Generic Humanity Fuck Yeah

Jumpchain
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v.1.1

Introduction

An homage to all the fiction and fanfiction that highlights the greatness of humanity, celebrating our weirdness, determination, and awe inspiring ability to stomp on another setting, take it over, and have its problems fixed in a week.

Take **1000 CP** for expenses.

Note: I shouldn't have to say this, but just in case, the rhetoric fluff text of this doc is both poking fun at HFY and an accurate portrayal of the attitudes you'll find in fiction/fanfiction. I, the author, do not subscribe to human superiority as the de facto in all situations or extreme examples thereof even though I am human and love it when we are on the side of good and stomping all over evil.

This has been a friendly PSA.

Age & Gender

We humans are equal opportunists. Choose freely.

Race

Here in this section you may choose to be any race in your chosen fanfic or setting, though why you would be anything other than Human, the coolest race of them all, is beyond me.

Human (Free) You're human, one of the most badass races around. As the special snowflakes of the setting most of the world's problems revolve around and are solved by your species. This doubles as your Drop-in Origin, if you entered the setting as another race from a previous Jump your alt-form will be counted as Human and other humans will see you that way for the duration of your stay unless you point it out to them.

Alien Race (100 CP) So you have chosen poorly and decided you would rather not be an awesome human. That's fine, you do you, but most aliens in these things are portrayed as squishy, or not as inventive, or subordinate to humanity if they are on equal footing physically. If you're going to attempt to be an awesome alien, then you better love humans or you'll get stomped all over.

Fantasy Race (100 CP) Beings of magic far and wide that typically don't know what they're in for once the human shows up. Or it's a long storied civilization requiring a shake down to humble them, most likely Elves as the usual snooty suspects. I hope you enjoy being from a likely stagnant society.

Other (200 CP) So many weird things to be in this category. A dream demon, a living star, a Great Old One from beyond the reaches of reality...I still say being a down to earth human is better than any of them, at least you can talk to people without driving them insane.

Origin

Paragon of War - For those wanting to be a scary badass human.

Paragon of Magic - For those who want to be a power munchkin human.

Paragon of Compassion - For those who want to outshine saintly humans.

Paragon of Science - For those who want to break science over their human knee.

Paragon of Politics - For those who want to be a lyin-I mean, a diplomatic human, yes.

Setting

Pick one that fits where you're going or the narrative you're writing.

Modern vs - Modern? Sci-fi? Giant Kaiju? This is the modern world vs anything that comes to challenge it and human superiority, because we're just that prepared!

Sci-Fi - Got some high tech place in mind? Somewhere you wanna kick the shit out of aliens? Or another version of humanity that popped in from an alternate universe? Both? Maybe you're civilizing some species with an outdated mentality or just joining up with a galactic spanning united planets type government, get ready for politics and proving to everyone, everywhere, why your people are the best.

Fantasy - Ah, magic land, the location where Dwarves are considered great craftsmen, the Elves masters of magic, and the Beastmen are usually good for something, not like those boring Humans, right? Wrong! You're here to show them who their real betters are like how much more heroic, smart, and handsome you are.

Horror - Let's be real, most horror movies don't have good endings because of the marysue villains waiting around the corner to shank their victims. Well, you're an even bigger marysue than them because even if your opponent is a ghost you'll find some way to punch it. So go ahead and taunt evil gods, demons, and things that go bump in the night, you're a human and you'll human your way through them all!

Superhero - You don't need no spandex to fight crime, not when you're here to teach these heroes how to deal with their villains. What's that? You wanna wear the costume anyway? Well then grab your underwear and teach those cretins that what separates the villains from the supervillains is the presentation.
(If you're not pairing this with another Jump that offers powers, like the Superman Jump, either roll your power on one of the generic superhero Jumps or use the random superpower generator because I'm not writing a powers section.Obviously anything that would break Jumpchain (grant extra CP, kill Jumpchan, etc-) is not on the table or to be nerfed to the local multiverse level on par with Dr. Fate/Strange. Be honest.)

Punk - Bright neon lights and dark alleys aplenty, cogs and clockwork gears giving motion to massive machines, dizzying distopias, Victorian brass, and other places to get lost in. Whether it's a time when humans were living under an alien dictatorship or dressed in dapper apparel with strange conspiracies afoot your untamed manly spirit will delight in rebelling and undermining those who try to put it out.

Survival - The area humans thrive best in, showing our dominance over all of nature by adapting to it and sometimes kicking it in the balls. By tapping into our more primal instincts we truly show how we overcome the challenges that demand we push forward or break and die, it takes grit, it takes determination, and ingenuity to turn a dire situation into a victory because vacation time is over, it's down to the wire now.

Mixed Bag - So you prefer your Sci-fi to have a little Fantasy? Your Survival to include Horror? Superheroes in a Steampunk world? You must love making humans look good.

Location

Roll for variety or choose freely.

1. **Earth** - It's Earth, where the most awesome people are from and all their stuff! It's the best place to be anywhere.

2. **Penal Colony** - A colony made up of criminals, could be a prison world on Epsilon 2 or a place out in a wasteland full of those exiled from society. Maybe you're a guard, one of the prisoners, or maybe you run the place?

3. **Neutral Territory** - No man's land, a place on the border between two nations, an uninvolved system, even a designated meeting place.

4. **Station** - Perhaps it's just in orbit of Earth, or on a trade route in the middle of nowhere, a repurposed asteroid, even a scientific monitoring station. A building for processing arrests? Or a central hub perhaps for traveling? Ticket please.

5. **Ship** - Lots to choose from, maybe you're on an old sailing vessel? Or a modern cruise liner? Or a straight up alien spaceship? Quite a few stories begin on a number of these.

6. **Frontier Region** - The unknown, a vast unexplored woodland, a dark ocean of stars and nebula, the center of the Earth. There are no laws but what moral code you live by, very little to no societal structures to support you if you get in trouble, but you're free to go where you want and do what you want.

7. **Melting Pot City** - A city somewhere where you can encounter all manner of creatures, a central kingdom of diverse peoples, a grand citadel on the innermost planet, the central hub for pathfinders, a nexus across dimensions. It's the largest concentration of mixed races where all are equal.

8. **Hostile Domain** - Territory owned or frequented by an active group of hostiles like pirates, enemy soldiers, criminal networks, No-Humans-Allowed neighborhoods, etc.

Perks

100 CP perks are free and 50% off the rest with their origin, as normal.

Humanity (Human Only) - Humanity, Fuck Yeah! It's not just an idea, it's the truth! You're homo sapiens, dammit, evolved from the soil of Terra, and that means even if those aliens think they're better or smarter or stronger or faster, well, you'll prove them wrong. No matter what they think their starting advantages are, you will survive, you will adapt, and you will overcome.

You will survive because you have the will to endure. You can still feel emotions normally - after all, it's our hearts that really make us human - but simply by willing it so you can always shrug off fear, pain, hesitation, PTSD, and anything else that is unworthy in man. You could stare into the depths of cosmic insanity and come out the other side still holding it together. It might not be fun, but it won't stop you. Nothing can stop you short of being literally, physically unable to continue moving.

You will adapt because you have the ingenuity and awareness that took us from barely-sentient apes grubbing in the dirt to the most dangerous life form known. You learn, grow, and develop at a rate five times faster than you would have without this perk and anything you improve stays improved regardless of time, disuse, or sloth. And you can always motivate yourself to give the proverbial 110% to your training or to any other task, no matter how unpleasant or boring.

And you will overcome it because you are not just human, you have the spirit of Humanity itself, and that means that there are no limits on your potential. You can always get stronger, faster, smarter, more powerful, or just plain more. You can always find a way to improve essentially anything about you to any degree, and you need never fear losing your essential 'humanity' - however you define the term - no matter how far you go.

Humans Are Scary (Human Only) There is a trait that your race possesses that when viewed in all its glory puts fear in the hearts of your enemies. It could be your stamina, it could be self destructiveness, it could even be how cute you are, whatever it is it intimidates other races and becomes a staple in their education about your people, convincing others why your species has such a fearsome reputation. Yet somehow, they will still underestimate you when you are their enemy, guess they haven’t learned their lesson yet.

Humans Are Amazing (Human Only) There are traits that your race possesses that other species admire highly. It could be your bravery, your appearance, how caring you are towards others, whatever it is it causes other races to love yours all the more and seek to protect and ally with you. Even if these traits would be similar to those found in their own people yours will still be considered exotic and absolutely amazing.

Once A Human, Always A Human (Human Only) There are many races that try to steal humanity's awesomeness, to make it theirs, but they just fail. Always. Because once a human, always a human. They might try to assimilate you, consume you, absorb you, but regardless of

the method used their attempts will end up with you gaining their strengths and losing none of yours. You could be the most wonderful and intelligent person someone has ever met but even you can still connect with that nasty, primal rage and ruthlessness that sleeps in all humans when your creature comforts are taken and you're horribly 'inconvenienced'.

Paragon of War

Job Core (100 CP) Humans are the best at this sort of thing, you know? Hacking, maintenance, construction, we even drive better than most races. In the military the standards are even higher demanding you give 110% in whatever your chosen job might be. You have one such MOS as it were that you're like a machine at doing and quite a bit of above average experience in a civilian career as well. Perhaps you specialize in hostage rescue while being an aspiring writer?

Tough As Nails (200 CP) Born on what most would consider a deathworld your species has come out of its development all the tougher. You're so durable that you make other races look squishy, with a minor healing factor that can regrow your teeth and nose but not fix lost limbs or completely shattered bones but even something like burns over 90% of your body would recover given time and you will heal perfectly with no obstructions, infections, or risk of gangrene. What other creatures find deadly to them would barely cause you anything more than an inconvenience as you are less susceptible to disease, with old age being far gentler on you, and more resistant to poisons of all kinds such that you could drink a gallon of bleach, come down with pancreatitis, and recover with a few days rest after purging it from your system. Your survival instincts are a honed weapon that has seen you through many perils putting you in touch with your primal side and bringing it into balance with your sensitive civilized humanity. You're able to rapidly gain higher pain tolerance to where you can think through some serious injuries without crying, though you never lose your sense of pain, and you also won't shy away from physical exercise, or challenges and hard work in general.

Passed The Competency Test (400 CP) You are a fully trained and disciplined soldier in the art of warfare and deception, you've practiced your people's tactics and gone over procedures until you could cite them in your sleep. Your focus is the best it could possibly be for your species allowing you to generally operate any tech or weapon encountered via observation and your perfect coordination, balance, and operational smoothness means you are rarely ever seen fumbling or tripping in the heat of combat causing all other races to look sloppy by comparison. You can easily hold multiple disciplines and keep your high score in the efficiency tests and if the job demanded you take one more you wouldn't bat an eye. Basically? You're competent to the level that you define it for all other soldiers after you.

Survivor's Luck (600 CP) You have a way of crawling out of the worst events and surviving against all odds. You could find water while stranded on a desert world, taken prisoner by mercenaries who aren't taking prisoners, be the sole survivor of the genocide of your species, even be the one guy in your squad the beast doesn't kill. This won't make the experience comfortable, or guarantee you get out in one piece, nor ensure these events happen to you but

when the odds are stacked against you you're the one who will come out alive no matter how close the jaws of death get. Only old age or giving up would see the maw catch up to you.

Paragon of Magic

Shakespearean Wolf Whistle (100 CP) Humans are diverse in their appearance and level of charm but most are not bestowed with the description of bombshell beauty like you. Everything about you is as beautiful as it is possible for a normal human to be and while that's relative there are actually a lot of universal traits that humans find appealing. Your face is just the beginning, there's also how you walk, the way you speak, the sound of your voice, how your eyes and features light up with your smile, etc. You're at the top of that undefined attractiveness and charm that many celebrities both share and wished they had and you'll look good doing whatever it is that you do too.

Mage Of The Hedge (200 CP) Knowing the tricks behind street magic and the grand illusions of the stage gave way to you discovering real mysticism. For all its temptations of the greater arts, however, you still have a soft spot for the spells that always get overlooked. You are a hedge mage among hedge mages, your ability to take what are considered weaker magics and use them well enough to contend against more powerful foes is a thing of legend. You contain the wit and wherewithal to outsmart even other masters of the hedge magic scene.

Let's Punch Fate In The Nuts (400 CP) Don't you hate it when some god or other gets it into their head to declare your whole race as an abomination and it's fate or destiny or some stupid decree that says you all have to die? And don't you just hate it when it really is fate or some divine mandate at work? Guess destiny didn't get the memo about human stubbornness because we've all been fighting fate and its predetermined future since the day the human spirit was born. You share this boon, because when you show up the future falls into a turmoil that none can predict or foretell with any accuracy, as though dozens of different endings popped into existence. Your own hand in all this is never seen so people with fortune telling cannot see you in any outcome they divine, nor predict what your actions will be even with models, but you are not a complete blindspot to those seeking your location. You won't suffer the same confusion with any of your precog abilities as everyone else does and when it comes to decrees, divine or otherwise, the plans made to oppress or destroy you and your race break down and backfire spectacularly.

The Star Conqueror's Magic (600 CP) It is believed that humans cannot wield magic. That is a lie. The truth is it was taken from us to prevent our march across the heavens, for you see in the hands of humanity the binds on spells and enchantments are broken allowing them to grow immensely powerful. How strong? Enough to conquer a universe. We are ~~marysues~~ the favorites of the creator afterall, turning a fireball spell into something that can burn planets or a healing spell into a mass revival across systems are gifts given only to the mortal children of The Blessed One. It's time to take back your rightful power and remind those who stole it from us why they should fear a mere mortal.

Any magic system you use will have a powerful progression of magic spells, for example: if your system has three fire spells like Fire, Fira, Firaga, you'll be able to find or create greater levels of spells in that spell tree such as Firaja, Firaka, Firaza, etc. This does mean you can go beyond the setting spell limits like achieving 13th level spells in Forgotten Realms without ascending to godhood (as in being classified as one according to that world's rules).

Paragon of Compassion

Superior Empathy (100 CP) As a human you are the one creature that is most in tune with your emotions and the emotions of other races, even those who were foremost masters at such things. Your sensitivity is such that you know what it is you're feeling and why at any time and have the ability to reach out to people and understand them better creating an empathic bond, with increased effectiveness the more different they are from you physically and mentally. With this understanding under your belt you can make close friendships with a lot of strange people and those bonds will last even if it's been years since you last talked. You also have protections from empathic attacks and loneliness to prevent you from becoming an emotional wreck when other people aren't around.

Dance In The Synagogue Of Joy (200 CP) Sometimes the best thing for a person is to unload or cut loose and we humans know all the best ways to unwind. You're adept at getting other people to release their stress whether that's through dance, through art, enjoying a night out, taking a tour of your local city, whatever it is that could help that person feel less like the universe has crapped on them their whole life, you know it and you can draw them into participating as long as there's a part of them that wants to.

Superior Morals (400 CP) If there were any saints living today none of them would compare to you. You have a set of morals the universe considers right, because the human is always right, and could convince other races to contemplate their merits or outright adopt them under your tutelage. If you tell a species of cannibals that they shouldn't eat each other and can back up your argument you'll find a growing group of ex-cannibal advocates to support your cause in a week to help spread your message. Your sincerity and teaching is enough to uplift all those aliens into a moral epiphany that matches the standards of a society built on liberty, mercy, justice, and love...or a different moral system if you prefer.

Integration (600 CP) Members of races that choose to bat for your team see your philosophy and way of life as the right way and tend to integrate into your culture more easily, picking up more of your species traits, beliefs, and even seeking to join your military to fight alongside the brave humans. After a while of this they'll even begin to see themselves as human and other humans will regard them as such even if they have three heads, green skin, and bat-like wings. It's time to join the universe together as one unified humanity.

Paragon of Science

Scientific Foundation (100 CP) You have a solid understanding of the Scientific Method and its principles, are excellent at keeping comprehensive records of all your notes and discoveries, and at working out the results of your experiments step by step so that you quickly know where you need to tweak your work to locate and reduce outside interference to get the most accurate and objective outcomes you can without failing to realize that structuring a controlled environment can itself be detrimental to your results. You are also very smart with a well organised mind and a memory that's sharp and never degrades. You won't remember every bit of your life but the important things will never be devoured by Alzheimer's or memory affecting curses.

And You Shall Be Their God (200 CP) Sometimes it's disappointing to explore the universe only to run across some primitive society with outdated ideas your people conquered long before. Superstitions that lead to the deaths of those who are merely different, the misunderstandings of a culture naively thinking everyone that visits think as they do, believing that honor is more important than the truth, all the way to thinking that technology is bad or magic or something. There are many things that stand in the way of societal uplift and progress towards a more enlightened people and it's your human duty to show them the light. You have a way of approaching these problems such that the race you're trying to introduce the concept of electricity to won't find offensive, even understanding your intent, and grow in curiosity with which they'll begin to explore their surroundings with a rudimentary Scientific Method. Once you've laid the building blocks they'll quickly progress in their understanding of the world and within five years will have risen to the level of America pre Civil War and that's if you're largely hands off. The more you aid them in setting up the structures to support their new society the faster progress will go. Technology wise they still won't have achieved spaceflight unless you outright give them access and training with such tech with some imported infrastructure but without importing those things pre Civil War America to pre WWI America is about what you can achieve when starting from a stone age hunter gatherer culture.

The United Federation of "Hold My Beer, I Got This" (400 CP) Humans love experimenting. We love sticking two warp cores together to see what happens, compared to other races our tech could be described as 'held together with duct tape, superglue, and prayers' because we're always taking things apart and attaching them to other things that other species swear shouldn't go together because the math told them it didn't. This has given Human technology a certain set of quirks and anachronisms that only really occurs when your scientists are constantly taking bits and bobs they don't fully understand and using them as bedknobs, cola powered rockets, improvised laser pointers, and other weird stuff. And it's all at your fingertips. When you do rash things with your tech it works out more often than it fails even when it breaks down, like plugging three warp cores together to go faster only to punch a hole in another universe, other races wouldn't dream of trying such a thing even in dicey moments but you're a human, you live on the edge. You'll look absolutely insane to the more 'civilized' non-humans but your balls to the wall approach will fill out several scientific journals with all the theories your success debunked.

(For a clearer idea see this: https://imgur.com/gallery/wpZ4w)

Awakened Genius (600 CP) You gain a love for learning and a reinvigorated curiosity plus a professional's attentiveness towards all things such that you don't find any subject boring and pick up new languages five times faster than you otherwise would but a little faster for any languages; written, expressed, and spoken; that you've encountered before. The speed at which you pick up, comprehend, and master new skills is three times faster than you otherwise would. No one can steal your skills either but this only applies to normal human feats.

Your capability to learn is also optimized to not favor one method over another; you can learn through practical teaching, visual mediums, with textbooks, or any other teachable method and thrive under them equally. You know how to apply this knowledge or whatever else you learn, have the resourcefulness to use it or any other abilities for abstract, lateral, or any other thinking without losing your grip on reality, never lose sight of ethical problems when it comes to your experiments or truthful insights no matter what kind of screwy logic a universe might run on, and have no trouble motivating yourself and kicking procrastination to the curb.

You won't shy away from any knowledge you don't like, will be able to view it unbiasedly, read between the lines, and not reject any academic ideas or new information without rigorous analysis and testing that arrives at the truth. You won't get entrenched in your thinking or from learned habits due to your current knowledge being invalidated and can also convince others to dive into researching new discoveries instead of metaphorically retreating into a fortress and clinging to familiar and beloved ideas. (Jumpchan guarantees this will not lead to loss of personality/values/etc. You could jump to a world where life is objectively bad, and instead of ending it work to make it better. Or just ignore it and move on. You do you.) You can also enjoy childish things like cartoons, toys, or games with each experience being as fresh as the first time you watched or played with them and no one will judge you for it.

Paragon of Politics

Structures And Supports (100 CP) The beast of government is not an unknown thing to you. You know how it ticks, where its weaknesses lay, what systems support it, and what frames its vast structure. When two different monstrosities of bureaucracy meet you can make a fair guess as to how they will greet each other or clash and since you understand these things you would make an excellent negotiator, diplomat, lawyer, or even revolutionary because you've stared the red taped, paper beast in the eye and didn't flinch.

Justified Genocide (200 CP) Politicians are the kind of smooth talkers who can sell ideas to their supporters and make it sound good. It's not genocide, it's eliminating acceptable targets that threaten human expansion. Whether they're an actual threat or not you have skill at softening unpleasant truths to where even your allies would defend your judgement of events. The reverse also works in that you have the skill to take something that's true and use it like a scalpel against your opponents to where your allies will feel silly for having missed the obvious.

Of course it helps that you have connections with the media to endorse your messages and a charisma that just makes you come off as likable and understanding in general.

Ultimate Social Fu (400 CP) You have a diplomatic person's ability to interact with other people with room to grow with your social skills never degrading below average and rapidly recovering any gains you lose. You can hold your own in a conversation and keep the dialogue going through different subjects, switching smoothly on a dime, without being too boring or awkward. You're a good listener, paying attention to not just what people say but how they say it, catching any double meanings or underlying intent and being self aware enough that you don't miss the flubs or faux pas you make.

You're highly observant, able to recognize when someone is trouble, trying to manipulate you, or take control of the conversation and shut you out, as well as what social cliques are present around you, what someone's body language or expressions mean, and the mood of the room in general. You can adapt quickly to different social environments and cultures picking up new jargon and mannerisms on the fly without forgetting your roots, who you are as a person, and your connections to other people you respect or have obligations to, you also have less issues finding the words you want to say and stringing them together in a sentence that flows well.

Your ability to make meaningful, lasting connections to other people comes much easier to you and you don't feel exhausted with conversation in general. You're able to work a crowd as well as any performer, are an excellent storyteller, don't get stage fright, and have no trouble networking and remembering people. You have enough sense and critical thought to recognize when you're working with a good or bad deal, how decisions could affect PR both yours or someone else's or even a company, whether your actions are helpful to those in need or will screw them over, and where you need to improve to just be better both for yourself and whatever you might be doing.

You never lose touch with reality and the needs of everyday ordinary people from rural farmers, to inner city dwellers living by the dollar everyday, to those with small businesses, and the little guy with no one to stick up for them in general, you'll also recognise when anyone is trying to take advantage of you and your goodwill just to maintain their own toxic lifestyle (i.e. drugs, alcohol, laziness, etc.) or just to steal from you. You can tell when someone is lying or speaking falsehoods they think are true and when you want they can tell when you're telling the truth and the intent behind your actions such as whether you're flirting for fun or because you have a genuine interest in them, this even carries over to video.

Reverse Armor Card (600 CP) Humans are special and that's a fact but a lot of races that come in contact with them don't think so just because they've been around longer and are used to a different way of life. Something they believe to their detriment. You already have a level of plot armor as the protagonist species but the harder a race works or fights against you the more they ensure their own defeat as your plot armor gets raised and theirs fails. It doesn't matter if they are a galactic society that hasn't had a proper war in centuries, stagnation is to blame see?

And if the seal on the ancient evil breaks, so what? You or another human will be the one to defeat them because your race is blessed by the gods or something.

Setting Perks

You are given a 200 CP stipend for perks in this section. Perks are 50% discounted to their setting while 100 CP perks are free with their setting.

Modern

Seduce Them With Food (100 CP) Human food is the best in the universe, most beings just don't know it until they try some, and much of the time it's a good way to get a surly creature to open up and admit you might have some worth after all. You are blessed by the culinary gods with a complete archive of human recipes and step by step instructions on how to make them, you can even get instructions on how to make things from scratch this way, and always have an inkling of how to prepare foreign ingredients to make a tasty dish. You also have enough skill to start with to be average in cooking and food prep itself but even at that level non-humans will find your dishes particularly delicious and be more receptive to your presence, jovial in general, and less likely to turn on you for 24 hours. You also have a sense for whether your food will kill them or not and are able to adjust the dish to be less or more lethal.

The Custodian's Will (200 CP) Humans were primarily given their intelligence so as to use it for the benefit of lesser creatures, this eventually grew to include other people but for the most part we're still in the business of taming wild beasts. And tame them you do. There are a lot of surly predator animals beyond Earth that a lot of races find terrifying, including the ones from Earth, you just think they're cute. Whether it's a giant moth or an alien cat-like creature the size of a medium dog, you rise to the challenge to bring the animal into your fold and make it your loyal pet. Whether you train it like a dog is trained or raise it yourself, you quickly establish an understanding with your chosen beast, learn how to care for it, and how to teach it to fetch...or attack on command.

Human Stupidity Trap Card (400 CP) Most people would describe humans as silly, stupid creatures, with our nonsensical meme culture and inexplicable ability to survive our own bumblings but what they don't know is it's just our method of injecting chaos. Your human stupidity in particular is outright weaponized and it's a glorious thing to behold. Challenged a creature bigger and stronger than you? You'll survive from sheer dumb luck, like them getting crushed in a door they activated and so long as there were no witnesses your 'scary' mythos will only spread. Light a campfire on a foreign world attracting the local fauna? After a night of chaos with no casualties you'll have discovered a new sport. Meeting a delegation of representatives but don't have all your ducks in a row? They'll be perfectly understanding, or think it's a human thing, they may even enjoy it. Aside from the great boost in luck this gives you it ensures that

any human error on your part works out best for you. Other humans can still call you out on your shit but they're human, they can do that.

Sci-fi

Tech Appropriation (100 CP) Any foreign tech you come across you'll not only be able to repurpose for your own use, but improve on it, and make it even better than what the original makers were able to achieve. Not only will the tech you make come out in the form you wanted but you can make it in such a way that other races can't make heads or tails of what it does unless they see it in use or have examples in their own tree like guns and tablets. Even with such examples they have a harder time reverse engineering the things you make or uncovering the step by step process that led to their creation.

The Marriage Of Bio Tech (200 CP) With just a few breakthroughs in transhumanism studies your people managed to master merging biology with technology and you are their premiere biotech scientist. Creating living buildings where the windows are as reactive to sunlight as the leaves of plants and even have partly sentient minds is as close to your reach as going to the store to buy some eggs, it'll even be solar powered. Industrial pollution and reliance on oil becomes a thing of the past as you've learned to make more efficient and reliable clean energy generators and more. The impact this will have in all aspects of life will lead to not just a cleaner world but a healthier humanity who, under your scientific leadership, will see improvements in the transhumanism markets and all aspects of bioengineering.

Because Biggatons (400 CP) *Stomp* Hm, what's that? Sorry, I couldn't hear you under the sound of the utter defeat of the enemy fleet discovering just what kind of trash tier ships they're driving. And they call themselves humans, hah! You see, the thing you have to learn is that as long as you're the human with the most biggatons in the room, your forces' effectiveness is multiplied by the amount of biggatons times five. Your equipment is better, your soldiers are better, your space fleets can run circles around vessels, and if they can't? They'll get there, they'll improve their tech so fast that they'll be spitting terraton tungsten bullets from the onboard ship railgun within three years as long as they have an existing proof of concept and already existing tech to support it (see Halo wank fics). So if your opponent has force shields to tank a ramming action? Your force fields are five times better. And on the off chance they have more biggatons than you, as if that could happen, your force's evasive and survivability effectiveness is multiplied by the biggatons times five. If their main cannon can wreck a cruiser of your fleet your ships are five times faster than theirs and will make them pay for every inch they take.

Fantasy

Power Troubles For Thee But Not For Me (100 CP) Having lots of power is fun isn't it? But then you have to worry about losing control or wasting it in a spell because you're sloppy and then sometimes you've got energies that are just explosive with each other, as if one puts chocolate on pepperoni pizza, they just don't get along at all. Well, those are all things other races have to worry about, you're human, you don't count. The more power you have the finer

your control with it becomes. Can't handle delicate illusions because your Chakra is too inflated? Not anymore! Your ability to keep energies from the same magic system balanced within you is also improved and powers from different systems or just ones that normally hate each other will find synergy under your guiding hands. Furthermore, should you run into something that truly cannot work together no matter what you do with it, it will not harm you when the two mix just refuse to work.

Curmudgeon-y Artificers And Their Eccentric Creations (200CP) Wizards have some strange ability to collect things that shouldn't be possible. Bottled lightning, a vial of darkness, the essence of time, and what do they do with it all? Craft artifacts, that's what! And so do you. You could take any old item and imbue it with a spell you have in your book but that old method is so beneath you when you could grab some shadow cloth and weave it into a robe that hides you from all sight. Or the scent of rain into a broom to erase odors while it sweeps. What's more, any resources required to make your items are cut in half, which saves you a lot of gold from that hack at the magic shop. Not every artifact you make will be legendary, but give it time and fools the world over will want to buy your orange scented, bright red, foam finger that shoots fireworks.

No Puny Magic Can Stop Me! (400 CP) You know what the problem with most fantasy settings is? Not enough dakka! Too bad those arrogant mages made most modern weapons obsolete...or did they? You seem to have found a loophole because despite the things a wizard can call to bear a rifle in your hands is still relevant. They conjure a magic shield? Your projectiles pass right through. They summon a stone golem? Your rocket launcher still does the job. Any modern or high tech weapons you use or fire support, like a plane that you call in, is going to hurt that dread knight in his enchanted armor as if the enchantments aren't even there. So bring all the dakka you want, it's free range open season on all these backwards spell casters.

Horror

A Real American Hero (100 CP) Lots of horror victims and setups seem kind of stupid, don't they. Always splitting up, never calling the relevant authorities before it's too late, and investigating strange sounds when they know a killer is around. It's like horror movies don't exist in their universe or something but you've seen this script before and you know that just keeping calm and using your brain a little puts you ahead of other victims. You're more resistant to fear, have a large dose of common sense, and even where common sense would fail you generally have a vague idea of what you should do in these situations, like knocking Chucky to the floor, putting your boot on him, and unloading your weapon in his face the first time the possessed monstrosity shows up.

Not So Persistent Pursuit (200 CP) When you find yourself facing down the likes of murderous ghosts, resurrected killers, dream demons out to kill you in your nightmares, and whatnot, they tend to keep a tight grip on their victims before the end. With you though they aren't quite as bloodthirsty and will loosen their hold, be less determined to chase you to finish the job, enough

that when you escape from what could be considered their ‘territory’ you’ll have genuinely made it. No spirits following you home, leaving Camp Crystal Lake won’t have Jason track you down in New York, and moving away from Elm Street won’t see a revisit from Freddy. Warning: If you’re dealing with run of the mill zombies keep running because this perk won’t affect them.

Blessed Be Thee (400 CP) Need to hurt something that cannot be touched or doesn’t die but don’t have a priest around to give you blessed weapons or something? Your hands are now auto blessed; any being of supernatural origin that you strike will feel the hurt when you hit them, anything you wield receives the same power, swords become blessed, bullets, water, garlic for that double whammy, etc. To go even further, if the entity in question is a projection or avatar or any instance where they are present somehow without their real self being around, you can still hurt them and even kill them. As a side effect, you can purify water and food just by shoving your hand in a pool or touching what you want to eat which will remove contaminants and other harmful things. You can Toggle this perk on and off if you need to.

Superhero

Munchkin Power Mining (100 CP) Rarely is there ever a useless power but even if there were you’d find a way to weaponize them. For Example, the ability to make bubbles if poked and prodded enough could see you create acid bubbles, super bouncy bubbles, bubbles that scrub grime and dirt like they were part angry bubble monster, and much much more, but you have to work at it. You have to pull and push and stretch your power if you want it to get stronger. So your enemies think bubbles aren’t threatening? Just you wait, you’ll give them something new to fear.

The Superhero’s Greatest Power (200 CP) You are always clean, inside and out. Your whole body is kept free of built up chemicals and toxins; your skin, veins, organs, etc. clear of messes, blockages, built up clumps of cells like Cancer, and infections; and ensuring that all holes are clean, with no rashes, itching, chafing, or unpleasant body odors. You no longer need bathrooms to dump body waste or relieve yourself in general as fluid and excrement are eradicated as soon as they are processed into the bladder and lower large intestine, and you won't have to pass gas either if you don't want to.

You gain complete control over your fertility/virility and any menstrual/breeding cycles, able to stop, start, or do away with them for however long you please without any drawbacks and make yourself barren/sterile or likely to have triplets or anywhere in between. You have immunity to pests, parasites (with an aura that repels them and kills any that are already present), harmful bacteria, and viruses of all kinds, neither will you be a carrier of them or be contagious to anything else and you won't spread any diseases you may be subject to, you are also immune to alcohol poisoning.

You're always shaved and well groomed where desired, hair can at will be styled in any way with the ability to shorten or lengthen strands, make them finer, coarser, or become frizzy, silky, curly, etc. as desired without the weight of your hair causing headaches, fibers acquiring split

ends, becoming tangled, whipping you in the face, or getting in the way when you don't want it to. Skin and hair are not dried out when cleaned and can be lightly moisturized at will if you want as if they were applied and treated with the best shampoos/conditioners and lotions, your skin will be as flawless as it can get without makeup and can be further airbrushed to perfection on command instantly. Clothing and equipment you wear or carry are also cleaned and made presentable such as clothing appearing pressed, without stray hairs, dirt, or lint, and other equipment like shoes, jewelry, etc. being polished, waxed, buffed to shine, and so on as appropriate, small holes and loose fibers or tiny broken bits are also repaired.

You are also able to toggle any part of this perk on or off, control what part of the body or piece of equipment it effects, and can dial the power of it to any intensity great or small within the perk's limits and anywhere in between, so if you just want a light scrub to get the blood out or a deep clean to target all your pores and wash out the radiation you get to decide what you want, giving you perfect finesse in your control. This toggle works for all future perks and powers and will protect you from any unforeseen detriments that could be brought on by a perk or power such as missing secondary superpowers in order for teleportation to be safe or infinite patience preventing you from being proactive.

Breaking The Law For All The Right Reasons (400 CP) In many Superhero settings the status quo is god, which means even heroes have limits to which they're willing to go while the villains continue to escalate to where you start to wonder why the state hasn't executed them yet. You, like many, handle things on a case by case basis. Should that common mugger lose a hand? Get a beating? Or just be let go? Your eyes can tell what someone is guilty of and how much punishment should be doled out or if they just need some life lessons. This can lead to some disagreements with the 'status quo' and sometimes other heroes when it clashes with their morals, but your rulings are never unfair whether you wear the cowl or a badge and gun. They are also final in a way that even the status quo cannot fix. Put a criminal in jail and he'll stay there, kill someone sending their soul to the afterlife and they'll stay there, exile a jerk to the most menial boring task with no opportunity to climb the ranks and he'll stay there unless he switches jobs. Even if the cells were left open the prisoners wouldn't leave, the only way to truly get out is filling their prison sentence quota, death, or reform; whether that means a change of heart or finding a different occupation is up to the person but they are more likely to succeed in going straight and less prone to backslide. In all cases you uphold the spirit of the law the outcome will favor you even if you had to break a few rules to do it.

Punk

Managing Expectations (100 CP) Oppressive societies are the most paranoid, always looking for the nail that sticks up and you've learned to be sly in what you give away. You're an excellent actor, able to take up the mannerisms of those you're surrounded by and not break character even when you're seated in the interrogation room. You're also aware of when you're under surveillance and the likely placements of sensors so if you want to pull a fast one on camera or duck into a blindspot you have command of the stage.

Detective Bloodhound P.I. (200 CP) You have the skills of a firstrate detective, you're not afraid of walking the beat of the city streets at night, investigating a scuffle in an alley, or tracking down the clues to a world shaking conspiracy and you can tell when you have a clue even if you don't know where it fits. As a good P.I. you have superior navigation skills, you don't get lost even when you don't know the name of your location and just looking at a map is enough to familiarize yourself with the streets along with the likely places hiding safe houses and concealed boltholes when the government comes for their dues.

The Only Fortress Left To A Man (400 CP) You have a perfect memory that is retroactive, with infinite storage, perfect indexing, cross referencing, instant recall, tamper proofing, immunity to mental corruption, warping, twisting, or rewriting of any sort, as well as mind control of any sort, with protection from harmful, memetic, cognitive hazards. You have immunity to insanity, propaganda, brainwashing, gaslighting, and other insidious methods that creep in through the backdoor and blind spots of the mind, this does not prevent natural maturity and growth. You gain immunity to the ennui of time, are able to connect with people no matter what horrors you see or how much time passes, while being a good listener when you want to be, and can keep up with changing technologies, as well as adapt to cultural and societal changes. You're able to enjoy simple things, find awe and wonder in life, and find and express gratitude in them.

You gain nigh infinite multitasking and trains of thought without a drop in quality or efficiency when performing tasks and solving problems. Gain the ability to articulate ideas and concepts or that sense of wrongness your hind brain notices and communicate them smoothly to others, whether the person is simple like a child or incredibly intelligent like a scientist with several PhDs and years of experience, making you excellent at teaching and conveying concepts down to all their basic hows and whys. You also gain the ability to download information from any book, scroll, computer, and data storage device, including such things as stone tablets and images, directly to the mind via touch and anything downloaded this way won't be forgotten but you can place the memory and any other you desire in a mental storage 'box', label it, and be unable to recall it until desired and no one can force you to remember it either. As a final protection, if you contract amnesia in some fashion (damage to your brain, an omnipotent entity stealing them, forced barriers in your mind, etc.) you will recover those memories over time and not a one will be lost.

Survival

All Terrain Sleep (100 CP) You are able to sleep anywhere, in any position, be well rested regardless of whether said place or position should cause discomfort, and wake up precisely when you mean to. You're able to learn things via osmosis while asleep without any loss of information so you can finally sleep through a lecture and absorb everything from it as though you'd been wide awake. You're also able to fight while asleep, not very well but you'll wake up swinging at whatever attacks you until you come to your senses. Your sleep, or other unconscious states, will be silent and as still as possible; no snoring, talking, sleep walking, or other noises or movement that could either disturb others or draw attention from an enemy; and

any powers or abilities you possess won't activate during nightmares or before you're fully awake unless you are actively in danger.

Things that would normally cause you discomfort while resting such as limbs falling asleep, difficulty breathing, or paranoia won't prevent or disturb your sleep. Your blood will continue circulating properly unless it would be medically dangerous to you like when you're freezing or an artery is damaged or cut and you have no trouble breathing through a stuffy nose. Bodily pain from surgery, soreness, or wounds will be dulled as if you were on pain meds, unless it is something that is sudden and needs immediate attention like a severe ear infection or heart attack, and you won't tear any stitches or pull out any medical tubing/equipment from shifting. Unfounded fears won't creep up on you to make you too afraid to sleep and won't worry you so much while resting that you don't feel rested upon waking.

Basically, things that would make sleeping or getting to sleep difficult won't bother you or bother you less while signals that you need for survival or avoiding embarrassment (thirst, enemy attack, sudden onset of pain, bathroom, etc.) will work as they should. Any temperatures that aren't able to overwhelm your internal temp will bother you less, including when you have or lack sufficient coverings. This perk won't interfere with your ability to process problems and memories while asleep and wake up with fresh ideas or solutions for the day.

Spawn Point Wipeout Immunity (200 CP) It sucks to arrive somewhere and be immediately attacked and killed just because you showed up at the wrong time or tripped a trap on your first step. From now on when you arrive in a new Jump or environment, like another planet or terrain, you will not encounter something that would kill you before you had time to react to it. For new Jumps this perk sets up a kind of tutorial area to ease you into your new surroundings and the things you'll have to face, you won't arrive in a room with a bomb that's about to explode for example. For terrains or planets you'll always find the more dangerous things are somewhere else and not lying in ambush right on the border or where you landed, areas are always clear of sensors and traps too and even mechanical things like robots or drones will pass by you without detecting your presence. Your arrival point will always be a safe zone, this won't protect you from things like the universe being destroyed or rewritten, the warship getting blown up, or other large scale things like that that means your safe zone ceases to exist but you could camp out for a while.

Minor Boons (400 CP) You gain several minor boons for the days ahead. 1. You have perfect 20/20 vision that is quite vibrant in quality, adjusts quickly to changes in brightness, doesn't degrade with distance nor feel eyestrain in general, and can switch between different color modes such as HD, black and white, normal human sight, etc. but not anything spectacular like x-ray, infrared, electromagnetism, etc. 2. You have a danger sense for when you're about to be hit that also gives you a natural awareness of your surroundings and when you're about to bump into or step on something as you're focused on the danger. 3. You can vanish your scent from detection and tread so lightly that you don't sink in knee high mud or make too much noise over gravel and leaves. 4. You can differentiate sound well enough to locate the source of an echo or fight while blind for a short while. 5. You have a perfect sense of timing and never lose

track of the date, hour, holidays, your meetings, phases of the moon, etc. no matter where you are in the world. 6. Finally, you have a sense for when your family/friends/allies are in trouble (the kind they can't handle) and they acquire this same sense in relation to you and each other the longer you interact with them, which won't vanish if you spend time away from each other for long periods, and you both gain a greater awareness of the direction to go to find each other as well as a hunch for what is needed upon arrival such as tools or an army.

Mixed Bag

Crooked Laws And Loopholes (100 CP) If you're going to change society like the pioneering human you are, you should know what its laws are, both the legal and unspoken rules. While laws within their boundaries don't change too often the rules do and you know them all wherever you go. You can spot the loopholes that criminals slip through, recognize bad laws that do more harm than good like those that keep people from rising out of poverty, and can tell when it's the rules that need reform; those that often dictate how others act. Of course, knowing these things doesn't mean you can't use them for your own criminal activities.

Mobility Machine (200 CP) Running, running is how we survive, then that got an update once we saddled up the first horse and we've only found ways to go faster since. It's like humans are all in a hurry to escape something, well you more than most. You drive, ride, run, and fly like a damn pro. Freerunning and parkour to avoid the guy with the chainsaw, riding a beast like you've got a dragon on your tail, driving a vehicle like an action hero, flying like you're the best star pilot in the galaxy, it all just comes naturally to you. Aside from your own feet, these skills even scale with the size of your transport so you can fly a colony ship alone if you have to.

Runic Rituals And Blueprints (400 CP) You have gone beyond just pure magic and science but have cracked the building blocks of both. Because that is how you Humanity Fuck Yeah. With time and effort you are able to combine magic and technology enough to craft whole new schools of thought with a fusion of the two so far advanced as to rival the highest tech achieved on the Kardashev scale.

Items

100 CP items are free with their origin and the rest are 50% off with their origin. All items require no maintenance, will be repaired if damaged after 12 hours, and do not remain lost or stolen permanently but appear in your warehouse after the Jump is over. You may import an item you already own into something suitable like ships with ships.

General

Navigational Charts (Free) A device that holds access to the local maps or can alternatively be downloaded to an existing device. The maps could be both galactic and planetary or just planetary in nature depending on your Jump. They have all the features of normal maps and will update with anything of interest to you. Any area that's unexplored will fill in as you go.

Personal Papers (Free) An item that holds your identification, social security if that's a thing, birth certificate, any licenses you're qualified for, financial accounts, and whatever else you need to avoid government scrutiny. They will always be up to date, will keep any new licenses or certificates you gain in-Jump, and change to fit the setting. If your identification is based on a bar code, chip, or similar invasive body tag you will have one. Your information will be in the database of the setting retroactively if you are a Drop-in crafting a life of little note for you. These features carry over in all future Jumps.

Archive Flow Manager (200 CP) This add-on system can help you manage the amount of information any of your archive or library items get. You can reduce the information to just a certain set of spells, to excluding things that would have Ivy from Dresden Files hunt you down for having them. You cannot go above the amount of information your item allows but cutting out all the redundant stuff will be easier. It also sets up a comprehensive cross referencing system, an organized index, and sorting options for all your archives, digital and physical. You'll have to sort out anything mental yourself.

Item Budget Manager (400 CP) This little add-on device can help you with all those replenishing and 'get amount of x every y time' items that Jumpers tend to pick up in the chain by allowing you to turn the 'generate x amount' features off for any of your items that you want and back on again so that you're not cluttering up your warehouse. The generate more feature will automatically turn back on if you use up all of your stock since you did pay CP for it. You can also adjust how much of your item you want to appear at the scheduled time but only within the max amount allowed, so for example if you get ten crates of silver you can decide to reduce that to five crates or even ten silver that would fit in a pouch but you cannot get eleven crates of silver or ten and a half crates. You cannot go over the limit of silver that you originally paid for, even if you increase the size of the crate in question you'd still get the same amount of silver from the original crate. There is no way to cheese this, if you want more of something you'll either just have to buy more or make more yourself. You can restore the amount of x you get back to full when you need it but you cannot change the time it is scheduled to arrive.

The Great Labyrinth (600 CP) This is a defensive addition for your warehouse, or equivalent Jumper HQ where you like to keep all your stuff, against any and all types of guests who enter without permission. It has three levels, with difficulty that you can raise or lower in intensity and adjust the lethality for each from non-lethal to kill-it-dead-twice-over-and-for-dessert-too and the further inside someone gets the more confusing it becomes. You can also adjust how long or short it seems to take to get through each level with the shortest being 6 hours and the longest being 100 years. In its gentlest non-lethal setting the labyrinth will provide water, food, and places to rest for anyone you'd just treat as a tourist who got lost without any threats to their

person being active and the maze being about as confusing as a normal garden hedge maze with the exit from your warehouse always being easy to locate. Raising the bar slightly makes it more like surviving in an old ruin where food might consist of moss and you'd have to collect water from dripping stalactites, or something, with getting lost being easier, just as an example (these models aren't set in stone for design terms, so you do you.)

The labyrinth will adapt to the powers of anybody that tries to cheat and can twist around on itself in dimensionally confusing ways that all fit inside the entrance of your warehouse. As it brings its own environmental hazards which you can customize for each level and change whenever (i.e. lava floors, deep twisting ocean caves, airless vacuum, etc.) any technological traps or monsters you'll have to provide yourself but anyone trying to bypass your warehouse door and protections will be automatically teleported into the maze. You will be alerted when someone has been caught in it, can adjust any difficulty settings for them if need be from wherever you are, and release them anytime to any place you designate in your space like a holding cell, the infirmary, a housing complex, etc. Special tags will be available for you to pass out to anyone that has temporary permission to be in your warehouse which will allow them to avoid the labyrinth. These tags only work for the person you give them to, or the group you authorize, and only you can reset them to be used again though you may hand them out to Companions to pass around. Companions and Followers are automatically exempt from being tossed into your murder box though you and they can run around inside to test out the features if you want.

Milky Way Galaxy (1000 CP) Upon purchasing this you get a pristine untouched version of the galaxy to take with you as a warehouse attachment. If you're not in the Milky Way then you get a pristine version of whichever galaxy you went running about in on your adventure. You'll be able to dock all your ships in it, add all those Earths and other planets you've collected, even have other galaxies you've purchased show up as neighbors that can be traveled to, and have an uncountable number of worlds for mining and storing even more of your stuff like the mad magpie you are.

Paragon of War

Weapon (100 CP) Your main shoota and backup which doesn't necessarily have to be a sidearm as you could take a hatchet if you wanna be a weirdo. Comes with a sufficient supply of ammo that you can carry on your person which replenishes every week. Note that this means the supply will adjust if you lack a sufficient number of pockets for your clips, magazines, bullets, etc. or sufficient strength, having a personal inventory not based on carry limit will not help you get around this it has to be what you can carry. Any imported weapon with infinite ammo or some other ammo provision trumps this restriction as does picking one up later.

Combat Armor (200 CP) Whatever armor that is issued to your background that is reasonable. If you're Special Forces you'd get SF type armor. You do not get Ironman armor just from being in Marvel, you have to justify it somehow. Your armor always fits you in any form.

War Ship (400 CP) A ship built for war, no matter what model it is that's available in the setting it will always have top of the line technology but not necessarily firepower if the engine ain't big enough to provide, but it will still be the top of its class compared to any other like it. You can choose any ship type from cruisers and frigates to capital ships to be your vessel. If you're not the captain during the Jump you'll take command of it in future Jumps.

Military Infrastructure (600 CP) All the infrastructure you need from the world you're visiting to build the stuff that supports your forces and defends your people. Factories, refineries, communications hubs, construction stuff, etc. You could set up the foundation for an entire civilization with the amount of surplus military goods you can churn out from your infrastructure. Much of it is automated with a central computer device that you can use to direct production even in settings that are lower tech but it does come with some NPCs of your choice to help in any required manual jobs, or you can hire people in each Jump if you prefer. Your infrastructure will remember any new tech that you introduce or incorporate into its body to upgrade and produce new stuff for your military needs. You can import it into new Jumps, leave it as a warehouse attachment, or unroll it for emergencies from a set of building plans during a Jump.

Paragon of Magic

Grimoire (100 CP) A magical book that records your memories, spells, or other powers though the boring periods of your life will be skipped. When the book is opened to the relevant page and a hand is placed on the paper the scene or spell recorded there will play out around the holder which can be viewed by others standing nearby. By watching the recording the viewers can learn how to perform that power, though it may take more than one playback, but they might not be able to use it in full if they lack the appropriate form for it like needing claws to use an energy attack or wings to channel light. Finding the appropriate page is as simple as calling out the name of the spell or the incident in question, if such fails you can always narrow it by Jump or look up the index. The book has infinite pages but will weigh no more than a standard paperback.

Enchanted Robes (200 CP) A set of magical robes that fit your personality and you perfectly no matter what form you're in. They're always clean, never get in your way, nor hamper you, come with enchantments to resist frost, fire, and lightning for free, and are very receptive to any enchantments you wish to add, even allowing you to remove enchantments with very little fuss. The material can withstand any number of enchantments put on it but you'll still need to figure out which ones don't blow up when mixed together. Enchantments placed on your robes never fail unless you remove them. They are also highly resistant to cuts and stabs as if you were wearing a thick gambeson with some light armor.

Star Skipper (400 CP) A magic ship of your choice for wizards of all kinds that is always the top of its class no matter what type it is. It has plenty of magical laboratories and stations for research plus practice areas, with indexes for every magical field, can carry more than it appears to without significant mass increases, has a collection of basic ingredients on hand, and scrying tables so you can search for things from a safe distance. The ship is protected by

an atmospheric field in high winds or airless vacuum and can fly by default, has a stealth shield that conceals all energy emissions it gives off and hides it from visual observations, and can slip between the folds of reality to enter or escape, side realms in the universe like a Fae realm, ghost realm, elemental realm, etc. It is enchanted to withstand the environmental hazards of those realms though you'd still have problems navigating an earth elemental realm. Its enchantments and magical devices are state of the art and master crafted, its knowledge indexes and other tomes also updates to every setting with empowered people.

Selective Anti-Magic Field (600 CP) This generator can throw up an anti-magic field when you require it that will not affect your own powers and items/vessels. It has five modes that can allow you to adjust the size for buildings, cities, countries, planets, and whole solar systems and anywhere in-between. It is mobile and can be anchored in place, comes with a protective shield to prevent immediate destruction from an orbital bombardment, and remote controls that only you or your Companions can use so you can shut it down from anywhere. You can introduce samples of energies that empower individuals like Chakra, Ki, Haki, etc. and have the field apply to them instead without forgetting the others. It will never kill the person or creature, unless they are something like a projection in a bound form, just prevent them from wielding their energy in attacks and special moves against you.

Paragon of Compassion

Mirror (100 CP) A small, handheld, ornate mirror that reflects the true self of the person that looks into it. It reveals everything from biases to praiseworthy traits to how others have been hurt by them. It is completely objective, non-judgmental, and everything in the images it reflects is understood by the recipient. When gazed into, all lies and excuses have no justification, you cannot hide from yourself.

Medical Clothing (200 CP) These could be a doctor's coat and scrubs or even a bomber jacket with a red cross on the sleeve, it's whatever clothes you want just with a medical bent which will always fit you no matter what form you're in. This clothing will allow you to blend in with any backdrop of medical origin as people assume you're one of the staff. It also comes with its own sanitation field that affects everything in your vicinity; cleaning and killing any harmful bacteria, viruses, parasites, and other bio agents harmful to you and those around you. The sanitation field can be turned off by tapping at a medical patch on your shoulder or chest so you don't have problems taking samples and studying them.

Medical Envoy (400 CP) A ship filled to the brim with cutting edge medical devices, state of the art technology, and medicines for use in giving aid in warzones, 'doctors without borders' charities, or other people in serious need of medical attention. None of the things stored on this ship are ever stolen for any reason. It comes with rescue vehicles for ground, ocean, and aerial terrain, a mobile hospital unit, quarantine equipment, and laboratories to run extensive tests for blood work, diseases, bacteria, and whatever else to help patients. This ship never runs out of fuel or power, its supplies are replenished every 24 hours, and is never fired upon even if the enemy doesn't recognize it as a medical vessel due to poor conditions or from not sharing the

same contextual background. It is always top of its class no matter what type it is but with the added bonus of being better armored and more durable in general.

The Chapel (600 CP) This church of modestly decent size holds a genuine divine presence of acceptance and love. It is staffed by actual messengers of your chosen religion who appear in a form appropriate to the setting as mere NPC followers aren't able to convey the full weight of spiritual matters. These priests/priestesses can tackle both theological questions, charity outreaches, missions (as in missionaries), and the burdens people bring to find relief from with all the discretion and gentle professionalism of their stations among the other duties they oversee. They can be trusted to keep the sacredness of their station, not disgrace the church, or blaspheme the central deity of your chosen religion. They can also perform miracles in that deity's name. Your chapel helps all who enter it find the peace and clarity of mind they need, encouragement against the loneliness and judgment of the world, the rest and renewal denied their spirits in their daily lives, and the hope to see a brighter future even if it takes several visits. Your chapel will not attract the belligerent who don't want help and will protect the people within from those who seek to do harm. In future Jumps you may change the central religion of your chapel to another which will cause it to be restaffed with that religion's divine messengers, or you may keep your chosen religion across Jumps. Choosing a religion based on evil or dark deities like the Chaos Gods, Boethiah, or Ares will cause the chapel to change its effects accordingly. The chapel can be left as a warehouse attachment or be inserted anywhere you might find a chapel, like in a hospital if you prefer as opposed to a street.

Paragon of Science

Multitool (100 CP) A device that is an entire professional mechanic’s and engineer’s toolbox in one, even works on deadbolts unlike one device I could name, it can morph to be any tool you need for any situation you need, including those hard to reach tight spaces, automatically adjusts to any bolt, nut, screw, nail, etc. that you could imagine, and is indestructible when used for its proper function. It has built in diagnostic tools for anything with a motherboard, laser pointers for precise cuts and spacing so your work comes out nice and pretty, a multispectral flashlight so you can see what you’re doing with UV light disinfection included, as well as safety features so you don't injure yourself. It can also separate into four for those times you need a wrench in one hand and a powered screwdriver in the other with a pair of vice grips to hold the pieces together. It will never run out of energy and can be summoned when you need it. Also comes with its own holster so you can feel like a badass engineer.

Environmental Suit (200 CP) A suit made to protect you from hazardous environments like extreme heat, cold, radiation, the vacuum of space etc. and it's always clean, will fit you in any form, nor will you need to worry about any wardrobe malfunctions while wearing it. It will look like any other environmental suit in the setting but unlike them it provides complete protection from the hazards native to that setting. This does not mean its protections don’t work in other universes it just means that if you run into other exotic environmental hazards like weird magic radiation or something you won’t have total protection, instead it will be like any other environmental suit; highly resistant.

Exploration Vessel (400 CP) A lightly armed ship of your choice that has state of the art technology plus laboratories and workstations for extensive scientific research and exploring new places. It has remote operated drones loaded with sensors for both space, aerial, and deep sea discoveries that can take samples, as well as smaller manned vessels like a sub or pod for when you want a better look yourself, and comes with shields or a specially treated hull to protect you and any crew from any radiation or similar hazards. It will also have the best navigational devices and speed for its class and is always top of its class no matter what type it is.

The Institute For Scientific Research (600 CP) This central organization building houses both a university and the premier bleeding edge of technology for the purposes of scientific teaching, discovery, and experimentation with enough laboratories to cover every scientific field. It always has the resources needed to do experiments or teach a class and the NPC teachers are experts in their areas even being capable of answering some of the more esoteric questions that people are likely to ask. All students in every scientific field are taught critical thinking skills and how to create a hypothesis based on the data instead of any preconceived biases on their end and how they can use the scientific method to test experiments, repeat them, and eventually form a theory based on their results. In fact all students who graduate are granted the Scientific Foundation perk as a result of studying at your university. Your institute both produces and attracts the best scientific minds around and has its own scientific journals in which scientists the world over publish articles for, all peer reviewed to the standards of the institute of course. As the prime (and only) shareholder of the institute you are able to make scientific inquiries, request experiments, invite people to teach, and fund expeditions (don't worry the university pays for itself) you also have at least one teaching position that is always open, to either you or a Companion, that pays as much as a university professor earns for as long as you choose to teach. In future Jumps your institute will always be the best place to learn and smaller associate universities will pop up that will be the best place in their area to learn but they will never outshine their alma mater as it were.

Paragon of Politics

Tablet & Earpiece (100 CP) This state of the art tablet, with protective casing, is programmed to keep you informed on the kinds of political headlines that impact your position as well as any other news that may be of interest to you, which will be at the top of your screen when you open it. It also comes with useful apps and software that make doing your job much easier and cannot be hacked, no information will ever be leaked from your tablet unless you yourself share it or it is information not solely stored on the device. It has infinite data storage and memory plus a personal cloud so if your tablet gets damaged you won't lose any data you didn't save, your cloud is completely secure as well and can be hooked up with other devices for a secure network. The earpiece it comes with serves as your universal translator and personal communicator keeping you in touch with security details, your secretary, Companions, and other people that you would be in touch with daily during your career. Your tablet and earpiece update

to the tech standards of the setting and never downgrade but don't lose any backwards compatibility.

Body Armor (200 CP) This is armor meant to be concealed under clothing that you might expect a politician to wear, this could include personal force fields in the armor's design if such is native in the setting. It will be comfortable without sacrificing its defensive quality allowing you to wear it all day, it will always fit you no matter what form you take, and you won't need to worry about wardrobe malfunctions when it's on.

Colony Ship (400 CP) A ship built to transport your people to new lands or worlds. Its rooms or stasis pods are currently empty but it was built state of the art for the comfort of both passengers and crew with plenty of safety mechanisms in place in case of emergencies. It is robust enough to survive long trips through hazardous environments, fast enough to maneuver through tricky and tight places, and armed enough to blast apart a few ships that threaten it. Even if you are shipwrecked you'll have enough people survive with enough resources to get your new colony underway. No matter what ship type it is, it's always the best of its class with state of the art technology.

Political Earth News Network (600 CP) You own a large news corporation, which pays for itself, that focuses on publishing reports about the national government and its international or intergalactic relations with the occasional encouraging or cute small time story. No one will know that you own this network unless you tell them. The journalists will be the best in their field and your network will be the best source of news compared to others in the setting. Each report is made to be as truthful as a normal news journalist can get with very little spin by default but as the owner you can put in requests and even orders to increase political spin, bury information, and outright gaslight viewers in your favour. You can of course go in the opposite direction as well by having journalists uncover information the opposition tries to bury and keep the public informed of the truth to the best that journalistic integrity can afford. As your corporation is an accredited and well trusted source it is harder for any whistleblowers to convince the public of any lies your network puts out without being called conspiracy theorists and dismissed but take too much advantage and even the public majority will wise up to your con. Being the owner gives you exclusive rights to the information your corporation comes across and whether it's published, interviews including setting up appointments to be interviewed yourself, and if you're not a politician there is always a seat open for you to work there at any level. In future Jumps your news network will always be vast with the best talents in their fields and should it be imported into a setting where the government cracks down on truth your network will still function to keep the people informed even if it has to go underground to do it, it will always be the last source of news to fall.

Setting Items

You get a 400 CP stipend to spend on items in this section. Items are discounted 50% with their setting and 100 CP items are free with their setting. All items require no maintenance, will be

repaired if damaged after 12 hours, and do not remain lost or stolen permanently but appear in your warehouse after the Jump is over. You may import an item you already own into something suitable like phones with phones or other communication devices.

Modern

Pet License (100 CP) This is your proof of ownership of whatever creature you tamed, adopted, or brought with you, they are fully legal and will allow you to keep even animals that are banned as pets without anyone questioning it. Multiple papers will be filed and tags dispensed proving your pets are up to date on their vaccines, which they are automatically, and as long as they wear those tags you can take them with you anywhere, even into no-pets-allowed hotels, and nobody will question why you're the only office worker allowed to have their alligator with them. In future Jumps these papers and tags will update to fit the setting.

Membership Card (200 CP) This day and age lots of places require you to have proof of membership in order to buy or read articles from their services but in order to get that membership you need a recommendation. This is an all access card for every business or library that requires such proof and makes you eligible for any special deals those organizations provide. It also doubles as a 50% discount card for all consumable goods you purchase from any business, regardless of whether that business normally provides them, and is always up to date. Now you can buy bulk items from Sam's Club, peruse books at the Mage's Guild, get a perfectly tailored three piece Armani, and all without needing to pay full price or consult someone for membership, just show them your card and they'll let you in. No questions asked.

Phone (400 CP) A newly minted cell phone with all the bells and whistles. It is waterproof and fireproof, highly resistant to screen malfunctions, never needs charging, can get service anywhere, has unlimited data and memory, it cannot be hacked, its data mined by any apps illegally for the purpose of stealing and selling your information, and the apps also work anywhere. It also has the entire database of the internet on it since the first time it was opened to the public, which cannot be erased, and you won't need any passwords to access that data. The phone updates to the setting tech level, never downgrades, keeps any backwards compatibility necessary to function with less advanced systems, and takes on an appropriate form in that setting. The database also updates in every Jump, adding the collective knowledge of that setting as a separate app.

The Insta Fair (600 CP) Most average people don't go clubbing to have a good time but prefer to visit their local fair where they can gaze around at the culture in their area, go on rides, eat unhealthy yet yummy fair foods, buy things from stalls, and attend a music concert among other fun things. What you have here is an instant fair-in-a-can. With just a week for setup and to send out fliers, your fair will be ready to receive visitors who will be quick to appear with the local cultural flavor on display by default. As the owner of this fair-in-a-can you can set your fun place to themes like a renaissance faire, pick how large you want the event to be (which lets you do things like host the band in your garage, with some small tables for local artists outside, and catered food delivered), determine how long it lasts from just a weekend to a full week, whether

you want your culture to reflect a particular place on Earth or some other world, and even what bands you want playing during the music concerts. It will always be the best fair to have fun at, is completely safe from any attempts at skulduggery or children getting lost, and no one will wonder why a fair seemingly popped up overnight, how you got AC-DC to play on your stage even if they were long dead, or where the Orc selling axes in that stall came from. It's the best gathering of all the best parts of your preferred culture to take any foreigner to see and it continues to be so in all future Jumps.

Sci-fi

Basic Assistant A.I. (100 CP) This artificial intelligence does not have true sapience but is nevertheless a helpful partner for running your technology, drawing up construction specs, keeping you organised, and abreast of important matters among many other things. I would not recommend asking it to do your hacking for you though it can fight off viruses and hackers and generally keep your software clean and running smoothly. However if there is any information that can be acquired through a public network your assistant can find it. If something causes your assistant irreversible damage you'll get a backup copy from before the damage was done but they can generally recover via a reboot.

Sci-fi Sensory Suite (200 CP) An easily carried or worn device that features a plethora of technological sensors for scanning objects, living organisms, detecting enemies, strange energies, biological hazards, and other things from a purely sci-fi angle. Unlike its magical counterpart this device is not as good at narrowing things down when encountering unknowns without a database to draw from nor can it detect intentions or whether someone has been magically brainwashed. It does come with a basic database for things in the local setting automatically installed each Jump but further research is required for anything not in it. It can connect with other technological systems you have and your A.I. assistant can certainly help you expand its information.

Science Hub Dot Net (400 CP) This is an app connecting to a website where you can find scientific articles and talk to other scientists on the forums in every setting you visit. The app is automatically installed in every device you own that can host its software without being hacked to do so, so you're not going to suddenly see it pop up on an arcade machine or something, but the automatic installation is a one-time thing for this Jump so you'll have to install it manually after. You'll always have a copy for installation purposes. It can always be accessed even without a viable internet connection but it only connects to the website and its features, you cannot hop over to youtube from Science Hub. If you purchased The Institute For Scientific Research the app is part of your organization's scientific publishing arm.

Earth And The Heavenly Spheres (600 CP) You get the version of Earth and its solar system from your particular HFY flavour but if you are on another planet then you get that planet and its solar system instead. These will be pristine untouched virgin worlds to do with as you wish but they will carry the memetic quality of being a 'deathworld' to other races in all future Jumps, this has no effect on the native race of that world, naturally. You can keep the system as a

warehouse attachment or import it into another setting without causing issues. Maybe you just park the planet on the other side of the sun from Earth instead of your entire solar system? You do you, but it's only changeable once per Jump, I'll even give you admin powers to keep your world concealed from your neighbors if you do such a stunt, though ships and passing space rocks will still travel around it as normal it just won't register that there's a planet there to anyone observing unless you drop the concealment. Oh, and if anyone should come along and colonize your planet and its solar system you don't have to worry about pulling the proverbial ground from beneath their feet or accidentally bringing them with you, they'll get to keep the planet and solar system while you get a copy back in pristine condition. Any structures you made will be preserved between copies if you desire.

Fantasy

Magic Sensory Suite (100 CP) A device loaded with magical detection spells that's easily carried or worn. It detects magic, spiritual, or exotic energies in general then can further narrow that down to tell apart curses, traps, enchantments, residue, etc. It also has a passive Detect Intent on it with Detect Charm, which works on both mental charms and magical disguises, that will alert you in whatever way you like. Keep in mind this doesn't make its abilities foolproof if the person has been lied to.

Artificer's Tools (200 CP) A side bag that holds collection vials and tools to help you draw out the properties and essences of the universe around you and imbue objects with them. There is an all-purpose carving and etching implement for crafting stone, wood, metals, jewels, etc. for your custom projects, and stuff to aid in leather working and cloth of all kinds each stored in their own roll-up holders. It also comes with a shrinkable trunk with an expanded space to store your projects and the things you collect. Whatever you store away, be it in a vial or your trunk, will be perfectly preserved with no shelf life.

Eye Of Perception (400 CP) An eyepiece headgear that can pierce the veil of dimensions to allow you to see what is currently happening in them relevant to your location, allowing you to check your arrival point during excursions, explore an enemy stronghold and its defenses unseen, locate creatures popping in and out of reality, and other such uses. It has lenses attached that you can move over your eyes much like a pair of Steampunk multi-lens glasses. No one can tell you're watching them through this item, not even those who are dimensionally aware.

Magic Soaked Earth (600 CP) A small field of farmland absolutely brimming with magical energy. Growing things on it makes their properties more potent, requiring 75% less than you need, and makes them grow faster as well as last longer but what you can grow on it is the question. Food and magical ingredients are acceptable of course but you might find some other strange things that normally can't be planted appearing in your field, like hot dogs, cherry bombs, and pillows. Some things will even become magical when grown on your land such as a Weeping Willow that literally weeps or maybe whips? There's a fifty-fifty chance of it either way, the clue is in the name and appearance. The dirt being so abundant in magic makes your field a

perfect ritual site and the mud itself an excellent ingredient, your rituals also will never go wrong when performed on your field. You may keep this as a warehouse attachment or import it in future Jumps. Also, if you want more fields like it in the future simply take a small bucket of earth from yours, about that which can fit in a child's bucket, lay it on the ground of your chosen site, then channel your power into it while reciting some words about planting and harvesting like one would a prayer or litany, and viola you'll have a new magic soaked area the size of your other one that you can introduce the wonders of meat trees to.

Horror

Spook Hunter's Camera (100 CP) If you're gonna follow someone where the monsters are you'd better document that crap, pics or it didn't happen. Your camera is a head mounted unit that you can set to either take video or constant photographs, it covers both your front and backside so you can catch anything sneaking up on you and to do that it has a small screen on an adjustable extension you can place within your vision which shows what your camera sees. Your camera has infinite space and data for all your pics and videos along with infinite power so you can record all night long, it can also pick up the slightest supernatural sounds like ghosts when your own ears can't hear them and the sound will be crisp and clear.
As a bonus when you play them back or download them to be analyzed they'll be edited as if a team of professionals went through all your content to find the relevant portions so they can be displayed and no one will think they were doctored unless the evidence is. Your camera has the full spectrum visual range from night vision, infrared, ultraviolet, etc. and has perfect crystal clear clarity, no grainy videos, no smudges on the lens that ruin photos, the perfect capture every time. The lights from your camera will never betray your hiding spot or be seen by creatures in the dark and spirits nor other energy siphoners can steal the power from your device to charge themselves up, nor can they turn the camera off or interfere with it in any way that would prevent you from getting evidence barring physically removing it from your head. You'll get your proof, even if it kills you.

Viral Cocktail (200 CP) Some horrors do not deal with the supernatural or demonic but are of the alien variety. Orsen Wells had the best idea for dealing with them. In this vial is a cocktail of the worst bacteria and viruses that those aliens could encounter, tailored to their physiology, which when opened will change into a gaseous form that will infect them and only them and after the last of them has died the cocktail will harmlessly dissipate. The gas and its sickness inducing microbes will harm no one else as they spread quickly leaving the aliens dead within a day. If the problem stems from alien cells mutating your people this cocktail will neutralize the problem so no new mutations occur. The cocktail will only turn gaseous if the aliens are trying to kill your whole race or otherwise cannot coexist with other sapients like those bullcrap ones from the A Quiet Place film. All the same, be very careful with your vial. Each time you use it, it will either refill with the same cocktail or a new one to deal with another genocidal too-stupid-to-live alien species like those of the War of the Worlds fame, Tyranids, Flood, the Harvesters, etc. Warning: Does not work on purely artificial beings or elemental beings (fire, earth, water, etc.), nor concepts, it is only a 200 CP item after all.

Horror Captcha (400 CP) There are more than a few monsters out there that'll show up just because some stupid bimbo peer pressured her friends into calling it's name, like the infamous Bloody Mary. Be nice if the ghost were on the receiving end of consequences when it happens for once. Luckily you have this, a device that will capture any beastie that has a 'call trigger' when they show up in your area and before they can kill the dumb teenagers that summoned them. Don't worry, it won't work on anyone's pets just those monsters that have some medium or call condition by which they appear like saying their name three times, reading a specific story, looking at images, and other such methods. When captured, there'll be a little green light showing you got something and a counter on the side to tell you how many you caught, from there you can sort through your catches to decide what to do with them. You can choose to consign them to oblivion right there, which will ensure the pest doesn't come back no matter how many times it's called, or use them in other ways like a power source or, in the case of spirits, to animate a body. The thing you capture cannot escape the device no matter what.

Pocketbook Of Monster Slayers (600 CP) Have a monster or ghost problem and need a professional? You have a list of numbers which you can call from any phone and the person you contact will show up to help even if they don't have a phone or a number. Who are they? Any noted monster slayer or professional supernatural ghost hunter in the omniverse. Want to call up Alucard to help you with Dracula in Van Helsing? Ash of the Evil Dead series to kill zombies in The Walking Dead? The Ghostbusters to trap the spirits in Rose Red? Call them and they'll be right there with their equipment before you hang up eager to hunt. They'll stick around for 72 hours, usually plenty of time to shank a beast and have drinks after and if anything does happen to them, like they get killed because you underestimated the threat's capabilities, they'll be back home completely fine and consider it water under the bridge. You'll have to wait a year before the person you called will be available again.

Superhero

Quick Change Costume (100 CP) This bodysuit, not spandex, plus mask if desired is perfectly tailored for your hero/villain persona always fitting you no matter what form you take, you'll never have wardrobe malfunctions with your costume. It is also very easy to put on as you just have to 'will' it and in a small flash of light your normal clothes are instantly transformed (or switched out rather) into your super work clothes (magical girl transformation sequence not required). You can incorporate new materials into your costume or change its design scheme and your changes will be remembered. No one will recognize you in your costume and any DNA results or other scanning methods done while you were in costume will give back different results.

Attendance Pass (200 CP) In many aspects of life there are things you're forced to attend, whether a job because you need money or school because it's mandatory for all kids, but these things can cut into your time as both superhero and Jumper. This punch card allows you to skip such mandatory attendances without detriment to your record. People will remember you being there, your work quota will have been met, your grades won't suffer, and while you're out in the world saving people or goofing off no one will question why thirteen year old you isn't in school.

You can wave away your attendance for one whole week and the card will be renewed the next month, you can space the days of that week out if you don't want to use up all of them.

Police Scanner (400 CP) Despite the conventions of comics and cop shows, crime isn't something you just stumble upon every night even if you go looking for it, but we know crime happens all the time. Seems like a paradox that exists to frustrate new heroes into giving up doesn't it? Well you lucked out because this police scanner is special, it tells you of the crimes happening in a location an hour before they occur you just have to be within a range of sixteen city blocks. Better yet it will inform you of crimes that don't go reported for reasons like 'no witnesses' or 'neighborhoods so dangerous the cops won't show up'. The kinds of crimes it tells you about will be the ones where a hero can step in or is needed like theft, kidnapping, murder, riots, supervillain on the loose, but things like jaywalking, disturbing the peace, and other petty things that don't involve life or death or require your attention will go unnoticed. Not every situation is solved by the hero showing up after all.

Super Max Security Reform Facility (600 CP) Your very own prison for super powered people and normies of considerable threat, both sane and insane, that runs itself. It shuts down all powers, decreases superhuman attributes inherent in a creature's biology, and will teleport prisoners directly to their cells if they act out along with other safety features for both prisoners, visitors, and guards. Your prison cannot be escaped from and comes equipped with state of the art technology to deal with both internal and external defenses. The guards are all professionally trained NPCs, unless you choose to outsource, and some parts of the structure are even fully automated so no one has to interact with the more dangerous criminals. As said in the name, while it is a bonafide prison facility it also has programs and features to help criminals reform and become legal productive members of society. It provides therapy as the top and mandatory program, trade school and college courses for those who've earned it, spiritual wellness sessions, equipment and activities for recreational purposes, and two infirmaries that provide excellent dental along with the medical care. Why two? Because your prison is divided into two multistory wings, one for women and the other for men, with a smaller section in the middle for those of indeterminate sex, so that you can help as many people as possible. All the reform programs are fielded by NPCs that are the best in their areas and if you should pick up beneficial perks that cause other people to become better and get over their issues, the NPCs will acquire a lesser version of that perk. Your prison is fully legalised to carry out death penalties if there are some who you just cannot do anything for of which there will be few as your facility is the best at what it does and you can implement new programs or adjust the old if you need to, as well as add new sections to the building. The prison has a reform turnout of 90% with 5% in backsliders and 5% in hopeless cases by default. Post Jump you can keep it as a warehouse attachment or import it into the Jump in which its presence will be completely legal and unobtrusive, with difficult cases showing up at your facility's doorstep. It will always be the best reform facility in every setting, and unlike some worlds your prison doesn't have to lobotomize people to get that status.

Punk

The Jack (100 CP) This is your all essential hacking tool which can connect directly or wirelessly to your target. It upgrades to the setting's tech, never downgrades, but does keep any backwards compatibility needed to do its job allowing the plug to change to meet any outlet or socket and such. It will always take on an appropriate form for the Jump but can be manually shifted into another form if desired.

The Big Blue Button (200 CP) This gadget sets off an impressive EMP when pressed which can affect an area as large as the eastern American coast on full blast. It has a dial allowing you to turn it down to any radius you want it, to just within your vicinity and fits inside your coat pocket. Your EMP can affect even shielded tech and while it may not shut them down it will scramble their systems all the same and make them hard to work with through the static. Your own technology is unaffected by this device. The button has a protective translucent casing over it to prevent it from being pressed every time it gets knocked around.

Body Double (400 CP) This is an NPC stand-in that looks just like you in any form from your DNA to your dental work. They can fill in one position or job you assign and will do that assignment exactly as you would've done down to your mannerisms and how you act. The best thing about your body double is that when you need to arrange your own death or pretend your enemies killed you, they are able to fill in the spot as your corpse no matter what kind of death you set up. Car crash, assassination, explosion, fire, ritual sacrifice; your double is perfectly suited for all of them, will not suffer from pain but certainly act like it if needed, and no one can tell the difference between you two, even continuing to believe you're dead unless you reveal otherwise. When your body double dies, they will respawn in your warehouse ready for you to use again. Your body double cannot become a Companion as they do not have any sapience or agency of their own beyond what you assign them, they just sit in an inert state when not in use.

Contamination Reduction Plant (600 CP) There are some settings where the punk tropes like oppressive corporational governments, people dressed like biker gangs, and resources being strictly controlled only exist because it's an apocalyptic world where massive screwups took place leaving rancid air, contaminated water, and pockets of no-go zones due to radiation or whatever. What you have here is an amazing contamination extractor and flora factory in the form of a tree, any kind you like. It is partly organic, part nano machine, and a miracle of bioengineering. Plant it near the most contaminated area near you and watch it quickly grow and take root. It will begin scrubbing the air to make it breathable, extract pollutants from the ground and water via its roots, and all other forms of environmental contamination except natural deposits of things like oil. It's roots are partly engineered to mimic mushrooms so as it grows more trees like it will spread and as they do they will seed the ground with indigenous plants. If everyone wore gas masks from the contamination your tree would clear out an area the size of Texas in a year and don't worry about calibrating it for alien worlds as it does that automatically when planted. The only limit your tree has is utterly dead worlds devoid of flora, doesn't matter if it has an atmosphere, if there is not one plant on it your trees would only extract contamination but not restore the greenery. You get another seed from your tree once it grows its first fruit or cone. The tree can continue to support the world it's placed on but insects and

other fauna may have to be provided from elsewhere to completely restore the ecosystem so it can support itself.

Survival

Basic Supplies (100 CP) One bottle of fresh clean water that never runs out, a bag of rations that does and will not be resupplied until your next Jump, a pair of shades which could be glasses, goggles, or a vizor or be implemented into your armor's helmet for a tinted look. One sleeping bag/blanket, oxygen supply that doesn't run out in the form of a mask with a tank or a spell for high atmosphere or rooms emptied of air, which can also be implemented into your armor if reasonable. One light source that doesn't run out of power such as a camping lantern, a flashlight, or an oil lamp. 50ft of nylon rope that won't fray and replenishes when cut, a compass that always points to true north, and a walking stick as tall as you are that never breaks nor burns up.

Weather Friend (200 CP) A small handheld or wearable device that tracks the time and keeps you updated on the weather. Unlike most predictions this one is accurate for up to a whole week and for every change throughout the day for any region you'd want to know about so that post Jump you can use it to plan your travels, set up atmosphere for an event, or provide such information to an ally. In Sci-fi settings, or settings that have technological satellites, it can use a spacecraft's sensors to keep track of any nebula storms, meteor showers, and other environmental phenomenon in space. It'll reset every week and change in response to sudden weather manipulations or from teleporting instantly to a new location. The timer on it can do all the things you'd expect a normal watch to do, although a neat feature is that if you have a countdown for any reason it will automatically set the timer and start the moment you need it to.

Creature Repellent (400 CP) A small spray bottle that can affect five creatures at once if they are larger than a Bengal Cat, it works against whole swarms for anything smaller like mosquitoes and rats. This spray can affect any non-sapient creature, undead or alive, like a tiger, and any sapient creature, undead or alive, that eats other sapients for food like vampires. Good for five on one encounters but not an entire city of zombies. Spray this on yourself or in their faces and they'll suddenly find you utterly repulsive as a meal and slouch off somewhere else. Doesn't wash off when you go slogging through rivers, requires soap to remove. Be careful with living animals for they may not necessarily be attacking you for food. Also this repellent will not work on anything artificial, ghostly, or elemental like a stone golem.

Key To The Kingdom (600 CP) One of the survival staples is solving puzzles as a form of suspense, but this is reality not a game and arriving at your exit point only for the door to shut behind you as the room slowly fills with gas and then find out you didn't have the right item to open it again because you missed it in the janitor's closet when walking past, would be a horrible and shitty way to end your chain. So take this key. No matter what type of puzzle it is you will always have the item you need to progress. Keycard? Your key will morph into it. Password? It will be located on your key. Something more esoteric like a ruby? Your key will create it for you so you can slot it in place. Sliding puzzle game or some other slots type puzzle?

Hold your key up and it will solve itself. Your key does not disable traps unless programming is involved, such as in automated turrets, but everything else? Watch as the doors open for you. And if for whatever reason your key gets spent on a puzzle, you'll get it back in time for the next one and it will appear somewhere quite convenient.

Mixed Bag

Legal Permit (100 CP) There are so many things that need permits before you can do anything productive. Try to build a house? Need a permit. Want to open a business? Need a permit. Want to launch a satellite from your backyard? Need a permit! Well, phooey, I say, and have this instead. With this universal permit, you'll never have to worry about asking permission again as the paperwork will be automatically filled out, filed, and sent so that whenever you flash your papers they'll be legally updated with what you need for your current projects, no waiting and no fuss. Anyone looking at your permits and the relevant database information won't give what you're doing any close scrutiny as long as you don't give them any reason to.

Reflection Talisman (200 CP) This small handful of 12 paper Talismans decorated with Asian language characters, causes the damage that evil beings do to you or to someone wearing one to be dealt to the source of that damage. Jason Vorhees tries to chop your head off? He'll find his own head rolling. An evil wizard casts a curse on you? The effect will be transferred. Silent Hill up to shenanigans? The thing behind it will find its murderous attempts reflected back in its face. As long as they are evil even the mildest damage will be reflected back to them. These Talismans can be reused, will return to you if the wearer dies somehow like an inexplicable cave in, and will work against your own abilities if you're being evil. They can only protect against so much damage as well for example; if the cave in was caused by an evil being, the first rock that hits you would be damage transferred but all the rocks following would not, assuming you can still be hurt by falling stones. A good rule of thumb for determining too much damage is whether the AOE ratio is greater than the single target ratio, you're going to be dead from a crater causing orbital laser even if some of it transfers to the ones who ordered it and pulled the trigger but you'll survive being hit by a star fighter's mounted turrets (as long as the occupant is evil). People are not evil just for fighting against you or your Companions, they have to be on the spectrum of Grand Moff Tarkin, Jabba the Hutt, Emperor Palpatine, The Joker, Orochimaru, Partially Kissed Hero's version of Harry Potter, and other characters who fit those molds. Outliers do exist, The Hunter is not evil for killing Bambi's mother even though Bambi, you, and the majority of people might feel that way though a poacher certainly would be; so be discerning when you Jump.

3D Printer (400 CP) This large 3D fabricator (as big as current 3D printers get) can handle any material you put in it no matter how exotic. It can blend materials together as well as long as it's something that can be done stabley. Its operational system is quite intuitive and can accept any design you input from other devices or drawings. Anything that comes out of your printer will be as if you made it yourself, as in the quality of the product, and it can craft those creations at the same speed you do. You won't need to worry about your fabricator overheating or breaking

down from such use, and yes you can make more printers with the same features using this one but you'll have to assemble the pieces yourself.

Legendary Spell: Hear The Truth (600 CP) This is an incredible find, Jumper. It is a spell scroll that when cast can cover the whole world in a field where no matter what anyone tries to say people can hear the real truth behind their words. The effect is a bit like bad lip syncing in old Asian movies, the spell can affect video recordings and live interviews on television, and lasts a full day but can be cast again the day after. The spell can be made to target smaller groups though you'll never hit less than eight people, it'll take some practice though. Next time a politician wants to claim they didn't do something, or a religious fanatic wants to sway a crowd into violence, cast this and the people listening will hear the objective truth.

Companions

Standard Import (50/100 CP) I'm sure your Companions would love to come along and take part in spreading the awesomeness of humanity. 50 for whoever wants to come, 100 for a unanimous 'yes' from all of them, no Companion limit restrictions. Each Companion gets an Origin if they want, the freebies, and 800 CP to spend.

Standard Canon Offer (50 CP) Sometimes there's a specific version of a character you want to take along besides the original, and with this you can. You'll be able to meet the main characters in whatever setting you're in or whichever fanfic you're using. You'll have the opportunity to give them your recruitment pitch even if they've died and your CP will be refunded if it fails after the Jump.

OC/Setting Native (50 CP) Someone you met from the setting who was not in the cast of characters from canon. Maybe your next door neighbor, Nancy, or George from IT, perhaps the nice barista you met at the coffee shop. You can pick anyone from the setting to go with you after your recruitment pitch. If the pitch fails your CP will be refunded.

Alien Pet (50/100 CP) Have a pet you wanted to bring along? You can now import them into a new creature form, perhaps your dog becomes a dragon? Your cat a three eyed Draaxian? Or a weird marmoset that falls over itself and stinks? Well, nobody said it couldn't be from Earth, everyone needs a tiger-dragon thing! A driger? Tagon?
You can also pay to have an encounter with a creature you want as a pet in-Jump with an extra 50 CP.

Gremlins (200 CP) A colony of tiny humans has decided to follow you. They are incredibly helpful and won't like to be seen at first as they set up living space in the vents and service accesses within the walls of your warehouse, which come as a free attachment with them. They're happy to help improve your tech and defend your stuff in any way they can in exchange for their continued presence and growing population.

Terra F. Earman (400 CP) This is the spirit of Earth, one who supports her children and is as rowdy as they are. She would love to join you, her greatest child, on your adventures and proudly watch you fight all manner of things that try to force you to be an insignificant worm. She herself is perfectly willing to beat up any other planetary spirits that try to give her children any gaff including bad parent versions of her and she specializes in terraforming and restoring worlds...I mean, she is one. She's fun at parties and even more fun when those parties involve fists.

Drawbacks

Generic Fuck Yeah? (+0 CP) For some reason people don't like humanity being top dog and getting all the toys. Turning on this toggle will allow you to apply Humanity Fuck Yeah, and the human only perks, to any single other race you want.

Specific Fuck Yeah! (+0 CP) Maybe you want to spread *Insert Race Here* Fuck Yeah to other settings? This lets you pick one setting to apply this jumpdoc to. Should that setting have a jumpdoc made for it, you may use this jump as a supplement to that jump keeping CP pools separate of course. (You may use this jump as a Supplement multiple times just not multiple times on the same bundle i.e pairing it with Mass Effect twice at the same time. I shouldn't have to say that but you never know.)

Escape Hatch (+0 CP) With this toggle you may leave early if the story concludes before ten years.

Pre Canon (+0 CP) Sometimes there's no way to stop events from happening simply because they occurred long before the hero and their friends arrived on the world scene. Turn this on and you can choose when you want to start as long as it is before canon. Also works on Jumps that try to railroad your arrival time.

Put Yourself In Their Shoes (+0 CP) Is there a character in the setting you want the role of? Turn this on and select the person you'll be replacing or Self-Inserting as. Drop-ins will get memories that have no emotional attachments in them as though the memories were viewed rather than experienced, although you can skip that under the pretense you have amnesia.

That One Race That Opposes You (+100/200/400/600 CP) A race in the setting seeks to undermine your people at every turn. For 100 CP they work legally to stymie you by withholding trade deals, voting against you in council meetings, rejecting economic plans, and other things. For 200 CP they've got some shady dealings on the side to discourage your efforts like hiring pirates to attack cargo ships, spreading racist rumors and funding smear campaigns, making backroom deals with others to ally against you, and general underhandedness. For 400 CP their criminal side is an antagonistic hurdle that they'll fight you on such as slavery, smuggling, acts of terrorism, and illegal acts in general. For 600 CP they want your entire race dead or subjugated for one reason or another, maybe they evolved from a prey species and fear you as

a predator, or are a hive mind that believes all non hive mind races are unnatural and an abomination, or they just see your race in particular as the perfect slaves, either way you'll be fighting the tide itself to earn your people's place in the world.

That One Bigot That Opposes You (+100/200/300/400/600 CP) Instead of an entire race that stands against you it's just one of the people in charge. For 100 CP They are in a position of authority but still have people above them that they answer to and peers to curb their more disagreeable tendencies. For 200 CP there are a few more bigots scattered in various organizations of government and criminal enterprises who will stand in the way of progress. For 400 CP they are a splinter group or militia led by a bigot who has quite a bit of political clout. For 600 CP they are a secret government organization that their leaders can't get rid of because they are too useful or secretly endorsed by some of them.

Body Snatchers (100 CP) You wake up to find you've been kidnapped from your home by people from another race. They might just be curious about you, they might think you're the human who can solve a problem they have, but it'll be inconvenient for a while and you might be asking and answering a lot of questions.

The Wreck Of The Edmund Fitzgerald (100 CP) The voyage you were on has left you stranded somewhere with a derelict ship. You might just be waiting for rescue, need to fix some bits to get it going, or hail whoever you can, possibly all three but you'll need to ration what you've got in the meanwhile.

Smol Humans (100 CP) Other races are going to find your people irresistibly cute. This is both a good and bad thing. On the one hand no one will want to attack you, not that they couldn't you're just so gosh darn cute dang it, but on the other they're not going to take you very seriously either, making negotiating and dealing with anyone not human a bit problematic. A lot of the folks back home are going to grumble about it too.

Protagonist Centered Morality (+200 CP) You're the hero of your story and it's only right that heroes always win even when they commit atrocities just as bad or worse than their enemies, the hero is always right. As the protagonist you get a waiver from the universe that gives you the power to be 'right' the problem is you tend to pick solutions to your problems that go against both common sense and basic human decency, if not outright genocide, but you and your allies won't see anything wrong with your actions and anyone who does, well they're just there for you to use as a chew toy or verbal punching bag while the universe reinforces how much more 'right' you are compared to them. So, can you live with yourself in the aftermath of your own smug ego?

Cognitive Blindness And Idiocy (200 CP) The other races of the setting are hit with a bad case of naivety. They'll either constantly pity you for living on a 'deathworld' because they can't wrap their heads around the idea that it's only a deathworld to them or they might mistake you for some dumb animal and think you'd make a good pet, among other possible asinine mindsets that'll make you grind your teeth. They could fix their presumptions with some research but they

don’t bother, you’re gonna have to work hard to open their eyes to the fact that the universe doesn’t all work according to their assumptions.

Mediocre Humanity (+200 CP) Your Humanity, Fuck Yeah, power fantasy adventure is all wrong. How unexpected. Humans aren’t good at everything, even that one thing that you thought made us special. All the races that are said to be good at those things, are actually good at them. Humanity ain’t special, just a footnote in history. Problems don’t revolve around and are solved solely by mankind, a non-human is just as likely to save the day and do it better than a human would. Against other humans, it evens out, but all the bragging rights you thought we’d have with our inventors, entrepreneurs, and scientists? Someone, somewhere discovered them earlier, created better, or were even smarter than any of those people, outshining human achievements like a campfire next to a candle. This won’t nerf your own perks but you’ll have a hard time convincing those who don’t witness your feats that you are the one exceptional human being.

Not So Unified Humanity (+400 CP) Humans are a big, enormous family so great in number we stretch into different opinions on ethics, speak many languages, have opposing ideas of how to lead, all of which means we don’t agree with each other quite a lot. Well, when it comes to race relations there are some groups that really disagree with getting along with other sapients. You’ll be fighting as much against protestors, kill all xenos organizations, potentially other nations and human systems that don’t like change, are suspicious of the neighbors, or just think those arrogant knife ears are here to steal our jobs.

Imperfect Humanity (+400 CP) Say it ain’t so, Jumper! A humanity that’s not on the side of right? Le gasp, *faints*. But it is so, the paragon of moral uprightness you usually encounter in stories that praise our species has been thrown out the window. It’s a bunch of self righteous, haughty moralists, genocide advocates, and smug assholes all the way down. It’s always the xenos’ fault. Always.

Human Realism (+200/400 CP) What is a Jumper like you doing, showing up with OCP powers? That’s not realistic to humans! Your previous powers are locked out and your perks are scaled to human capabilities.

- Alternatively, for only 200 points I'll let you keep three powers and allow five of your OCP perks to remain at full strength. Any perks that grant skills like being good at martial arts or computers will be incorporated into your Origin for this Jump.

Expected Consequences (+600 CP) Of dealing with the unknown. There are some beings who understandably have an enthusiastic, if mostly harmless, barely surface understanding of humans but the mostly harmless morons and their way of thinking is now quite a bit dangerous to you. A neglectful pat on the back from a stronger being could throw you to the floor, picking you up faster than your mass can compensate could see your arms ripped off by mistake, and trying to feed you any common food from their planet could in fact be deadly.

I Speak Yet I Have No Voice (+600 CP) In a Jumpchain the Jumper's voice is the loudest in the room and when they tell the universe to move it flinches and steps aside. A prime example of HFY, right? No more. You're going to get a sense of what it's like to speak and not be heard, to feel like you're calling from the bottom of the well and no one comes, to be told over and over that you're a liar or be accused of something you didn't say, and in general be abused verbally. Every act you take in genuine sincerity will be scoffed at and misinterpreted. Every new idea you have will be jeered, twisted, and picked apart. Every idea that others have proposed before will always be associated with their negative flaws and opposed if you bring them up and lump you in with the same group of like minded thinkers even if you're not. Every mistake you make will be recalled gleefully, your pratfalls and embarrassments gossiped about maliciously, and they'll never let you forget them. Every interaction you have with other people will be tainted by this negative caricature of you if they are told of it by those who made it, usually behind your back. You will be reported for minor slights and punished, you will also be judged and blamed over the people who were more responsible for things going wrong and you won't know why, especially if what you did was benign by comparison. And you will stand there and take it because your Benefactor refuses to allow you to act in retaliation towards others for these slights in any way, overtly or covertly. You're not blowing up the planet because everyone's an asshole to you and any attempt to do so will fail. Your Companion's are also not allowed to destroy the target/s of this behavior for the same reason although they can stick up for you but their attitudes towards you will also be affected to where, while they still love you, they will act like you're an inexperienced idiot, like you know less than you really do, and sharing their knowledge like a patronizing adult will remind you of that fact over and over as you are told what you already know. You may as well stand in front of a wall and scream at it, you'll get more done that way. There is no getting around this drawback with any form of expression and any perks that would protect you from this or mitigate it, such as through charisma, don't work against it. It does not happen to you 24/7 but it happens often enough for you to build up both a seething frustration and the feeling of being trapped that never fully goes away until your Jump has concluded.

Flawless Victory (+600 CP) The call has gone out and the greatest tournament throughout the Realms is starting once more and this time a new world will join them. Yours. Mortal Kombat has come for the world you currently inhabit and you've been selected as one of its greatest champions. You will contend against the likes of superhumans and gods alike to prevent your universe from being conquered by those who would destroy it. Can you protect your world from an invasion from the Outworld and the armies of Shao Kahn? Along with all the other craziness involved in the Realms? Choose your destiny!

Scenarios

You may attempt as many scenarios as you like at once, so long as they can plausibly coexist. If you use this jump, with or without supplement mode, to enter a universe that already overlaps with one of the scenarios, it is recommended that you find some way to extend the scenario so that the scenario's additional difficulty is not lost.

Scream Into the Dark (Requires Human Race) For there are no others. Humanity is alone in a lifeless universe. Your task, should you choose to accept it, is to ensure that Humanity is no longer alone by jump-end. You must introduce and fully integrate a population of at least one new sentient species into the world, stably maintaining at least 1% of the human population. This may take the form of citizenship in existing social structures, a distinct yet respected and deeply intertwined situation, or anything else that strikes your fancy while maintaining the true spirit of HFY.
Reward: Should you succeed, you will be given a state of the art lab and all the tools and facilities you need to uplift various creatures and create intelligent lifeforms of which you will not be limited by things like them being undead or made of pure energy. This means you could make zombification into just another disease that people suffer but that's treatable or turn captured lightning into a newly awakened being. Or you could simply take a Koala and make them a slightly smarter Koala but not a fully grown intellect you'd eventually find managing a gas station.

The Shattered Planet (Requires Human Race) Earth is gone, those bastards destroyed her and no one knows why. An act we didn't know was forbidden? A preemptive strike before we could oppose them? Thoughtless conquerors choosing an easy target? The theories about their motives are endless, there's only one right answer but we. Don't. Care! What's left of humanity is screaming for vengeance in the void and you're going to help them in their goals. You're going to help humanity hunt down and put the fear of god into the race that blew up the Earth, there may be other species out there but your people have only eyes for one, and you're going to make them pay for the home that was lost. You've got all of your ten years to accomplish this. You must seek out and overturn any power your enemy holds militarily and politically, if they are nothing but an invading force of mindless devourers kill them and wipe them out. Otherwise? Obliterating their race would be too kind, your job is to knock them down and make them into the lowest member of the galaxy from which it would take centuries for them to recover and centuries more to recoup any good faith they might have possessed.
Reward: Should you succeed, the Earth that was lost will be restored with all its history and monuments intact, but with none of the pollution, and animal populations are restored to what they would be without human interference. In addition you gain the Jumper Embassy placed anywhere on the Earth that you like, it can connect with any other Earth on your chain that you permit and serve as both a political hub and trading center.

The Spiral Arm of The Galaxy - If you are human you're leaving your home system for the first time and are tasked with mapping the Orion Arm looking for viable worlds, galactic dangers, and aliens friendly or otherwise. If you're an alien you're on a routine expedition into an area of the galaxy that hasn't been explored for a while but you don't really expect to meet anyone on your trip. Well, your life is about to get exciting. What you're about to enter is a First Contact scenario, wherein you will be if not the main ambassador during the events you'll be heavily involved. So, the first thing to do is flip a coin. Is your new contact friendly or hostile? If friendly, your main job is to ensure that relations don't sour for two years, time enough for everyone to get used to each other. If hostile you must defeat the obvious scout, grab their tech to tow back

to friendly space, and start getting people prepared for war within two years and they need to be strong enough to make the enemy flee in their first engagement. As an additional challenge if you can manage to bring the hostile aliens to the negotiating table within one year of your preparations and establish a friendly accord then all you'll need to concern yourself with is any souring relations. I'd keep the preparations for your defenses though, just in case.
Reward: Should you succeed, You get to bring the entire human race from the setting with you. You're welcome to them and they even come with their own dimensional attachment featuring vast lands and a whole galactic arm. All of them have the Human Only perks though they can never get more powerful than you except for any you choose to Companion. They come with all the tech and infrastructure they had in-setting, can generally rule themselves, and have plenty of food and energy to sustain their needs. And anytime you need assistance with something their services are available.
If you use the toggle Generic Fuck Yeah, you will instead take along the race you picked.

End

All ailments, injuries, and other malaises are removed and your body and mind are restored as well as your Companions. Now what do you wish to do?

Stay?

Go home?

Continue?

Jump Reward

For any future Jump you may choose for any of the perks you bought from this document to apply to all of humanity in that setting. Why? Because humanity, fuck yeah, that's why!

Jump reward does not apply if you mail order your perks, you must use the Jump itself.

Thank you Cliffc999 for your Humanity perk contribution and to others who assisted in developing this work.

Thank you YamanKurt over on Reddit for your Once A Human, Always A Human perk suggestion. It is much appreciated.

Notes:

No gratuitous cheesing. If you apply this as a supplement to a 40k jump and attempt the Scream Into The Dark scenario, you will not have erased the setting's cosmic horrors. They will have human origins where necessary and take on a nature that complies with the scenario.

Yes I know the Final Fantasy series has spells like Flare, it's just an example of the idea behind spell progression.

Flawless Victory is included thanks to the craziness of MK 11 introducing the characters Spawn, Terminator, Rambo, and DC's Joker. Since I'd rather not make my own versions of their franchise's Jumps just to put a toggle in, I instead put this Drawback for anyone that would like to take advantage of the multiverse connections when using this Jump or to otherwise spice up what could be a dull experience.

Each of your organizations do give you profits even when not directly working in them.

The Jump Reward only applies to humans in future Jumps even with the toggles activated. Reason being outside of fanfiction where else are you going to encounter an Asari? Or Orcs, Goblins, Thanatarians, Kryptonians, Skrulls, Klyntar, etc.? Face it people, even elves don't show up as often as humans do.

Changelog:
Created the doc.

Added Once A Human Always A Human to the doc.

V. 1.1

Added Archive Flow Manager to general items
Added Item Budget Manager to general items