explore here. Why not stay, and explore it?

Move On
This was fun, but there are more jumps to explore. Move on to a new universe, taking any powers or friends you've gained with you.

Go Home
A common ending to stories like this. You've got powers, you've grown, maybe you've even got a girlfriend! It's time to head back to Earth and put your feet up.