



Generic Healer

Medicine has been practiced since before humans existed, animals going in search of ways to relieve their pains using plants, mushrooms, and even minerals. Even so, the healers are those that have taken this farther, significantly farther, able to apply their knowledge to great effect to cure sickness, alleviate poison, suture wounds, prevent infection, and so much more.

However, healers are also those that know the best way to hurt someone without killing them, many healers plying their abilities towards torture, combat, and other, less altruistic uses. A common saying amongst healers summarizes it best; the difference between medicine and poison is dosage.

Will you be a blessing or a bane? The choice is yours. You will spend ten years in this world. Good luck Jumper.

+1000cp

Locations

Choose any of the following.

1. *A Generic World of Your Choice.*
 2. *Isekai World.* You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
 3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have healers in them. You can find your way back here after entering one of the portals.
 4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
 5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.
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Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Relief Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Relief Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

Medic Training (Free/50cp): You actually know a fair bit about healing. For free, you have basic first aid training or otherwise know particularly niche skills, such as survivalist medicine. For 50cp, you are trained to the equivalent of a nurse, EMT, or general practitioner, with no real specialty. For every additional 50cp spent, you gain training in a specialization of medicine, such as bloodwork or neurology.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Steady Hands (100cp): Healing is a delicate thing, regardless of its nature, the slightest twitch or off dosage may result in disaster, thankfully you have incredibly steady hands. In fact, you are an incredibly steady individual in general, able to finely control every movement you may make.

Calm & Collected (100cp): You have the ability to keep a level head and remain calm at all times, even when you are subject to fear, anger, or other extreme emotions, you remain able to think clearly and can keep a straight face.

Scholar (100cp): You have a perfect memory, with unlimited storage, the ability to instantly recall any information, and an immunity to outside tampering. You also possess an enhanced ability to visualize things within your mind and can create mental constructs or formulas at will to simulate simple devices and processes.

Academic (100cp): You are a skilled researcher, able to read quickly, organize information you've gained, and extrapolate from that data more readily, with fewer mistakes and false leads. You also find that books are nearly as good a teacher as having an actual person there to aid you.

Common Sense (100cp): You have common sense. You don't get caught up in your head and can come up with simpler solutions to things rather than something more complex and convoluted. You are also able to recognize bad ideas or when you're getting caught up in something that would lead to a bad idea. If you could think about it and come up with a better idea when calm, you will think of it even when stressed.

Patience is a Virtue (100cp): You can be as patient as you need to be at any given time. This won't stop you from getting frustrated or bored, but will allow you to suppress it to push through those feelings to complete a tedious task or get through an explanation to a particularly dense individual. Additionally, you are immune to the negative effects of social isolation.

Iron Stomach (100cp): You are inured to the foul smells, disturbing sounds, disgusting tastes, unsettling sights, and strange sensations that can come from the medical pursuits. Your senses cannot be overwhelmed by extraneous stimuli in any form and your ability to feel disgust from these sensations can be suppressed as will. This ensures that you will not feel sick from anything your senses perceive.

Sterilization (100cp): When any bit of contamination can lead to illness or infection, it pays to make sure your equipment and workspace is clean and sanitized. You are able to render a surface or object completely clean and sterile with a touch. You can use this to clean yourself as well, leaving you cleaner than if you had taken a shower. This also neutralizes any odors lingering on your body.

Safety Minded (100cp): You have a form of danger sense when working on your various works, especially when they could harm someone else, that will warn you when something is wrong and give a distinct impression of just how bad it could be. This has the added benefit of making you more knowledgeable and aware of safety procedures for just about everything involved in healing.

Proper Storage (100cp): Anything you have stored on your person or a container you are carrying will be much harder to break or degrade in any fashion unless you actively want it to break for some reason. You also know several methods to store fragile objects in such a way that they are much harder to break in general, as well as how to keep them from direct strikes that would break them deliberately.

Gentle Repose (100cp): You have the ability to preserve a corpse or organic material with little more than a touch, rendering them immune to the ravages of decay for the next twenty four hours. Another touch will refresh the effect, which can be held indefinitely so long as you refresh the effect regularly.

Organic materials preserved with this ability do not lose any of their viability or magical properties while this ability is in effect, keeping them perfectly preserved in the state they were when you first used the ability. This doesn't prevent physical damage from concerted efforts, however.

Grounded (100cp): You always seem to remain a very down to earth and well adjusted individual. No matter how much power you obtain, no matter how inhuman you become, you will be able to retain your sense of self and sense. You will never go mad with power or lose sight of your roots.

Observant (100cp): You notice little details and patterns that others may overlook, some of which may prove useful to you. This gives you an impressive degree of pattern recognition and the senses on par with the best a human is capable of having. You can also pick out when people are hiding something from you.

Bedside Manner (100cp): You have a naturally calming demeanor, a comforting presence, and a deep wellspring of patience. You are able to simplify and get across information easily and efficiently without causing undue stress. While this can be helpful for teaching, it will not, by itself, make you a good teacher.

Healthy Living (100cp): Healing can have many meanings, and the simplest of them is to live a healthy life. You have no trouble connecting to people, are remarkably well adjusted, and are fairly fit, resistant to any and all forms of illness and likely to live longer and age more gracefully. You can help cultivate similar traits in others.

Unburdened (100cp): Burnout is a common thing for doctors and healers, seeing so much pain and suffering can have a severe negative impact on a person, requiring them to take a break. You can tell just how much you can take, mentally and emotionally speaking, and are more resistant to mental and emotional stress in general. You are also quicker to recover your mental and emotional fortitude. If you ever need to, you can force yourself to keep going, far past your normal limits, however, be aware this does have consequences.

Physiotherapy (100cp): You have a sense on how far you can push someone, physically, before it does more harm than good, as well as what needs to be done to help build them up. This works especially well for bringing someone up to a level they previously held, but can also be used to build someone up further. If you also have Bedside Manner or Unburdened, this awareness extends to their mental and emotional states as well.

Triage (100cp): You know how to organize and set priorities, specifically how to identify the worst issues present, what is stable enough to let stand for the moment, and what is a lost cause. This extends to more than simply medical triage, but any problems with any skill or situation you are familiar with.

Creature Comforts (100cp): In life, there can often be a great many stressors, both physically and mentally, which can lead to a wide variety of aches and pains, not to mention the normal wear and tear of daily life. You, however, are immune to these small aches and pains, headaches, and will find that small nicks and cuts just don't happen to you, though more serious ones still will.

Good Rapport (100cp): You are able to easily build up good will with others very easily and aren't subject to the internal biases that others may have normally, the sort of thing that would make someone decide they don't like you on first meeting. They may still grow to not like you after getting to know you if you aren't the kind of person they like, but it will never be an initial gut reaction based on biases, both hidden and not-so-hidden.

Seize the Initiative (100cp): You do not hesitate or freeze up, able to immediately switch from casual and calm situations to warzone level chaotic situations and instantly react, regardless of your previous mental state. You can also instantly switch back to a calmer situation rather than being stuck in a high strung and alert state.

Protected Soul (100cp): You have significant protection against any attempt to attack made against your soul, attempts to possess you, and abilities to subvert your will, making you effectively immune to such attacks unless you allow them through, even if they are indirect.

Anatomical Expertise (100cp): As a healer, you've learned the structure of a wide variety of species and how their bodies function. You know where specific organs are located, what damage to them can do, how to treat injuries, and how to perform surgeries to treat more complicated conditions. You can also easily dissect a corpse to figure out how a creature's biology works. Off of this alone, you could be an effective surgeon.

Veterinarian (100cp): Most healers deal with just humans or those close enough there is very little difference. You have training and skill in treating creatures well outside the human norm, from common animals to completely alien creatures. So long as they are flesh and blood, you have the capacity to treat them just as well as you can treat a human. This may require some familiarization with creatures too far outside what you are used to, but you will learn and adapt quickly even in such situations.

Medical Cook (100cp): You are an absolutely incredible chef and can fine tune your meals to be absolutely perfect for any single person in terms of flavor, texture, nutrition, and ease of consumption. You can figure out how to use nearly any ingredient in a meal even if it is not normally intended as food for most creatures. Anyone eating the food you make regularly will be generally healthier and happier.

Logistics (100cp): A strange one for a healer at first glance, any medic knows that once their resources dry up, their capacity to heal will be greatly reduced. As such, you have sufficient skill in logistics and resource management to run an entire hospital and keep it supplied long term using only natural talent. This also helps you to distribute medicine effectively and easily.

Unnoticed (100cp): You are easily underestimated, extending to the impact you have in any situation you are a part of, so long as it would be beneficial to you. This even allows you to project an aura of mediocrity that keeps people from paying attention to your actions too much.

Stress Relief (100cp): You are gifted in the art of stress relief, able to perform various techniques often found at spas and resorts as a means to unwind those on the receiving end of them, as well as how to set up an atmosphere conducive to reducing stress as a whole. Moreover, you find that you are able to benefit from such techniques yourself and can use them on yourself easily.

Doctor's Mercy (100cp): Sometimes, nothing can be done for someone, and the only thing you can do is ease their suffering. You have a talent for easing the suffering of others; dulling pain, calming emotions, and allowing them to see the positive side of things. You can also ease them into death, making death you deal painless if you wish it.

Rapid Relief (100cp/200cp/300cp): Healing can be a slow process, even with magic or advanced technology in the mix, leading to some being lost before the healing can take full effect. To counter this, you've learned to simply work faster.

For 100cp, you can perform various mundane tasks with heightened efficiency, cutting the time down by a fair margin. You also become exceptional in time management. This only works for actions where efficiency of motion and time management actually affect it.

For 200cp, you can choose one of the following effects;

- When working with others, using pieces of equipment, or administering medicine, they work faster. Medicine will kick in near instantly, diagnostic tools will take a fraction of a time to complete their task, and can share your efficiency of motion with others assisting you.
- You can, by tiring yourself, accelerate how quickly you can work proportional to how quickly you tire yourself. This works with long term projects, such as a surgery or building a house, but not for things such as combat. With practice, you can include others in this effect and will tire less.

For 300cp, you gain both of the above effects.

Ounce of Prevention (200cp): You know a simple technique to make an inoculant to give the person given it a resistance to a specific illness or condition. This also comes with a bit of foresight to allow you to spot potential illnesses or conditions you may encounter on your path. With time and training, you may be able to create more potent inoculants that can cover a wider range of conditions, such as creating a buffer that reduces damage taken ever so slightly and will improve as your skill does.

Healer's Truce (200cp): When conflict comes, healers are often a prime target, however, there are some cultures that have a sort of gentlemen's agreement to not target healers on each other's side. You benefit from this and will not be targeted in a conflict unless you actively engage in the conflict as a fighter, so long as you do not cause any harm, you are not a target. And should your side lose, you will be taken as a prisoner and treated with relative respect instead of killed. There will be those that ignore this, such as most animals and alien minds that don't recognize this sort of thing.

Diagnostics (200cp): You are able to easily recognize the symptoms of injuries, disease, and other medical issues that can emerge, almost as if they were lit up in your mind. Medical tools can make this easier, however, you can learn to, over time, simulate the benefits of such tools with this perk alone, letting you get more in depth information through touch and, eventually, just observation.

Biofeedback (200cp): Also known as the Sage Arts or Life Return, you have complete and total control over your bodily processes and can move every inch of your body to your will. At base, this takes your reaction speed up to a higher level as your body reacts to your thoughts instantly and increases flexibility significantly, however, you can learn techniques that utilize this in a variety of ways, such as halting the effects of an ingested potion or meal for a time and restarting it later, controlling your hair as if it were an extra set of limbs, kick your adrenaline production into overdrive, and similar techniques.

If you have Diagnostics, you gain a greatly increased level of control and awareness of your body, such that even effects that would negate your control over your body simply don't work.

Controlled Release (200cp): Medicine given can often be wasted, or even become detrimental, if too much is used or its use is continued after the illness it is meant to treat has passed. To counter this, you've developed a special method of administering medicine, and learned to extend it beyond that. Anything you administer to someone will always use just the right amount to be optimally effective, the rest remaining stored and inert until needed to either keep the effects going or until willingly purged by you or the recipient. This even extends to things such as food, water, and sleep, though these last three may be difficult to administer in others.

If you possess Biofeedback, you can control the rate at which these are used, stopping the progression entirely if you so choose to keep an effect stored indefinitely rather than being used up all at once. This only affects yourself and does not let you control the rate in others.

Psychologist (200cp): Many healers focus almost exclusively on the body, never touching on the mind due to the distinctly different skill set necessary, you are one that has learned to heal the mind despite this. Not only can you recognize and diagnose mental illnesses, you can treat them. While this won't let you cure them on its own, it will allow you to reduce the symptoms and render them more manageable, even without medicine to compensate.

If you have Diagnostics, you can use it to diagnose mental ailments as well as physical.

Exorcist (200cp): As with Psychologist, you have a focus on another aspect of healing that is often ignored; the soul. You have the ability to observe the soul of a person and use this expanded perception to recognize and diagnose spiritual injuries and infections, such as curses, corruption, or possession, as well as treat such things to a degree. Possession is the easiest as you can simply force the possessing creature out with force of will.

If you have Diagnostics, you can use it to diagnose spiritual ailments as well as the physical.

Ideal Development (200cp): Your body being steeped in healing effects for so long has prevented the accumulation of persistent damage most people undergo during the course of their life, keeping the benefits of exercise but preventing trauma or atrophy. You are much more physically capable than others and will never suffer a permanent injury unless it would kill you, and even then, if you somehow recover, you will suffer no permanent detriment. This even allows you to regrow lost limbs, though it does not increase the rate at which you heal. This also means your physical development is accelerated five times over and you are effectively ageless.

If you have Psychologist or Exorcist, this applies to your mental and spiritual qualities, respectively. If you also possess Biofeedback, you can direct your development over time directly.

Combat Medic (200cp): Trained equally in battle and the healing arts, you find that the two skills have become overlapped and as your skill in one grows, the other will grow with it. You also know how to apply your combat skills nonlethally, able to take down opponents without actually causing undue harm or long term injury.

Lay on Hands (200cp): One of the simplest forms of healing magic, you simply possess a reserve of healing energy that you can use to repair damage done to a living creature with a touch. The better you understand the biology of a creature and how to treat it, the more efficiently you can apply this energy to heal them with. As you use this energy and practice with it, your reserves will grow and you'll be able to apply it for more than simply repairing damage, such that you could use it to remove negative conditions and persistent, harmful effects, replenish energies, or even offer short-lived buffs. Training can also increase the range of this perk. This reserve regenerates over time.

Discovery (200cp): Like the case of Alexander Fleming, the man who accidentally discovered penicillin, you tend to stumble across useful bits of knowledge, be it medical or otherwise, though this is heavily influenced by your preferred field of study and skill in such fields. Additionally, you find that your studies will remain relevant in future worlds, even in those where what you've studied isn't supported by the local physics and metaphysics as what you study becomes a part of this perk.

Medicine Man (200cp): You have enough knowledge of chemistry, biochemistry, and/or alchemy to make a truly astonishing number of medications that range from topical sprays that rapidly close wounds to stamina restoring pills to vitamins that bolster the body and improve physical or mental development if taken regularly over a long period of time. As you study, the range of effects you can create will expand as well.

The Best Medicine (200cp): You have a great sense of humor and can easily banter with other people as you hold an easy charm that simply makes you likable. More than this, however, people in a good mood around you have their health bolstered, recovering just a bit quicker, their symptoms lessened, and their burdens lightened. Morale affects the health of your patients, and you are exceptionally at boosting the morale of others through simple acts of kindness and your own sense of humor. This also amplifies and works through the placebo effect.

Medical Engineering (200cp): Whether technological or magical, you know how to make useful pieces of equipment to help you in healing people. Diagnostic tools, medical devices that automatically dispense medicine, and similar such things are within your grasp. With additional study, you can expand just how far this will go, potentially even allowing you to create nanomachines capable of repairing nearly any damage done to your body or healing nearly any ailment, though that is likely quite far off.

This has two additional benefits in that you become exceptionally good at reverse engineering technology and enchantments and gain a genius level intellect.

Repairman (200cp): A bit unusual for a healer, you can apply your medical skills towards the diagnosis and repair of machines just as easily, if not easier, than you can apply them to biological beings. This immensely improves your ability to work with biomechanical beings and links your mechanical skills to your medical skills, with an emphasis on your skill in repair.

If you have Psychologist, you can apply the benefits of this perk to software and coding as well as hardware.

Universal Medicine (200cp): You are simultaneously a universal donor and recipient, as is anyone you work on so long as you are the one working on them. Blood transfusions do not care about blood type, replacement organs will not be rejected, and medicine will give no allergic reaction regardless of if they normally would or not.

Additionally, you can safely extract materials from a willing, living being without causing undue harm or hardship to them or the material extracted. A person donating their kidney would function just as if they still had that kidney. A person can recover from such donations and will regain what was taken in such a case, though it may take considerable time. A person can only have one donation given without complications through this perk at any time.

Carrier's Compromise (200cp): Any creature that uses you as a host, including most diseases, can be integrated to become a full part of yourself, maintaining the life of the creature and your own health as the creature becomes a part of you. You can choose to keep the mind of the creature separate and able to speak with you telepathically, suppress it for as long as it is integrated, merge it with your own, or destroy it entirely. Any benefits they provide are enhanced and even those that don't normally provide a benefit of their own will do so under these circumstances.

You can, at any time, reverse these effects, so long as the mind of the creature isn't completely destroyed. When doing so, you can choose to leave them present in your body, separate them from you, or destroy them as you will it.

You can also register as an ideal host for any creature that would use you as one, if you so choose.

Psychopomp (200cp): Sometimes, there's no helping it, and someone cannot be saved. All that remains is to set their spirit to rest and help it to pass along. You have the ability to see the spirits of the dead and usher them to the afterlife. Guiding the dead to the afterlife in this way leaves behind a small token that carries some of the power of the spirit and can act as an external source of power that naturally regenerates, albeit very slowly. One of these tokens can also be sacrificed in place of a life or soul in anything that would need such, including sacrificial rituals.

If you are particularly helpful to the spirit, such as helping it through any unfinished business or earning their friendship, they may provide a bit more than a simple token. These tokens may provide an additional boon, provide more power faster, allow you to summon and channel the spirit it came from, or have a form that is more useful such as taking the form of a weapon or piece of armor.

In Service to the Gods (200cp): Many healers have some connection to a god, even if only tangentially, often thanked as if they were godsent by those they heal. You are able to make an offering of materials, service, or life in order to contact and earn the favor of a god or patron. Any god or patron, in fact, assuming you use the right sort of offering to begin with. This may grant you some measure of protection or power, grant a useful bit of lore, send you on a quest that may earn you a greater reward, or even earn a temporary blessing. Just be careful, many gods are capricious and just as liable to use you for their own ends with no guarantee of your survival, let alone reward.

Effective Medicine (200cp): Medicine you administer or prescribe has an exaggerated beneficial effect and is not prone to the development of resistance. Common pain medicine, such as aspirin, would actually increase your toughness and defenses along with dulling pain. Negative effects are instead weakened or neutralized entirely.

If you also possess the Medicine Man perk, this perk works on the medicine produced with Medicine Man and greatly improves the potency of those medicines.

Spellcaster (200cp): Given the prevalence of healing magic in many settings, it stands to reason that, as a healer, you could develop your magic even further. With this perk, you become a skilled spellcaster as well as being a skilled healer. This perk grants you magical abilities and training equivalent to a freshly graduated mage, skilled, but untested in the field.

Some schools of magic are stronger than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

You can purchase this perk multiple times, gaining additional training in other schools or types of magic.

- *Custom (0cp/100cp)*: If you have an idea for your own school of magic, you can make your own that is of a similar level to the options presented below. If your custom magic is strong or complex enough, you may need to pay an additional 100cp.
- *Warding*: A useful magic for any healer, Warding is not simply protective charms and defensive fortifications, but alarms with set triggers and contingency spells that can trigger under the right conditions to release another spell. It can also be used for sealing and weakening foes through various methodologies, such as weighing them down, restricting movement, causing them to feel any pain they inflict, and similar such effects, though anything beyond simple protections will take training.
- *Technomancy*: The most modern form of magic, technomancy often emerges into communities that embrace both technological advancement and magic or in worlds where those without magic have progressed far enough that technology is a fair equal to magic. Technomancers use their magic to interact with and augment technology, improving the performance, hacking into them, or otherwise making the technology work for them. This is especially effective on electronics, though it will work on mechanical devices such as cars just as readily. Useful in hospitals.
- *Blood Magic*: A shortcut for more complicated spells, this specialization is a painful but potent one. By drawing blood and infusing it with your will, you can cast magic without needing to know the formula (or to ease the casting if you do know the formula) for a spell, simply casting it through intent with your blood as a medium. This uses the blood as a tool for the spell so certain spells may be beyond your ability, but this magic is quite potent, as well as scaling off the quality and potency of your blood. It is possible to use the blood of others, but it is not as receptive to your will and intent as your own blood would be.
- *Transmogrification*: Also known as polymorph magic, this school of magic is all about changing the caster's physical form, from simple disguises and minor changes to harden the skin for defense all the way to creating potent combat forms that can match some summons. This magic requires knowledge of biology and anatomy, though much of it is smoothed over by the magic itself, the more knowledgeable the user, the greater the benefits they can inevitably reap from this magic. This magic is physically draining rather than mentally draining, but the drain only affects the caster after they revert to their base form.
- *Blue Magic (100cp)*: Also called biomimicry, blue magic is a distinctly combat oriented magic, taking in the innate magic of a beast or creature that strikes the user to mimic some of their innate magical abilities. These individuals require a high vitality and resistance to magic in order to survive, but if they do, they can pick up a wide array of skills from both their enemies and their allies, learning to manifest the abilities of creatures they combat and encounter. A blue mage can also consume a large portion of a creature to take in some of its magic with special cooking techniques.
- *Golemancy (100cp)*: A complicated form of magic, this field of study is focused on the imparting of a pseudo-mind into an object or collective of objects to have them perform tasks, often with supporting abilities to allow them to do so. With this magic, you could cast a spell to make a lock open itself, cause a car to drive on its own along a pre-programmed path, cause weapons to wield themselves telekinetically, cause rubble to rise as a form of quick golem, and similar such methodologies. Skilled users can create fully sentient golemic minds that they can carry with them, converse with, and implant into bodies, if they are so inclined, though this can require decades of skill and mastery.

Self Sacrifice (200cp/300cp): When healing someone, you can use yourself as a material to aid in the healing process, greatly improving on the healing provided based on the cost to yourself. A bit of blood would accelerate someone's recovery fairly significantly, but sacrificing a kidney would actually result in them being better off once healed than they would have been without getting sick. If you were to sacrifice your life, you could instantly bring someone back to the peak of their existence, render them ageless, and leave them virtually immune to disease. If you pay an additional 100cp, the one you healed with your life will be allowed to go on your chain in your stead should you not be revived first.

If you also possess Universal Medicine, you can benefit from it when using this perk, though this will not let you sacrifice your life without consequence.

Cure the Incurable (300cp): Sometimes, healing runs into something that can't be healed, someone that can't be saved, a disease too virulent and deadly to be cured. You say no to that. To you, nothing is truly incurable, not forever, anyway. Your skills never stop growing and improving, always able to be pushed farther, until they reach the truly supernatural or even conceptual, given enough time and dedication.

Share the Burden (300cp): Many people wish they could take on the burdens of others to lighten the load, you are one of the few actually capable of doing so. With a touch, you can take on some of the pain, fatigue, and symptoms of an individual to lighten the effects on them, but afflicting you with what you took from them. At first, you'll be able to take only a small portion, however, with practice you can increase the amount you can take on and reduce their effects on you when you take them onto yourself.

You can, with training, transfer such burdens to a willing, and eventually an unwilling, creature in place of taking them on yourself, or in addition to taking them on yourself, spreading it further and thus making the impact lesser for each person taking on these burdens.

Blood, Sweat, and Tears (300cp): Healing is an art where one's efforts may go to waste, trying to heal someone only for them to die, the effort, time, and resources wasted. Thankfully, you've found that the more time, effort, and resources you put into something, the better the results will be. While this will suffer from diminishing returns, you will find your efforts are rarely ever wasted fully. Even should your patient pass or project fail, you will still gain something in return, be it a new treatment method, a windfall, or a surge of conviction and willpower that gives you a second wind, you will still gain something from it, so long as you don't deliberately kill the patient or discard the project, of course.

This is proportional to the time it would normally take to create whatever you are using the perk on. Something taking months normally would see a smaller boost if done over a year than something that'd only take minutes.

Time Heals All Wounds (300cp): You are ageless, highly resistant to diseases and poisons, and are immune to any effect that would simply snuff out your life. Damage causing death is not resisted through this effect, but a spell that simply ends your life or cuts the tether between body and soul to end you would have no effect. Even conceptual effects to erase your very existence don't work on you. Finally, you possess a potent, but slow, healing factor that allows you to heal from nearly anything, so long as you live, even regenerating limbs or organs in time.

Biotechnician (300cp): A bit of mad science to go with your healing. You have an innate talent for flesh shaping, the ability to alter the biology of a creature through various methods. At the low end, you are capable of creating retroviruses and symbiotic bacteria, performing grafts from vastly different creatures with no chance of rejection, crafting cybernetics that interface perfectly with the body, and performing extensive plastic surgery with ease and little recovery time. At the high end, you could create biological technology of all sorts that can mimic, and potentially exceed, normal technology while also being able to heal and grow.

This is a Place of Healing (300cp): Healers often prefer no violence to occur in their workspaces, seeing them as a place for healing, not violence. For some, this a bit more than just a preference. You are able to create bounded spaces within which you can augment certain actions and capabilities when you first establish the space. A place set up for healing will, for example, prevent illnesses from spreading, accelerate healing, and ease pain and suffering to all within, as well as improving the efficiency and fluidity of those practicing medicine within. These can be set for more than just healing, though the more they do, the longer it will take for you to learn to do so.

Additionally, such bounded places inhibit actions that run counter to what the space is set up for. A boundary set for healing, for example, would inhibit aggression, reduce damage done through violence, calm violent emotions, and aids those defending themselves from such aggression.

Web of Life (300cp): A common technique for combat medics or warriors that dabble in the healing arts, allowing you to form a connection to other creatures, up to five by default, but growing with practice and your own physical and magical fortitude. These function within roughly 20 meters by default, but can extend farther with greater skill in forming stronger bonds. Anyone sharing one of these bonds that is healed, even through the simple process of natural healing, can spread that healing to anyone else sharing one of these bonds.

Normally, this is an entirely voluntary process, requiring the recipient of the healing to distribute the healing willingly. However, if you possess the Share the Burden perk, you can force a bond and direct the healing yourself, as well as use Share the Burden's effect on anyone you have formed a bond with.

Human+ (300cp): Not all healers focus exclusively on bringing someone back to parity, instead working to improve upon others with their healing capabilities. Surgeries to strengthen muscle or implant new organs, serums that alter the body on several fronts, and much more are a part of this. This has made it so that any procedure or process you perform that has even the remotest chance of beneficially enhancing the recipient is significantly more likely to succeed, and with far fewer negative effects and a much lower mortality rating, no matter how likely complications would normally result. While still possible for them to fail, no long lasting side effects or irreversible negative effects will ever result from these procedures. Those undergoing such a procedure will always recover and will not be killed by the process, no matter how implausible that should be.

Rapid Recovery (300cp): As a healer, it only makes sense you heal fast, in fact, you heal fast enough that you never need to worry about healing yourself. At a base level, you heal ten times faster than normal, however, this rate of healing improves over time and with your skill in the healing arts. You can also survive surprisingly severe injury without issue and are virtually immune to shock from such severe injuries. If you are subjected to healing of any sort, it will be significantly more effective for you.

Additionally, this healing extends to your mind and soul, not just your physical body, allowing you to heal from even mental and spiritual wounds at the same rate as your physical body. If your body, spirit, or mind is already healthy, the healing that would be applied to it is applied to the other two, improving the healing.

Finally, this enhanced rate of healing is also applied to the rate at which you regain your magical reserves, in all their forms where such is applicable. And possibly even where they aren't.

Nature of the Soul (300cp): You have an innate understanding of the soul and how it operates. With just this understanding, you can astral project, see and interact with the souls of yourself and others, and extend your soul into another to directly combat possession or forms of control.

Further study may allow you to do more with souls than the basic understanding offers, including potentially using them as a power source, extracting them from a person, implanting them into a new body, modifying them, or even using them as a material. It is even possible to house a soul within a phylactery, allowing the person whose soul is housed within to survive past death, though in a diminished state.

Additionally, you know how to kickstart the development of souls in other beings that would normally be soulless.

You cannot use a Relief Token to gain this perk.

What Doesn't Kill Me (300cp): Makes Me Stronger. This may be a unique quirk of your biology, a result of consistent exposure to healing magic, or something you did to yourself to cure a disease of some variety. It doesn't matter what it is, the results are the same. You are in a constant state of improvement and adaptation, always growing stronger over time with no input necessary. The more stress and damage you are subject to, however, the faster this goes, at least for a time. It also grants you a resistance to things that have hurt you in the past, growing greater as you are subject to the same more often, though this does eventually plateau.

You cannot use a Relief Token to gain this perk.

Miracle Worker (500cp): The pinnacle of the healing arts; resurrection. Even greater than healing someone to be better than they initially were is the ability to bring someone back to life after they have died. You have reached this point and can bring back those that have died, though you still have much to learn.

This perk grants three distinct abilities.

Firstly, you build up a reserve of energy over time that can keep someone alive so long as you feed this energy into them and prevents their condition from worsening, allowing them the chance to heal and live when they very well should have died. This can even be used on your allies at a distance to turn certain death into near death, instead. They will still need healing, but they have the chance to survive such injuries so long as you aid them. Just be careful, if you can't heal them before this energy dries up, they may still die.

Secondly, each year, you develop a mote of power. These motes can be tapped into to augment your healing abilities immensely, allowing you to perform miraculous feats of healing at the cost of the mote going dormant for a time. However, you can also expend a mote, destroying it entirely, to resurrect someone that is dead. Depending on the medium used (magic, advanced technology, or mundane means) this may take more or less time, but you can bring someone back through this method. Other uses for these motes may reveal themselves in time.

Finally, once every ten years, or at the start of each jump, you gain an extra life. Should you die, one of these extra lives will be used up and you will find yourself alive, fully healed and in your peak. You can choose to delay this, reviving when it would be beneficial to you. Additionally, you maintain the ability to perceive the world and think while dead, so long as it isn't your final death. You can also choose to simply not revive and let yourself pass on if you so choose. You can have any number of these extra lives stored at once.

You cannot use a Relief Token to gain this perk.

Items

You gain two additional Relief Tokens that can be used in this section only.

Medical Kit (Free): A small, easily portable container that holds a variety of bandages, gauze, tapes, sutures, disinfectants, and other common resources for basic first aid and medicine. Over the counter medicines are also included in this kit. The kit replenishes itself daily.

This will update itself with common materials in each world you go to, though only common materials will be gained in this way.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Library (100cp): A large repository of books related to history, medicine, various sciences, mathematics, and other academic pursuits in a variety of languages, both actively spoken and long dead, with translations available. These are all stored and sorted within a building that is much larger on the inside than on the outside. This can become a warehouse attachment in future jumps or be imported as normal, possibly earning you a small stream of revenue. While mostly nonfiction (for the setting they are found in) there are a few fictional stories in their own section, which are guaranteed to be entertaining and match your tastes or those of your companions.

You gain new books added each jump based on the setting you are in, with its own devoted section.

Laboratory (100cp): A fully stocked and ready to use laboratory, complete with burners, storage containers, disposal units for failed experiments or biowaste, personal safety equipment, an air scrubber and recycler, and an automatically updating log that takes your observations on an experiment and transcribes them directly. This comes with a basic set of materials necessary for the most common forms of medicine.

The laboratory keeps any upgrades made to it and can either be imported into a setting as a building or kept as a warehouse attachment.

Resources (100cp): You have a constant source of income, whether it's a patron, a business you hold stock in, or something else entirely. Alternatively, you can have a source of raw materials, such as an island that constantly replenishes the materials it has available. Either way, this gives roughly \$100,000 USD worth of cash or materials every year per purchase of this item.

Perfect Edge (100cp): A simple, self sterilizing scalpel of superb quality, with one unique trait. This scalpel can bypass the defensive abilities of anyone, allowing the surgeon to perform surgeries regardless of the durability of the subject, and can even slow or halt healing factors to prevent a surgery from being complicated by the healing. This scalpel is too small and unwieldy to be used as a weapon effectively, but, in a pinch, it can be used as such.

This also comes with needles with similar properties, allowing the administration of injected medicine or stitches despite the durability of the subject.

Universal Antidote (100cp): A universal anti-toxin that weakens the effects of poisons or toxins shortly after being administered, regardless of what it is or how potent it may be. If mixed with a sample of the poison or toxin first, it will become a perfect counter to that poison or toxin. These may be administered ahead of time to grant someone a resistance (or immunity) to the poison or toxin in question, though it can be overwhelmed with enough of the toxin being introduced to the system. This anti-toxin is hypoallergenic.

Doctor's Attire (100cp): An outfit designed to be worn by doctors, it can appear like virtually anything but is naturally self-cleaning and self-repairing, insulates the wearer from diseases and toxins, produces a pleasant scent on demand, and minutely boosts intelligence and awareness. Common examples include a lab coat, scrubs, or a plague doctor's ensemble.

Expanded Medic's Bag (100cp): A leather satchel that is ten times larger on the inside than its outward dimensions would suggest. Anything placed into this bag is held in ideal conditions, sterilized, and will not degrade or become contaminated. It is self organizing and will repair itself slowly if damaged.

Placebo (100cp): A pouch of simple sugar pills with an equally simple effect. Anyone ingesting the pill will find the symptoms of any disease, illness, or injury they possess temporarily lessened. This doesn't actually lessen or in any way heal the individual or prevent the disease from harming them, it simply lessens the outward signs and symptoms. The pouch never seems to run out of these pills.

Prosthetics (100cp/200cp/300cp): You have a large collection of prosthetics that always seems to have something viable for what you are looking for, though not always the best version it could be. These are stored in either a large locker, a chest, and/or as a part of a warehouse attachment.

For 100cp, the prosthetics are fairly simple things, more akin to modern prosthetics that are commonly available, nothing advanced (such as cybernetics) or supernatural in nature. However, they are self cleaning and self repairing. This is limited to prosthetic limbs or aesthetic ones such as eyes.

For 200cp, the prosthetics are able to replace organs and work nearly as well as the real thing, with no chance of rejection or infection from implanting them. Moreover, the prosthetic limbs produced are significantly easier to adjust to and learn to use and seem to be more responsive as well. Other implants, such as pacemakers, are included.

For 300cp, this extends into full on cybernetics capable of integrating into the body easily and quickly. These are often better than baseline flesh and blood, respond just as well to the powers and abilities of the one receiving them, and can be upgraded easily. Some can include tools or be cybernetic enhancements rather than replacements.

You can attach these to yourself quickly and easily regardless of what tier you've purchased, even if such should be nearly impossible to accomplish.

Alternatively, if you paid at least 200cp for this item, the prosthetics can be replaced with biological replacements of cloned flesh. Fully functional limbs and organs that can be grafted onto a person without risk of rejection. Blood is also included for those that need a transfusion. These are harder to attach and implement, but will grow with the person once they are fully integrated.

Test Subjects (200cp): Testing new medicines is a fraught endeavor, requiring both animal and human testing to push forward, and sometimes, the side effects can be severe. Few would volunteer for such with dangerous new drugs and testing on yourself is risky. These constructs are an answer to the dilemma. The constructs are able to replicate nearly any mundane creature perfectly with enough sophistication to emulate a mind and soul, though they lack actual minds and souls directly. You can control and alter their specifications each time you call on them and can replicate specific individuals with a small DNA sample. This allows the accurate testing of the effects of a particular bit of medicine or surgery on a specific person or type of person. You start with five the size of a mouse, five the size of a child, and five the size of a full grown human. They will repair any damage done with the press of a button on their storage unit.

There are instructions on how to make them and adapt them to other species to, for example, test how a medicine would affect a dragon or a kryptonian or any number of fantasy or sci-fi races. These instructions are fairly simple and easy to follow, easily adapted. They also give a basic understanding of how to make homunculi, but is not, in and of itself, enough to gain the ability in full.

These constructs cannot normally develop any sort of sentience, however, with jumpchain, you may find a way to do so. If you do, the constructs become followers and can be imported as a companion if you so choose. They are not, however, able to share a slot.

The constructs cannot provide usable parts for any sort of practice, meaning you cannot take off a limb to use as a replacement for someone else, harvest organs, or otherwise gain useful materials from them other than the knowledge you gain from studying the effects of medicine or surgeries used on them.

Pick Your Poison (200cp): A cabinet filled to the brim with commonly used medicinal remedies and drugs of all sorts, ranging from the common, over the counter medicine to vaccines of all sorts to high grade medicines only ever prescribed by doctors to designer drugs sold on the streets, as well as various alcohols and sterilization agents, all labeled and exactly where you need them to be.

It also comes with a concealed portion that contains an array of poisons, toxins, and samples of diseases, be they viral, bacterial, fungal, or parasitic in nature, even updating with samples of anything you encounter in your travels, be it as a victim of such things or as a doctor treating someone who has it. It even has a book on how they may be used both for ill and for good. Remember, the difference between a medicine and a poison is dosage.

All samples are perfectly made and preserved, they will never expire or be compromised while in this cabinet. Additionally, you can add medicines, potions, and other non-food consumables to the cabinet to create a steady supply that you can draw on regularly.

Healing Implement (200cp): Be it a staff filled with medical nanites, a gun able to fire a beam of healing energy, or a traditional wizard's wand filled with healing magic, this implement is a source of healing, and something a little more. Within it is a well of power or material that can provide some manner of healing to those around you at your command and can offer some additional benefits to those healed with this power/material. The power within naturally regenerates over time, slowly, but the reserves are large and able to be used extensively before running dry, allowing you to preserve your own abilities.

Used during a medical procedure, it can use very little energy while ensuring the procedure goes better than it otherwise would. Additionally, the implement is sturdy enough it can be used as a weapon in times of need.

The energy/material within is an enigma and can't be easily reverse engineered, though it can be done by those with genius levels of intellect.

Diagnostics Equipment (200cp): An array of equipment used for monitoring the vital signs of others, both in those you'd see in a hospital and something a bit more portable and usable in combat. The normal diagnostics equipment is high end and incredibly accurate, beyond anything available to modern hospitals, requires almost no maintenance to keep functioning, has a built in power source that never runs out, and can have any aesthetic you desire.

The portable units, on the other hand, are able to monitor the general health and condition of others within a specific range or that are wearing one of the pieces of equipment that comes with it. It also comes with a hands free way of monitoring the information given, which can be programmed to prioritize certain forms of information or to flag and alert you to predetermined conditions, such as an ally being downed.

It is surprisingly easy and intuitive to use, with instructions on how to make more of the portable version and the more common form of the normal diagnostic equipment.

Coat of Arms (200cp): Taken a bit more literally than one might expect, this is a solution to a healer needing an extra pair of hands or three, this harness has several additional arms attached to it, six of them, that the harness allows the wearer to control as if they were their own arms, with specialized features that make it so they are as intuitive to use as your own two arms even when attempting to coordinate six additional limbs.

The limbs on this harness can be swapped out if you possess proper replacements, such as the higher tiers of the prosthetics item, and have ports that can adapt to nearly any limb replacement.

Guide to Reiki (200cp, Discount Biofeedback): A book on the natural flows of energy within the body and how they can be used to perform spirit healing by interacting with those energies. This book provides a knowledge base on how to use and manipulate ki, both your own and that of others, with a focus on healing and alleviation of pain and suffering. This is actually an array of biofeedback techniques, pressure points, and the basics of unlocking ki as a whole that can be used to affect others with your own biofeedback capabilities.

You may be able to discover other uses for the ki this unlocks, but this book does not include anything beyond its basic purview of spiritual healing and the unlocking of ki.

Healer's College (300cp): You have come to be the owner and headmaster of a school. This school has a primary focus on anatomy and the healing arts by default but you can choose whatever subjects you want to be taught here. Any student learning in this school will gain the benefits of any teaching perk you possess, with a minimum of learning twice as fast as they would in another environment, and will have talents emphasized while studying here. You can choose the requirements for entry into the school as a student, such as requiring them to pay to attend, that they show a level of existing proficiency, or that they have some innate quality. You cannot benefit from this bonus.

The school is fully staffed with teachers and support staff necessary to run the school, and they do such a good job of it that you really don't have to put in any effort to run the school yourself. The teachers are akin to NPC followers rather than proper, living beings, having no need for food, drink, sleep, or air. If you have companions take the place of teachers, they can apply their own teaching perks to their students in addition to what the school provides normally.

You can import this school into any world you go to at any time, having it appear before you if you didn't import it at the start of a jump. If you do the latter, people will hear about the school and start to apply even if it's in an obscure location. No one will find this strange unless you want them to.

Portable MedBay (300cp): Be it a collapsible tent, a box that expands into a cabin, or a cart with an expanded space inside, this is a fully stocked and ready to use clinic and triage center that can be taken with you on the road. It has enough space to house and treat up to twenty-four people, plus a living space for yourself and eight others, though the treatment space can easily be converted to a living area for when you don't need it for medicine. It maintains any equipment stored within in peak condition and prevents the spread of disease. More importantly, it will change its form to your will, be it turning into a simple backpack, a cabin or other building, or even a ship, it can take on any such form, so long as it has scanned such a form before. It has little to no combat abilities of its own and cannot gain them normally, but it maintains any defensive upgrades it is given.

Healing Church (300cp): While not all healers are religious, a large number of them throughout history have been priests and holy men, said to be able to cure ills with but a touch. This church is for those like them. This church connects directly to an entity, whether it is a god is up for debate but unimportant, that can grant blessings and allow those that follow them to invoke their name to perform minor miracles.

You are able to make offerings of prayer, power, material, or self within this church, and in doing so be granted Favor with the spirit that holds this connection. Even just a sacrifice of time to clean the church, light candles, and the like is enough to earn a small amount of favor, and spreading the word outside the church equally offers some measure of Favor. Larger offerings grant greater rewards. Moreover, you may receive quests from this church that would reward you in a large amount of Favor. This favor can then be traded in for various boons; minor blessings or miracles, knowledge of various topics, imparting some manner of blessing onto an object, giving you helpful visions, and similar such things. This is by no means an exhaustive list. Most boons are temporary, but with great Favor, a permanent boon may be offered.

These offerings will give the entity within the church a steady increase in its strength and overall power, allowing it to more directly interact and communicate back with you. As it increases in power, it can offer greater boons or may grant you a token of its gratitude at certain milestone marks. In time, it may even be able to manifest a living avatar that may join you as a companion in the future. Its growth is, however, incredibly slow, potentially requiring several decades for direct communication.

The entity connected to the Church is well aligned with yourself and your beliefs by default and will never betray you, adapting to your needs and desires. It will have the Healing domain and one other domain of your choice to inform the boons it may give out, but may develop more over time.

Alternatively, you can forge a connection to this church, offering the same boons to others without taxing your own power, albeit limited by your own strength and abilities. If you do this, you may select a single domain (Healing by Default). In place of creating avatars, in this case, you may be able to use the strength provided to create angels or similar servants, though this will not make you a god on its own.

Apothecary's Magnum Opus (300cp): This phial is far larger than it needs to be, though still small enough that it doesn't even hold a full mouthful of liquid when filled. It holds only a single droplet of golden liquid that actually glows with a noticeable radiance when you first obtain it. This is a special catalyst that can and will mix with any medicine, potion, drug, or similar concoction, seemingly converted into more of the golden liquid. Drinking this mixed medicine would provide the benefits of every medicine mixed into it with no downsides, and never wearing off, remaining persistent. Only beneficial aspects will be carried by this mixture. The effects of such medicines are also more pronounced and exaggerated, though the stronger they already are, the less noticeable this effect becomes.

Only a single droplet of the medicine or a few grains of powder are necessary to gain the full benefits, with the phial able to hold, roughly, twenty milliliters of liquid, about forty drops of liquid. The liquid cannot be removed from the phial except to drink it and all of it must be consumed to have an effect.

At the start of each jump (or every ten years), you gain another phial with a single droplet of this liquid.

You cannot use a Relief Token to gain this item.

Rod of Asclepius (300cp): The traditional symbol of healing, a short staff with a snake twined around it. By touching the staff and willing it, a person is granted healing capabilities similar to those described above. Should you, however, will it while holding the staff, the snake will come alive and seemingly vanish into the earth, spreading healing themed abilities across the entire setting. If you do so, the rod will fall inert until the start of the next jump, the snake returning and twining around the rod once more.

The rod cannot be used as a weapon, being unable to inflict harm on someone, though it is sturdy enough to block or redirect blows.

You cannot use a Relief Token to gain this item.

Panacea (500cp): The universal cure, the perfect medicine, the elixir of life. You possess a single dose of the Panacea, taking the form of a bright red, marble-sized pill. This pill, if ingested, instantly brings its user to the peak possible for their physical form, eliminating all diseases and parasites, perfectly balancing the hormonal levels, righting genetic defects, and giving the effects of ideal nutrition and conditioning to give the individual as perfect a body as they could potentially have. This enhances the consumer's potential with physically oriented abilities, such as ki, greatly, especially in their growth and development. This has the added effect of extending the consumer's lifespan significantly, by at least ten times what it otherwise would have been, with slowed aging to match.

It doesn't stop at merely the body, however, the mind of the user is equally affected as the brain is, fixing neural issues that would impair the person without altering their personality, though fixing insanity through this method is an exception to the rule in that regard. This increases the neuroplasticity of the person and removes some of the rigidity of thought that many fall into with age, allowing for increased mental adaptability and learning speeds on top of giving a heightened capacity to focus. This also enhances the consumer's potential with psionics and other mind-based abilities to the peak of what it possibly could be.

This extends even further to the soul of the consumer. While this is largely unnoticeable in many settings, it will remove spiritual corruption in all of its forms, repair damage to the soul itself, and gives the consumer a high resistance to further attempts to corrupt them. Additionally, as the soul is often the source of magical potential, this greatly heightens the potential for learning and performing magic, increasing growth for raw magical power and endurance to new heights, as well as improving magical responsiveness. This even grants the ability to learn magics that don't have a genetic component to them

However, the Panacea can also be used another way. By shaving off bits from it and mixing them into water, they can create potent healing medicines. Adding it to other medicines will greatly increase their effects, erases the side effects and downsides of the medicine, increases how long the medicine will last, and adds an additional, general healing component. Only a few grains would be enough to close large wounds when used in this way. There may be other uses, but these are the only ones that you will begin knowing, otherwise, you must simply experiment.

Additionally, the healing power within this medicine is so potent that it even regenerates its own substance over time if shaved or broken, though at least half of it must remain intact for it to regenerate in this way, going from half-sized to fully regenerated in ten days time, growing faster the more of it is there.

At the start of each jump, or once every ten years, if the Panacea was used up, consumed, or is unable to regenerate into its normal form, you gain another dose of the Panacea.

You cannot use a Relief Token to gain this item.

Companions

You may spend your Relief Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Relief Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Healer (50cp): This option allows you to create a new companion with 800cp and 5 Relief Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Support Staff (100cp): A half dozen medical assistants, be they nurses, orderlies, or clerks, that have enough training to aid you in your medical pursuits, and enough understanding of medicine to help with research on such subjects. Each has Medic Training, Academic, Patience is a Virtue and any five of the following perks of your choice: Steady Hands, Calm & Collected, Scholar, Iron Stomach, Safety Minded, Proper Storage, Observant, Bedside Manner, Physiotherapy, Triage, Anatomical Expertise, Veterinarian, Medical Cook, Logistics, Stress Relief, Doctor's Mercy. These assistants are followers and prefer to remain in positions of research and study rather than entering combat.

This may be purchased multiple times, gaining six additional assistants. You may choose different perks for each purchase of this option.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Squeamish (+50cp): You are not so inured to the sights, sounds, and smells that come with medical practices, to the point that your stomach will turn at the sight of blood, though you can still work through it. With a second instance of this drawback, you actually grow weak when seeing gore, which can be worked through to a degree. A third instance causes you to lock up, paralyzed, by the sight of blood and gore, and almost nothing can get you moving other than not seeing the blood anymore, therapy may help you push through with willpower. A final instance and you will faint at the merest hint of blood, with only extensive therapy over years helping you overcome it.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Back Alley Doctor (+100cp): You are an unlicensed doctor and are not legally allowed to practice the healing arts. You are not monitored by default, but with each additional purchase, to a maximum of four, you will be monitored to a greater degree and the punishment for practicing the healing arts will become greater. At four purchases, you can't practice the healing arts at all without it being known and you being hunted down for imprisonment.

If taken with Drafted, you are expected to be a soldier instead of a medic, and performing the healing arts will make you a bigger target on the field, as well as causing you to be put into more and more dangerous regions.

Kill the Healer First (+100cp): You are recognized as a proper threat in any encounter you are a part of, becoming a priority target in any fight you are a part of. It doesn't matter if you show yourself to be a healer or not, you are the first to be targeted at any opportunity.

With a second instance, subject to retaliation from those that hold enmity towards the people you heal, be it the warlord that attempted to send a message to the jealous lover trying to chase away a potential rival, they will come after you if you heal the target of their ire. And if you ever heal a criminal, you may find yourself being ostracized from the common citizenry. This only applies if you are discovered to have done the healing.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Relief Token.

Pacifism (+200cp/+400cp/+600cp): You have taken an oath to not cause harm except as a means to save a life. It matters not the reason, only that you are truly invested in this oath. You will not break it unless it is in a life or death situation, and even then you will feel guilty afterwards.

For an additional +200cp, you are physically incapable of harming someone except as a means to save their lives, even through inaction. You must actually try to stop harm and heal those harmed around you, barring those that are direct threats to the lives of others just from existing.

For a final +200cp, you can't even harm someone to defend yourself, being physically incapable of causing harm to others even in life or death struggles.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for (Free perks or items) and whatever freebies you gain from your Relief Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of (Free perks or items), and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Healer (+300cp): You have an enemy that has a custom build from this doc using the same amount of CP that you spent, as well as their own set of Relief Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

The Draft (+400cp/+600cp/+800cp): A war is brewing on the horizon, it will come, and when it does, every healer available will be expected to contribute on the front lines if it is possible to do so. You are a prime candidate and will be brought to the front unless you can find a way to avoid it. And should you find yourself on the front, well, you'll find the enemy is not quite so willing to ignore the healers as many are.

For an additional 200cp, you are already on the frontlines and the war has taken hold from the very beginning. You will be entrenched and expected to provide as much healing as possible, along with the other healers available.

For an additional 200cp, separate from the option above, you are part of an army unwilling to go after the enemy healers despite the enemy being perfectly willing to do so themselves. Be very careful, you are a target.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Final Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

On Rapid Recovery: The last line means that other magics may be able to develop a regenerating energy source to fuel it even if that magic normally wouldn't possess it. As an example, Allomancy from the Mistborn series would develop a reserve for each metal that, while small, would naturally regenerate, meaning the allomancer could, in a pinch, use their allomancy without metal to burn.

On Miracle Worker: The motes do not return the resurrected person to their peak, but does bring them back to good health. You can, however, use one of your extra lives in place of a mote to revive someone to their peak as you otherwise would have.

On Apothecary's Magnum Opus: This is not a one time thing. You can drink multiple of them. You just only get one per jump to work with. As an example of the kind of exaggeration of effects I am talking about; Aspirin used in this would grant its user a higher pain tolerance, allow them to avoid lethal levels of shock, and actually impart an increase in durability. Caffeine would similarly provide an increase in thought speed and alertness, reduce one's need for sleep, and enhance reflexes.